Usenet Newsgroup Archive: comp.sys.atari.8bit

1997-07 - 1997-12

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1997-07-01 through 1997-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 4,523

Message records with no readable body available in the source text: 1

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Atari 810 Disk Drive Problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: charles.marslett@tempe.vlsi.com
Message-ID: <33bd56a2.630427817@newshost.tempe.vlsi.com>
Source record: 72021

On 22 Jun 1997 00:25:11 GMT, rclott@sh1.ro.com (R. Christopher Lott) wrote:

>Help. I recently unpacked my Atari 800 system from years in the attic.
>Everything works fine, except for the disk drive (810). I get the
>error "BOOT ERROR" whenever I try to run a disk program, no matter
>what disk I use (DOS II, VisiCalc, Apple Panic, Word Processor, etc.)
>
>Any ideas? Are there any common failure modes for this drive? I have
>taken it apart and cleaned the heads. Any suggestions would be
>appreciated.

Yes, there is a common failure mode: the power supply regulator -- or at least the transistors (regulators?) at the back of the drive tended to develop poor conductivity to the rest of the system. I think it was a small paddle board with either an edge connector or a ribbon cable (obviously, it's been a long time since I used one). I was always cleaning the connections (what else should a programmer do?).

>Thanks.
>-Chris Lott
>rclott@ro.com

--Charles

2. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33b86f46.404944@news.injersey.com>
Source record: 72022

On 30 Jun 1997 03:17:38 GMT, ceasar81@aol.com (Ceasar 81) wrote:

-Well for one: does anyone have a copy of MULE that will run correctly
on
-ANY atari 8-bit emulator with sound?? And two: when you catch the
wumpus
-that the game does not lock up?? I can run MULE on pokey just fine
but
-with no sound.. and when I catch the wumpus the game locks
up...XL-it!
-Gets me into the options screen on MULE but when I start the game and
it
-asks all players to hit a button on a joystick or paddle....it acts
like a
-paddle button is pushed in all the time and the game says it needs at
-least one joystick to play the game. But the sound is great atleast
on
-XL-it!
-

Run Xl it in 800 mode, not xl mode and it should work fine.

3. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19970701032700.XAA04733@ladder01.news.aol.com>
Source record: 72023

Thanks for everbody's input. I posted a request for a Commodore 1084 monitor in the Commodore Amiga newsgroup. I was able to secure a brand new never used 1084. I am looking foward to using this as my main monitor source.

Thanks,
Mark Smith
MSmith@aol.com

4. *Hot New Teenage Site young4.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: <>
Message-ID: <5p9ts0edr2328@news.internetmci.com>
Source record: 72024

Come visit the hottest new sex site on the internet Sexy-Girls

Are you ready to visit the hottest teen slut wonderland?

The come visit.. http://www.sexy-girls.com

All Models represented on Sexy-Girls are 18 years of age or older.

5. Atari 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: Chris Laws <lawsc@air.on.ca>
Message-ID: <33B88C6E.27A4@air.on.ca>
Source record: 72075

Hi, I'm looking to purchase a working Atari 850 Interface Module and Emulator Software for a Mac Plus if possible. Chris Lam's emulator address no seems to be on-line. If you can help please e-mail me at lawsc@air.on.ca. Thank-you.
Chris Laws

6. attn yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: HOWARD25 <HOWARD25@prodigy.net>
Message-ID: <01bc8580$6e68c7c0$d7deedcc@default>
Source record: 72076

```
yogi can you answer my question and get in touch with me, you took off your
atari 8bit exe and 2600 files from your site, can you put it back up again
```

7. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970701062501.CAA15085@ladder01.news.aol.com>
Source record: 72077

I agree, this is the 90's but the RGB tubes had great a great
picture.
Im wondering has anyone in this group did BW Color TTL mod? if so
how good is it?

8. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970701062201.CAA11531@ladder02.news.aol.com>
Source record: 72078

You can read 80 column text 10 feet away from the screen with the Amiga monitor, why use a TV? Pinball CS? I dont think so.

9. Re: ntsc/pal question

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: rbastian@horus.mch.sni.de
Message-ID: <33b8b734.4399536@horus.mch.sni.de>
Source record: 72079

Hi Piero,

On Mon, 30 Jun 1997 20:16:10 +0100, p.cavina@mo.nettuno.it (Piero
Cavina) wrote:

>I didn't find an answer for this in the Atari 8-bit FAQ...
>
>Is the software for the Atari 8-bit computers "tv-standard dependent"
>(this means that different versions of the same program, NTSC and PAL,
>must be written) - like it happens the Atari 2600 game console?

I have some Software imported from USA and have no Problem
to use it on my PAL Atari 800 in Germany.

There is, I think so, only a difference between the power
supplies: USA 110 V, Europe 220 V AC/DC.

ciao
Robin

10. Tower Toppler XL/XE-Version

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: Stefan Biermanns <STEFAN@iehk.rwth-aachen.de>
Message-ID: <33B96058.2512@iehk.rwth-aachen.de>
Source record: 72080

Is the XL/XE-Version of Tower Toppler on the net? I saw a prototype cart
some years ago...

Stefan

11. what happened to xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33B901B5.7F92@worldnet.att.net>
Source record: 72081

what's happened to this site??

http://myst.slcc.edu/~markus/

the xl-it site.. been down for several weeks now :-(

12. Re: Tower Toppler XL/XE-Version

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33B9697B.1BEB@zeus.fh-pforzheim.de>
Source record: 72082

if i am right you can purchase the module from ke-soft in germany...

bye, heaven

13. Re: .Teen Pussy Closeup teenpus.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33B9693C.5267@zeus.fh-pforzheim.de>
Source record: 72083

why the hell is this sex-shit growing on the net so much?
and why posted in comp.sys.atari.8bit?

bye, heaven/tqa

14. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: un55@rzstud2.rz.uni-karlsruhe.de
Message-ID: <5pb1a2$nd@rzstud2.rz.uni-karlsruhe.de>
Source record: 72084

In article <19970630025201.WAA21845@ladder01.news.aol.com>,
MSmith <msmith@aol.com> wrote:
>Guys, guys, guys, come on, give me a new source for a monitor. Not old
>Commodore stuff. Someone must be doing this. And please, don't suggest
>televisions. S- video or not, this is the 90's for crying out loud.

So, what about the Nokia 417TV 17" monitor? It has both VGA and 15kHz inputs
and should be able to handle Atari video signals. Look for details on:

http://www.nokia.com/products/monitors/417tv_specs.html
and
http://www.nokia.com/products/monitors/417tv.html

Isn't it something for the 90's??

best wishes,

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

15. Re: ntsc/pal question

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.867767644@math.tu-berlin.de>
Source record: 72085

Hi Piero!

p.cavina@mo.nettuno.it (Piero Cavina) writes:

>I didn't find an answer for this in the Atari 8-bit FAQ...

>Is the software for the Atari 8-bit computers "tv-standard dependent"
>(this means that different versions of the same program, NTSC and PAL,
>must be written) - like it happens the Atari 2600 game console?

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/
/ / / / / / \ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / /____/ / /
_____

16. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: Rene Gambke <rega@uriela.in-berlin.de>
Message-ID: <33B91583.4222@uriela.in-berlin.de>
Source record: 72086

Yogi wrote:

> Main problem I see with this is that the archive is not complete yet -
> and people might think it is. It's only got about 50% of all the
> software available, and I'm STILL in search of a good dump of Drelbs
> (with the title screen! - not the 109 sector version, either. Thats
> the cassette version)

Are you looking for something special? Since in the former GDR trading
software was legal, I now have mor than 300 disks full of software, lots
of things I didn't find at Yogi's.

--

Rene Gambke

e-mail: rega@powerslam.in-berlin.de (home)
rega@uriela.in-berlin.de (more frequently)
fido: 2:2410/1030

17. Re: ntsc/pal question

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: bluesky6@ix.netcom.com
Message-ID: <33bb2f84.1763294@news.zippo.com>
Source record: 72087

thor@math.tu-berlin.de (Thomas Richter) wrote:

because
%of differences in the color encoding for the TV. The schematics of
%the Xl computers include however a hack how to change the PAL version
to
%the NTSC version (the PAL versions include two crystals, one with
5/4th of
%the frequency of the other. One is used for the system clock, the
other for
%the color clock), but I never dared to apply it.
%

Could you point us to where we can get a copy of the 'hack'?

I've a French 800XL which I can't easily use in the US (where I'm
living now) because of the video.

Ben

18. Re: Terminal software for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33b94cf8.0@news.carleton.edu>
Source record: 72088

In article <5p3bjr$t7n$8@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:

>There's a stand-alone programme called Atar-Zee-Modem,but it times-out on a

>2400 connection if you're connected to a buffered-modem equiped BBS.
>(it takes too long for the buffer to empty out)

Not quite sure if it's the same issue, but I have much better luck with Atar-Z-Modem when I'm writing locally to RAMdisk, rather than to floppy. My logic is similar; the host zmodem program doesn't seem patient enough to wait for the Atari to copy its download buffer to floppy, and the transfer bombs. But the problem goes away if I download to RAMdisk instead.

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

19. Re: Umich 8bit Index?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33b95be7.0@news.carleton.edu>
Source record: 72089

In article <EC9Kut.EzA@freenet.victoria.bc.ca>, ud264@freenet.Victoria.BC.CA (Ted Skrecky) wrote:

>
>Can somebody tell me if the Umich 8bit Index of files still exists? I
>access the Umich 8bit/ST archive at FTP.TOAD.NET with the help of the
>Princeton FTP mail server and the main UMICH index file only contains
>a listing of the ST/Falcon files. This index also used to show the 8bit
>stuff. Did Bill Gates come along and eat the index file or
>did it get moved into an unknown sub-directory.

Looks like Bill took away the 8bit Index file at some point.

The mirror of the UMich archive at:

ftp://ftp.toad.net/pub/umich/8bit/

is still there and looks up to date.

Even on the home site, at http://www.umich.edu/~archive/atari/8bit/ there doesn't seem to be an 8-bit
index file anymore.

You might point out that you miss the index file to Bill Kendrick at mailto:kendrick@zippy.sonoma.edu

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

20. Re: 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33b95e24.0@news.carleton.edu>
Source record: 72090

In article <5p0g1g$qpl@main.freenet.hamilton.on.ca>,
af332@freenet.hamilton.on.ca (William Moeller) wrote:

>First off, I was wondering if anyone here actually received their FTe
>Sparta X upgrades. You see, I paid for 3 chips, (I was billed Visa) but
>never got the items from Mike. (Shame on you Mike)

I received mine, late '95, paid by check.

>However, when I got around to installing them a month or so ago, I noticed
>that there was no reference to FTe in the copyright. I havent played with
>the cart, so I have not noticed any differences except the ICD version
>number which was .1 above my old one...

What I received from FTe is SDX 4.22, which does say "FTe" in the VER
information, along with a revision date of (I believe) 10-15-95?? I'd have
to check on the date again.

>My question is, did I get the "FTe" upgrade? If so, what are the
>enhancements?

My original ROM purchased from ICD was SDX 4.20. I believe 4.21 ROMs are
around also, is that what you got perhaps?

To be honest, I can't even remember what was new in 4.22 right now, without
looking into it again..

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

21. Page 6's New Atari User, Issue 81, Spring/Summer 1997

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33b96225.0@news.carleton.edu>
Source record: 72091

Arrived at my place yesterday.

Page 6 Publishing's NEW ATARI USER
"The Magazine for the Dedicated Atari User"
ISSN No. 0958-7705

CONTENTS
Issue 81 - Spring/Summer 1997

PROGRAMMING
CIRCLES AND SPIRALS
Graphics without the headaches
CONSTANT CONVERTER
Save program memory by using variables

FEATURES
IN THE BEGINNING
Looking back to the days of the VCS
FREE RS232
Some help in building your own interface
COMPUTER INTELLIGENCE
Is that box really clever?
THE NOSTALGIA COLUMN
All the fun of AMS
ADVENTURES ... why bother?
Can this persuade you to play?
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Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

22. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970701222900.SAA26373@ladder01.news.aol.com>
Source record: 72092

you tell em' Guy.!!!!!

23. Re: Help Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0107972000250001@207.212.104.38>
Source record: 72093

In article <33AB9ADB.7668@ccnet.com>, jandc@ccnet.com wrote:

> I just got a Atari 800XL.Two carts star raiders cxl4011,Basic computing
> language cxl4002.Also 3 cables that plug into the far right Perirhepal
> slot.And a Texas Instruments video modulator that plugs into the monitor
> slot.Why it has this i don't know since it has a RF output by the
> monitor output???

That TI modulator will not work on that system. It draws +5v off of the
TI monitor port which it needs to operate. The Atari port does not have
+5v coming off of the monitor port.

The 800XL does have built-in RF and, as such, only needs a simple switch
box purchased either from Radio Shack (if they even carry them any more)
or your local thrift store.

>
> I need a power supply for this 800 XL,to see if it works.

Hmmm, a number of vendors have them for sale. I do have some extras which
I would sell rather inexpensively.

>
> Also is there a floppy drive for the 800 XL.I want to download program
> and games on my PC for the 800XL.Than transfer them from my PC to the
> 800 XL.Or would it just be easier to get a modem for the 800 XL and
> transfer them to a floppy drive for the 800 XL.

There are a number of floppy drives avaialable for the 8-bit series of
computers. However, to do what you want to do would require a goodly
amount of money. Your best best iss to find a serial port interface
(again various models are available) and doing a null modem transfer.

Hope this helps.

-Marlin
>
> Thanks
--
---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE 236/Lynx 80/Jag: 58/Sega: 69/CED: 1197/TG:52/3DO: 37
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

24. FS Assorted Atari Hardware and Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: Jim Lazarenko <jimbo@connect.ab.ca>
Message-ID: <01bc8651$5f9b0880$6fbf4bce@default>
Source record: 72094

I have the following Computer components and cartridges for sale. If you are interested in something, please make me an offer in U.S. Funds (buyer pays shipping). All the equipment is in working condition, but without boxes unless noted.

Atari
==========

Hardware
-Atari 800XL With Power Supply, RF Cable
-Atari 600XL With Power Supply, RF Cable
-Atari 130XE With Power Supply
-Atari 1050 Disk Drive With Power Supply and connection cable
-Atari 1050 Disk Drive Without Power Supply
-Atari XF551 Disk Drive With Power Supply and connection cable
-Indus GT Disk Drive Without Power Supply and connection cable
-Atari XMM801 Printer With manual, Power Supply and Atari Writer Plus
-Atari 520 ST Missing all accesories
-Custom made Atari RGB to SONY XBR/XBR II Monitor Cable
-Custom made Atari Composite Video/Audio cable (standard RCA jacks)
-Atari XL/XE Paddles
-2x Suncom Tac Joysticks
-4x Wico Command Control Joysticks
-2x Wico Joysticks (grey body, black handle)

Cartridges
Atari Writer
Basic
Centipede
Defender
Donkey Kong
Donkey Kong Junior
Eastern Front (1941)
Final Legacy
Frogger
Megamania-Brand new (shrinkwrapped)
Miner 2049er
Missle Command
Ms. Pacman
Pac-Man
Pole Position
Qbert
Realsports Football
Robotron: 2084
Star Raiders

Tennis

Books and Manuals
-Atari 800XL Manual and conection guide
-Atari 1050 Manual
-Consumer's Guide "The Users Guide to the Atari"
-Compute's "Third book of Atari"
-Compute's "The Atari Basic Source Book"

Magazines and Specification sheets
-1986 Atari ST Computer Brochure
-ST-Log Issue 10 Jan 1987
-Antic Volume 4, number 10 Feb 1986
-Family Computing Volume 3, number 11 Nov 1985
-Popular Computing Jan 1985 featuring the Tandy 1000
-Popular Computing Dec 1983 Featuring "the new 1984 Computers"
-Computers & Programs Feb.1984 Premiere Issue
-Compute Issue 74 July 1986
-Compute Issue 73 June 1986
-Start-The ST Quarterly Summer 1996 Premier Issue

jimbo@connect.ab.ca

25. FS: Assorted Classic Computer (8 & 16 bit) Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: Jim Lazarenko <jimbo@connect.ab.ca>
Message-ID: <01bc8660$03b1d620$6fbf4bce@default>
Source record: 72095
Cross-posted to: alt.games.video.classic,comp.forsale.computers,comp.sys.amiga,comp.sys.amiga.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.computers.marketplace,comp.sys.tandy,comp.sys.ti,rec.games.video.classic,rec.games.video.market

I did a posting earlier in a few newsgroups and have already had some good response so I decided I would post my complete inventory that I would like to get rid of, sorry for the length of the message and cross posting.

I have the following Computer components and cartridges for sale. If you are interested in something, please make me an offer in U.S. Funds (buyer pays shipping). All the equipment is in working condition, but without boxes unless noted.

Coleco Adam
==========

Hardware
-Adam add on for Colecovision

Adam Data Packs
AdamLink
Black data Pack
Buck Rogers-Planet of Zoom
Letters & Forms-With box and Manuals
SmartBasic
SmartLogo-With box and Manuals

Commodore
==========

Hardware
-Commodore 64 Computer-With original box and Power Supply
-Commodore 64 Computer-With Original Power Supply, missing Run/Stop key.

Cartridges
-Clowns
-Jungle Hunt
-Kickman
-Lazarian
-Number Nabber Shape Grabber
-Omega Race
-Radar Rat Race
-Sea Wolf
-Serpentine
-Tooth Invaders

Amiga Hardware
-Custom made 15 foot Amiga RGB/Audio to SONY XBR/XBR II Monitor/Audio cable

Controllers
-Please see the controller section near the end of this post

Magazines
-Please see the Assorted Magazine section near the end of this post

Atari
==========

Hardware
-Atari 800XL With Power Supply, RF Cable
-Atari 600XL With Power Supply, RF Cable
-Atari 1200XL With Power Supply, RF Cable
-Atari 130XE With Power Supply
-Atari 1050 Disk Drive With Power Supply and connection cable
-Atari 1050 Disk Drive Without Power Supply
-Atari XF551 Disk Drive With Power Supply and connection cable
-Indus GT Disk Drive Without Power Supply and connection cable
-Atari XMM801 Printer With manual, Power Supply and Atari Writer Plus
-Atari 520 ST Missing all accesories
-Custom made Atari RGB to SONY XBR/XBR II Monitor Cable
-Custom made Atari Composite Video/Audio cable (standard RCA jacks)

Controllers
-Please see the controller section near the end of this post

Cartridges
Atari Writer
Basic
Centipede
Defender
Donkey Kong
Donkey Kong Junior
Eastern Front (1941)
Final Legacy
Frogger
Miner 2049er
Missle Command
Ms. Pacman
Pac-Man
Pole Position
Qbert
Realsports Football
Robotron: 2084
Star Raiders
Tennis

Books and Manuals
-Atari 800XL Manual and conection guide
-Atari 1050 Manual
-Consumer's Guide "The Users Guide to the Atari"
-Compute's "Third book of Atari"
-Compute's "The Atari Basic Source Book"

Magazines and Specification sheets
-1986 Atari ST Computer Brochure
-ST-Log Issue 10 Jan 1987
-Antic Volume 4, number 10 Feb 1986
-Start-The ST Quarterly Summer 1996 Premier Issue

Texas Instruments
==========

Hardware
-TI 99 4/A Complete with power adapter, RF adapter, plastic computer cover, all manuals and reference cards.
-TI 99 4/A Complete with power adapter, RF adapter and BASIC reference card.
-Dual cassette connector cable

Texas Instruments Cartridges

Boxed with manuals
Beginning Grammar
Early Reading
Early Reading Fun
Munch Man
Number Magic
Parsec (Uses speech synthesizer)
The Attack
TI Invaders
Tombstone City: 21st Century

Loose carts without manuals
Burger Time
Car Wars
Parsec (Uses speech synthesizer)
Parsec (Uses speech synthesizer)
Scholastic Spelling Level 3
Scholastic Spelling Level 4
The Attack

Radio Shack Color Computer (TRS80)
==========
Cartridges
-Color Logo
-Temple of Rom

Controllers
==========
-Paddles (multiple sets)-for Atari & Commodore units
-2x Suncom Tac Joysticks-for Atari & Commodore units
-4x Wico Command Control Joystick-for Atari & Commodore units
-2x Wico Joystick (Black handle with grey base)-for Atari & Commodore units
-1x Spectravideo Joystick with suction cup base-for Atari & Commodore units

Assorted Magazines
==========

-Family Computing Volume 3, number 11 Nov 1985
-Popular Computing Jan 1985 featuring the Tandy 1000
-Popular Computing Dec 1983 Featuring "the new 1984 Computers"
-Computers & Programs Feb.1984 Premiere Issue
-Compute Issue 74 July 1986
-Compute Issue 73 June 1986

Trades
==========
I may consider trades in the following areas, however sales at this point are more appealing to me and will take priority. As far as trades go, I am interested in the following categories...

Intellivision Rare Hardware and cartridges as well as Shrinkwrapped cartridges
Sears Tele-Games Shrinkwrapped Tele-Games (Intellivision) cartridges
Vectrex Hardware, Controllers and cartridges
Atari Lynx Hardware and cartridges
Atari Portfolio Hardware and accessories
Mattel Electronics Handhelds (especially Backgammon and Spead Freak), Aquarius computer items, etc.
Coleco Handhelds and tabletops, Total Control 4 carts as well as some ColecoVision items
Microvision Hardware and cartridges

jimbo@connect.ab.ca

26. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5pcmpg$64d@nntp02.primenet.com>
Source record: 72096

```
The mortal Michael R. Bagnall wrote:
: Hello,
: I have a simple question:

: I have a Mac... and an Atari 8 Bit emulator (until My Atari 800 comes in
: the mail sometime next week)... where can I download Star Raiders?

Why don't you PAY FOR IT??????????????????????????
```

27. Re: MAE Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5pcn2s$660@nntp02.primenet.com>
Source record: 72097

John is looking for a place to upload this. Please assist him.

28. Closet Clean up

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-01 00:00:00 UTC
From: "M.West" <mwest@isd.net>
Message-ID: <33B99AC2.3392@isd.net>
Source record: 72098

M.West wrote:
>
> I still have the following items left from my closet clean out. If
> anyone is interested let me know as the wife is threatening to put it
> all in a dumpster.
>
> I'll let it go cheap but I can't do that and pay postage.
>
> reply to mwest@isd.net
>
> Arari 130XE Upgraded to 256K
> Atari 850 Serial / Parallel Interface
> ICD P: R: Connection Serial / Parallel Interface
> Koala Touch Pad
> Atari 410 Tape Recorder
> Atari 1050 Disk Drive HAPPY Enhanced
> Atari Joy stick
> Atari 16K Ram Cartridge CX853
> Printer, AXIOM Atari direct connect
> Printer, ATARI 820 (needs repair, doesn't go back and forth properly)
> Muppet Learning Keyboard
>
> Manuals
>
> Atari Dos #3
> Top Dos
> Typesetter
> ICD SpartaDos Construction Set
> R-Verter Serial Bus Modem Adapter
> Sparta Dos
> Happy 1050
> P:R: Connection
> Seikosha printer
> Koala light pen owners Manual
> Koala Micro Illustrator
> Turbo Print/A
> Mydos ver 4.1 (2 of them)
> Muppet learning Keys (C-64)
> US Doubler instalation
> Axiom printer graphX
> The Handyman Slow lister
> Atari 130 XE owners Manual (two of them)
> Atari 810 owners guide
> Atari 850 Interface Module Operators Manual

> Atari 800 XL owners Guide
> Atari 400/800 Disk Operating System II
> Donkey Kong
> River Raid
> Centipede
> Zork I With hints
> Zork II With hints
> Zork III With hints
> StarCross With hints
>
> Books
>
> Dr. Wackos Miracle Guide Atari Game Programing
> Free Software for your Atari
> Basic Exercises for the Atari
> Computes Second book of Atari Graphics
> Your Atari Computer The absloute most valuable book of all!!!! (Dog
> Eared)
> Inside Atari DOS
> De Re Atari
> Computer Software Protection and Code Breaking
>
> Magazines
>
> Antic Magizines 83-87 (not complete)
> Analog Magazine 84-87 (not complete)
> Atari Explorer summer 85, winter 89, summer 89
> ST Log Jan,feb, 1987
> STInformer 88,89 (not complete
> Orange Juce Club Magazine 86 (complete)
>
> Original Disks
> (this stuff is over 10 years old I dont know if any of them can be read)
>
> Spartados
> Spartados R-Time
> Koala Micro Illusrtator
> P:R: Connection
> Warp Speed (for Happy Drive)Versions 6.6 & 7.0
> MYDOS (for the Hard Drive) Versions 4.0 & 4.2
> MPP Modem Driver
> Mosaic HandyMan
> Indus GT data manager, word processor, Spread sheet
> Top Dos
> Arari 810 master disk
> Arari master Diskette #3
> Aprox 250 misc. Disks Much BBS stuff (most double sided 80 track)
> Infocom ganes (zork,starcross)

It was pointed out to me I should mention where I would be shipping from. An excelent point!

I am located in the Saint Paul, Minnesota USA area.

29. Re: 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970702043601.AAA18773@ladder02.news.aol.com>
Source record: 72099

The New SDX upgrade is Mux compatible, plus there are other kool stuff.
The Problem is that FTE is gone undergrown and nobody can order anything
from him. Whats an Atari 8bit user to do these days to keep his
system
up to date?

30. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970702042800.AAA21626@ladder01.news.aol.com>
Source record: 72100

I have been looking for a Program Called LASERTELLER for 9 years now
It seems nobody on the Planet has it...

Also looking for any LACE disk and AURA"s disk

31. Re: .Teen Pussy Closeup teenpus.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970702041701.AAA20898@ladder01.news.aol.com>
Source record: 72101

I belive the US govermet gave them the ok to pack the internet with
Porno...
I hate it and I still cant figure what a ....porno pic has to do with
free speach?

Porno pictures uses EYES as sensors

Freedom of speach is deliverd by MOUTH not EYES

And why post that crap on the Atari 8bit .....SIG?
I think we should REPORT all Kiddie Porno to the State Police

Feedback Welcomed

32. Re: Tower Toppler XL/XE-Version

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970702043101.AAA18424@ladder02.news.aol.com>
Source record: 72102

What other titles do they have,????? is that a cart or disk version.

Germany is a Long way from Sunny Florida USA :)

33. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970702042400.AAA21369@ladder01.news.aol.com>
Source record: 72103

I would love to hook up all my 8bits to an LCD display B&W or Color
I have been thinking of such a mod for the last 7 years, The problem is
and Im sure you already know that there is no standerd LCD display.
All Laptops LCD where developed for the machine its on.... Sick huh?

I belive VGA would be a bit to sharp, ever see the Xformer?
Thats a bit tooo sharp!
For me anyways.

Color TTL sounds good, has anyone here in this SIG did Bob's Mod from
Atari Classics?

34. for sale: Atari items

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <ECoDxC.Ir3.0.bloor@torfree.net>
Source record: 72104

I have the following items for sale:

Atari 1025 printer, with manual. 7-pin dot matrix, connects directly
to SIO port. Uses standard typewriter ribbon. NOTE: this thing
weighs a ton, so shipping may be a bit high. $10

Atari 1050 drive, NON-WORKING, for parts only. No power supply. $5

Rana 1000 drive, double-density, track display, write protect, can
format disks without being connected to a computer. Does not include
power supply but it can use a 1050 power supply. $15

Okidata Microline 182 printer, 9-pin dot-matrix. $10

Hayes Smartmodem 1200 with power supply, NOT TESTED $5

Multitech 1200 bps modem with power supply. NOT TESTED $5

Winner joypad, Nintendo style controller, originally for
IBM-PC. I rewired it to work with Atari 8-bit. It works
with any game which uses a joystick. Also works on 2600.
This is the best joystick I've ever used with my Atari. $8

Video Touch Pad $3

Software: all include box and manual unless otherwise noted.

Silent Service $4

Music Construction Set $4

Verb Viper, disk only, $2

Math Blaster, 2 disks only, $3

Choplifer, disk only,, $3

Mind Mazes, disk only, $2

Analog Disk #79 June 1989, $2

Print Shop Companion $7

Bank Street Writer, disk only, $3

Atari Silent Butler, 2 disks only, $3

Partyware, 2 disks, $3

Atari Timewise, manual, no box, $3

Print Shop, disk only, $3

Print Shop Graphics Lib. #1, disk only $3

Books/Manuals:

1050/DOS 3, $3
Introduction to Disk Op. System. (DOS 2.0) $3
1050/DOS 2 Reference Manual (DOS 2.0s/2.0d) $4
1050 Owner's Guide $3
1200xl Owner's Guide $3
Compute's 1st Book of Atari. $5
Compute's 2nd book of Atari. $5

Prices do not include shipping. I think my prices are fair but if you disagree please make an offer. Items will be shipped within 24 hours of receiving payment. I am in Dayton, Ohio, not Canada.

--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |
---

35. FS Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: cdhoste@aol.com
Message-ID: <19970702064301.CAA25545@ladder02.news.aol.com>
Source record: 72105

Atari items for sale. I'll pay one half the shipping and handling costs
but NOT the C.O.D. charge. If you don't believe the prices are fair I am
willing to listen to your offer. Enjoy!

1) Flight Simulator II --subLogic flight simulator. Original box and
manuals. Including the
navigation maps. Price $15

2) AtariWriter and Atari Proofreader --the classic word processor and a
dictionary program.
Original manual including the quick reference sheet for the AtariWriter
but no documentation for
the Proofreader and no box. Price $25

3) Movie Maker --an animation construction set by Electronic Arts.
Original manual and box.
Price $10

4) 5"1/4" Disk Organizer with disks! --a grab bag of software everything
from Antic Magazine
disks to games like Mail Order Monster and Summer Games both classic 80's
computer games.
Price $25

5) Atari 1010 Cassette drive --not sure if it works but power supply and
light seem to work. Also
included is the data cable and a conversational French program. Has sound
and original box and
manual. If anything this is the first multimedia device for the Atari!
Price $10

6)Atari 1027 Daisy Wheel printer --not sure if it works but power supply
and light seem to work.
Also included is the data cable. Price $10

36. HELP: Stupid 1050 question...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: "Eric R. Balch" <erbalch@adnc.com>
Message-ID: <01bc877a$00cb13c0$140d9ecf@quasar>
Source record: 72106

O.K. I know that this is a kinda stupid question but here goes anyway:

I just got a 1200XL and a coupla 1050 drives (to replace the system I loved so dearly and was stolen many moons ago). Now, the problem is when I had my last 1200 I could only afford one 1050 so I have never used an Atari 8-bit system with multiple floppy drives...

So, the stupid question:
How do I set the switches (what positions do I use) on the back of the 1050s so BOTH drives will be accessable? I tried a few different combinations but to no avail. Is there some special Voodoo incantation I need to do or somthing? I would RTFM but I have no FM2R! I know I have the cabels hooked up right =;-) Also, I know that BOTH drives do work. I just can't seem to get one to work as drive 1 and the other to work as drive 2.

Many thanks in advance for any help!

Eric

37. FS: HARD TO FIND COMPUTER BOOKS

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5pd2csntm1@nnrp1.crl.com>
Source record: 72107

Collector's Book Sale!

I've decided to share a recent used bookstore find with other collectors
of vintage computer stuff.

These are all books published by Franklin Watts in a series called "Computer
Literacy Skills". All the books in the series were written by Christoper
Lampton. They are hard bound with paper covers. The books themselves are
in mint condition, but the covers range from mint to very good (some tears,
wrinkles, creases). They are all copyrighted in 1984/1985. The books in the
best condition will be sold on a first-come, first-served basis. These are
really nice books, and I am keeping a set for myself.

The titles are:

Graphics and Animation on the TRS-80 Models I, III and 4

Graphics and Animation on the Atari 800, 400, 1200XL, 800XL, and 600XL

Graphics and Animation on the Commodore 64

Z80 Assembly-Language Programming for Radio Shack, Timex Sinclair, Adam,
and CP/M Computers

PILOT for Beginners

FORTH for Beginners

I have a total of 24 of these books in different assortments. I am selling
each book for $5.00 each.

All books will be shipped in a protective cardboard container to preserve
their superb condition. Shipping charges are bourne by the buyer.

If interested, please send e-mail to dastar@crl.com for more information
on ordering and shipping charges. Shipping is from California, 94588.
Checks or money orders accepted.

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

38. Re: HELP: Stupid 1050 question...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5pdf4v$gos@dfw-ixnews7.ix.netcom.com>
Source record: 72108

In article <01bc877a$00cb13c0$140d9ecf@quasar>,
"Eric R. Balch" <erbalch@adnc.com> wrote:
>O.K. I know that this is a kinda stupid question but here goes anyway:
>
>I just got a 1200XL and a coupla 1050 drives (to replace the system I loved
>so dearly and was stolen many moons ago). Now, the problem is when I had
>my last 1200 I could only afford one 1050 so I have never used an Atari
>8-bit system with multiple floppy drives...
>
>So, the stupid question:
>How do I set the switches (what positions do I use) on the back of the
>1050s so BOTH drives will be accessable? I tried a few different
>combinations but to no avail. Is there some special Voodoo incantation I
>need to do or somthing? I would RTFM but I have no FM2R! I know I have
>the cabels hooked up right =;-) Also, I know that BOTH drives do work. I
>just can't seem to get one to work as drive 1 and the other to work as
>drive 2.
>
>Many thanks in advance for any help!
>
>Eric
>
Eric,
Easy, D1: the switches should be set both to the left.
D2: the switches should be set white left black right
D3: the switches should be set both right
D4: the switches should be set white right black left

This is just a binary value of 00, 01, 10 and 11.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

39. for sale: Atariwriter

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <ECoys5.2t3.0.bloor@torfree.net>
Source record: 72109

```
Atariwriter cartridge, Revision C (Silver label) in original box
with manual and reference card. Also included is Atari Proofreader
spellchecker, Dictionary disk, and Printer Driver Construction Set
form Antic Magazine. Asking $10 plus shipping for all.

--
------------------------------------------------------------
| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |
------------------------------------------------------------
```

40. Combat leader

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: rx23842@mcvax4.d48.lilly.com
Message-ID: <1997Jul2.080247.1@mcvax4.d48.lilly.com>
Source record: 72110

```
Speaking of best Atari 8-bit games ever, does anybody still play
or remember the tank-war game Combat Leader??
```

41. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: Nicolas Welte <Nicolas.Welte@uni-konstanz.de>
Message-ID: <33BA70ED.6063@uni-konstanz.de>
Source record: 72111

Brent Buescher, Jr. wrote:
> You'll have to build the cable yourself, and if you have an XL you'll
> want to do the Super Video upgrade that Ben Poehland published in
> Atari Classics a few years ago---this puts the chroma signal back on
> the pin that it should be and cleans up the video signal enormously.
> It's really more of a fix than an upgrade.

Does anybody know if this modification is available online? I have a PAL 600XL which produces a horrible picture on my C=1702 (with composite input). I would like to use the chroma/luma input.

Nicolas

42. Re: what happened to xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970702153201.LAA11528@ladder02.news.aol.com>
Source record: 72112

In article <33B901B5.7F92@worldnet.att.net>, Keatah
<Keatah@worldnet.att.net> writes:

>what's happened to this site??
>
>http://myst.slcc.edu/~markus/
>
>the xl-it site.. been down for several weeks now :-(

I don't have verification on this, but somebody on FidoNet said that it's
a college computer which is down for the summer.

43. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33BAFC33.56E3@worldnet.att.net>
Source record: 72113

Glenn Saunders wrote:
>
> The mortal Michael R. Bagnall wrote:
> : Hello,
> : I have a simple question:
>
> : I have a Mac... and an Atari 8 Bit emulator (until My Atari 800 comes in
> : the mail sometime next week)... where can I download Star Raiders?
>
> Why don't you PAY FOR IT??????????????????????????

where the hell is he gonna find star raiders outside of swap meets??
those places are just headache generators..

44. Atari 800 Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: nospam.Chuckie@Chelseamusic.com
Message-ID: <nospam.Chuckie-ya023680000207971839070001@news.telalink.net>
Source record: 72114

Greetings Folks,
I am currently the high bidder at $31.00 for an Atari 800 system.
Something has come up and I was wondering if someone who is interested in
an Atari 800 system could bid $32.00 and take me off being high bidder. I'm
prepared to win this auction, but if someone out there is interested in
purchasing an Atari 800 system with 2 cartridges, get more info at this
URL:

http://www2.ebay.com/aw/itemfast.cgi?item=ffb0029#BID

** remove "nospam." from e-mail address to reply. **

Michael Bagnall - Unofficial Tony Carey & Planet P Website -
Chuckie@Chelseamusic.com - http://www.tranquilitybase.com -
---
8 Bit Computer Advocate - Commodore, Apple, Atari, Tandy, Texas Inst.
Adventure Construction Set Archive - ftp://tranquilitybase.com

45. Re: what happened to xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33BAFC68.59CC@worldnet.att.net>
Source record: 72115

```
ASharkis wrote:
>
> In article <33B901B5.7F92@worldnet.att.net>, Keatah
> <Keatah@worldnet.att.net> writes:
>
> >what's happened to this site??
> >
> >http://myst.slcc.edu/~markus/
> >
> >the xl-it site.. been down for several weeks now :-(
>
> I don't have verification on this, but somebody on FidoNet said that it's
> a college computer which is down for the summer.

yah, that would make perfect sense. as markus is a cis student or
something :-)
```

46. Re: ntsc/pal question

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6$4BJqqpzHB@peter.soemtron.sb.sub.de>
Source record: 72116

In article <ntsc/pal question>, p.cavina@mo.nettuno.it (Piero Cavina) wrote:

Howdy Piero,

> I didn't find an answer for this in the Atari 8-bit FAQ...
>
> Is the software for the Atari 8-bit computers "tv-standard dependent"
> (this means that different versions of the same program, NTSC and PAL,
> must be written) - like it happens the Atari 2600 game console?

dunno, but I know that some pal demos won't run on NTSC computers. The
game Ultima III won't have colors on pal screens.

but the programs should work, pal or ntsc...
--
6502 R&SC power! ||| &ntel Outs&de! | ,- _ C64 II - alternate
(MEGA) 8-b&t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b&t power !

47. Data Lost!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33BAE54B.54B0@tcd.net>
Source record: 72117

Lost a complete hard drive in the PC that I thought I had backed up but
didn't. So I have lost the files that had bids on the cartridges, and
orders from different individuals on hardware.

If you didn't get a response from me please resend the mail and I will
get the information out asap.

Sorry for the inconvenience..

bob

48. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: Alan Reeve <areeve@avana.net>
Message-ID: <01bc87b7$9e01bc10$9f0810ac@areeve>
Source record: 72025

A few titles I can think of that aren't there:

Brimstone
Mindwheel
A good Alley Cat that works solidly...the file version only seems to work
under special conditions
Questron

Rene Gambke <rega@uriela.in-berlin.de> wrote in article
<33B91583.4222@uriela.in-berlin.de>...
> Yogi wrote:
>
> > Main problem I see with this is that the archive is not complete yet -
> > and people might think it is. It's only got about 50% of all the
> > software available, and I'm STILL in search of a good dump of Drelbs
> > (with the title screen! - not the 109 sector version, either. Thats
> > the cassette version)
>
> Are you looking for something special? Since in the former GDR trading
> software was legal, I now have mor than 300 disks full of software, lots
> of things I didn't find at Yogi's.
>
> --
>
> Rene Gambke
>
> e-mail: rega@powerslam.in-berlin.de (home)
> rega@uriela.in-berlin.de (more frequently)
> fido: 2:2410/1030
>

49. Re: Taquart problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33BC5B68.67A2@zeus.fh-pforzheim.de>
Source record: 72026

contact our "leader" ;) slaves...

i can not download from joshi and the mirrow-site, too...

bye, heaven

50. Re: Tower Toppler XL/XE-Version

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33BC5AB3.2369@zeus.fh-pforzheim.de>
Source record: 72027

they have rom-modules... ;)
i can post the list maybe next week...
bye, heaven

51. orneta

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33BC5CAD.4589@zeus.fh-pforzheim.de>
Source record: 72028

```
is somebody travelling from non-poland copuntires (f.e. germany :) )
?

bye heaven
```

52. REQ:Location of roms for Rainbow

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <33bbfae0.6924265@news.demon.co.uk>
Source record: 72029

Could some kind soul point me to the location of the OS roms, I used
to get them from the XL-IT site but Markus seems to be on hols at the
mo and the sites down...

Many thanks...
Paul `Mclane` Irvine

*** Remove the X in the email address to reply ***

Sorry about this but too much SPAM mail!!

53. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970703131154.5008F-100000@fissure.scar>
Source record: 72030

On 1 Jul 1997, Glenn Saunders wrote:

> The mortal Michael R. Bagnall wrote:
> : Hello,
> : I have a simple question:
>
> : I have a Mac... and an Atari 8 Bit emulator (until My Atari 800 comes in
> : the mail sometime next week)... where can I download Star Raiders?
>
> Why don't you PAY FOR IT??????????????????????????

I don't know if a version of Star Raiders was ever released for the MAC!
you can't buy what doesn't exist!

Alan

54. Re: .Teen Pussy Closeup teenpus.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970703130945.5008E-100000@fissure.scar>
Source record: 72031

```
On 2 Jul 1997, GUY1015 wrote:

>
> I belive the US govermet gave them the ok to pack the internet with
> Porno...
> I hate it and I still cant figure what a .......porno pic has to do with
> free speach?
>
> Porno pictures uses EYES as sensors
>
> Freedom of speach is deliverd by MOUTH not EYES
>
> And why post that crap on the Atari 8bit .....SIG?
> I think we should REPORT all Kiddie Porno to the State Police
>
> Feedback Welcomed
>
Having adult web sites is one thing, advertising them in places where they
aren't wanted is another. Did the US government condone advertising of
adult web sites in non-adult message bases??
```

55. Re: HELP: Stupid 1050 question...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970703131417.5008G-100000@fissure.scar>
Source record: 72032

On 2 Jul 1997, Eric R. Balch wrote:

> O.K. I know that this is a kinda stupid question but here goes anyway:
>
> I just got a 1200XL and a coupla 1050 drives (to replace the system I loved
> so dearly and was stolen many moons ago). Now, the problem is when I had
> my last 1200 I could only afford one 1050 so I have never used an Atari
> 8-bit system with multiple floppy drives...
>
> So, the stupid question:
> How do I set the switches (what positions do I use) on the back of the
> 1050s so BOTH drives will be accessable? I tried a few different
> combinations but to no avail. Is there some special Voodoo incantation I
> need to do or somthing? I would RTFM but I have no FM2R! I know I have
> the cabels hooked up right =;-) Also, I know that BOTH drives do work. I
> just can't seem to get one to work as drive 1 and the other to work as
> drive 2.
>
> Many thanks in advance for any help!
>
> Eric

On the back on the 1050 drive you should see in one of the corner, two
little switches (on drive 1, they are both on top of each other) I think
you need to move the top one over)

At any rate, read the Atari dos 2.5 manual i sold to you. I know it is
for the xf551 drive but changing drive number is the same idea. It is
bascically trial and error. Also, the dos you are suing must be
configured to handle 2 drives (most dos' are, but sometimes people
configure a dos to use only one disk drive, save a whole 100 bytes of RAM
of so... I can't remember if the dos 2.5 disk I sold you was altered or
not. I think it has the original 2 drive setup.

Alan

56. FS: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: jeffh@unix.aardvarkol.com
Message-ID: <867979081.1751@dejanews.com>
Source record: 72033

I have an Atari 800 for sale, fully functional, with 48k RAM and Atari Basic cartridge. Also will include the power supply, as well as two floppy drives. The floppy drives are as follows:

IndusGT: powers up, but gives an error.
Atari 1050: no power, nothing.

No manuals for the system, or the floppies will be included. The only power supply included will be for the Atari 800. Asking $20 + shipping. If interested, respond by Email. Thanks.

Jeff jeffh@unix.aardvarkol.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

57. Atari Computers For Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: bensmith@linda.teleport.com
Message-ID: <5pi0fl$h9h$1@linda.teleport.com>
Source record: 72034
Cross-posted to: pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

I've Added more stock to my Atari catalogs. So check it out.

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is. Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. Everything mentioned on this list is on this list because I have multiples of these Items and I thought I'd list them for you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks, Labtec Speakers & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: 1040STF Computers, Spectre GCR Macintosh Emulators, MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Hard Drives, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at

www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

58. Classic Collector's Super Auction! Update #3

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: Classic Collector <cbel@istar.ca>
Message-ID: <01bc874a$8fa02ca0$c296bfcc@default>
Source record: 72118
Cross-posted to: alt.atarialt.forsale,alt.games.video.classic,rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600,alt.atari.2600vcs,alt.atari.2600.vcs,comp.sys.atari.8bit

```
Welcome to Classic Collector's Super
Auction!!
** Items added in Atari 8-bit and
SMS**
Rules are simple:
1. Increasments are:
$1.00-$4.00 = $1.00
$5.00-$9.00 = $2.00
$10.00-$14.00 = $4.00
$15.00-+ = $5.00
2. Shipping is $1.00 in Canada, $2.00 in USA for 1 CART (not system).

Included in this auction are: NES, Sega Master System, Atari 8-bit, Atari
2600, SNES, Genesis, Game Boy and Misc.

E-Mail bid to: cbel@istar.ca

ON TO THE AUCTION!!!!!

Sega Master System:

Min bid per cart is $3.00

Thunder Blade, loose
Wonder Boy, loose
Choplifter, loose
California Games, loose

Min bid per card is $3.00

**NEW!**Super Tennis, boxed with plastic casing
**NEW!**F-16 Fighter, boxed w/instuctions

Sega Master System with power supply, RF connector and cable, 2
controllers, built in Safari Hunt/Hang On, works great. Min bid $20.00

SNES:

Mortal Kombat, loose
Min Bid is $5.00

Sega Genesis:

Min bid per cart is $5.00

Sonic, boxed
Sonic Spinball, boxed, manual
```

Taz, boxed
Alladin, boxed $5.00 Steve Riffel
Ecco the Dolphin, boxed

NES:

Bases Loaded, loose.
Min bid is $5.00

Atari 8-bit:

2 Atari 1050 disk drives Min Bid is $10.00 ea.
Atari 1010 tape drive, Min bid: $10.00
Atari Tapes, Min $1.00:
Spider Invasion
Bruce Lee
Owari
Bug Off!
Thorn Emi Compute 4
Guardians of the gorn
Pokersam
Avalanche
Swamp Chomp
Crypts of terror
Zepplin
Spitfire Ace
Intruder
Canyon Climber
NEW! Donkey Kong cart, loose. Min bid is $5.00

Atari 130XE system, power supply, two joysticks, no games (basic built in),
RF connector and cable.
$20.00 dpatekar

Atari 400 system, same as above but with Donkey Kong cart.
Min bid is $15.00

Atari 2600:

Min Bid is $1.00 per cart.

Donkey Kong
Donkey Kong
Combat
Defender
Defender
Astroblast
Missile Command
Warloards
Space Invaders
Dodge 'em
E.T. $1.00 Suzy
Pac-man $1.00 Suzy

Pac-man
Asteroids
Star Wars: The Emporer Strikes Back

Misc:

Coleco Telestar Marksman: Bunch of built in pong games. $10.00 sumguy

59. WTB: Atari Disk Drive or SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: swolfe@miworld.net
Message-ID: <33bb002e.14100659@news.miworld.net>
Source record: 72119

Wanted to buy.... used Atari disk drive ir used SIO2PC cable.... I
am kinda short on cash at the moment (hey ... I am a typical 16 year
old) so please don't charge too much....

60. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <5pf1ot$459@news.umbc.edu>
Source record: 72120

I will also vouch for the Commodore 1084 as one of the top monitors for
use with the Atari 8-bits, especially in separated video mode.

Tom

Euskara (euskara@aol.com) wrote:
: Without a doubt the best monitor you can buy for your 8 bit is an Amiga
: monitor (also made by commodore). I have a 1084 and the picture is
: unbelievable. I have had a magnavox, 1902 and used an S-input TV. The
: Amiga left them all in the dirt. I found mine by posting a message in the
: Amiga newsgroup. Just my 2 cents' worth.

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

61. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <33bb15e3.6964010@news.iwaynet.net>
Source record: 72121

-----BEGIN PGP SIGNED MESSAGE-----

dklugh@iwaynet.net wrote:

>"Console games"?
>As opposed to what,board games???
>(board=bored!)
As in computer systems that are specialized for playing games and perform few or no other functions. Since they lack devices for ready access such as keyboards and programs for development such as assemblers and compilers, they are effectively closed to most of us. I am aware that consoles have development systems that games are programmed on but these always cost big bucks and bureuacratic hassles to obtain. This means playing by the console marketers' rules.

>Actually DOOM 64 is quite bloody.But the lack of multi-player options make it
>rather useless.Perhaps the 64DD will change that.
>(thus I prefer the Genesis' "Battle Frenzy" to DOOM 64)
Perhaps so but the "Disney" remark pretty much holds for the original Nintendo. Besides what does Doom64 cost to buy. Most of these games START around $60.00. Quality recent PC games can often be had for under $40.00. Why. Competition. How does competition come about? Yep, you guessed it: open system.

>
> >for Macs and PCs. Does this make people reluctant to play games on
> >PCs? Not really.
>
>Well remember that people buy the PC and then just soak up all that FREE
>software!
True but I paid for my copies of Descent and Doom and many other games besides. ID software doesn't exactly look broke to me.

>
> >The 7800 was the last console Atari had. A glut of "crappy third
>
>uh,wasn't the Jaguar and/or the TT the last console?
Yep, should have said "last 8-bit console". Properly marketed it could have had some decent market share. BS name recognition would still have sold more Nintendos but Jack Tramiel let it get SLAUGHTERED, just like every other product of the Tramiel Atari.

> >7800. Atari used an encryption algorithm in the 7800 operating
> >system that cartridges had to conform to or they would not work.
I
> >have no doubt that any prospective third party developer had to
pay
> >BIG bucks to be let in on the secret.
>
>They probably had to send their game to Atari to have the secret code
made up,
>rather than Atari telling them how to create it.
Result same. Little or no third party development leading to a lack of
reasonably priced and abundant titles.

>
> >The point is, it is ESSENTIAL that PCs and game consoles have
open
> >designs to be a success. Who came out with the most cool
software
> >for the 2600? Without a doubt, Activision and Imagic consistently
> >had the games with the most innovative sound and graphics. Atari
> >published titles tended to be dull in comparison. If the 2600
was
> >closed there probably wouldn't have been an Imagic or even an
> >Activision for all that it was made up of ex-Atari programmers.
> >Atari COULD have stopped them legally.
>
>They should've made the 7800 a full computer rather than a dedicated
game
>system.Then there would be free software to keep it alive.
That would have helped provided the best features of the unit weren't
locked out with the same asinine encryption scheme.

>
> >It was the early closure of the Mac that is making so much
trouble
> >for it today. It was the open PC with it's glut of "crappy" add
on
> >cards and software that is the clear winner in the marketplace
>
>And that makes it so damn crappy for serious work on the PC.
>No support for memory over a megabyte,no real interupt support,no
graphics
>support.
Little out of date aren't we? Protected mode has been around since the
286. Support for over 1Mb has certainly been common since the first
386 machines. The EGA has likewise been around since the mid eighties
and VGA since '87 and SuperVGA not long after. If I wanted to make an
equally meaningless complaint, I would point out that the Mac had no
color, only monochrome. As far as serious work goes, I know of
surveying businesses that used 286 and plotters to develop plats. If
that isn't "serious work" what is?

>
> >(Please spare me long florid descriptions of how good the Mac is,
> >it isn't the point.). Closed systems are LOSERS.
>
>The MAC is like the Apple,really for school and not for gaming.The PC
is only
>cabable of games because they made those incredibly fast CPUs for it.
>Apple tried to do the same with their 4mhz Apple 2c and 2ee.
>And the Mac has no text mode,making text-intensive games and term
programmes
>impossible.It's impossible on really fast Macs because it's
impossible to buy
>them!
Perhaps so, but if the Mac used industry standard expansion buses and standard serial and parallel ports from the beginning it would have done better. If the OS was cloned, it would have given PCs serious trouble. As it is, wounded Mac aficinados aside, the PC is the clear winner in the marketplace. Was it the elegant interface? Yeah sure. Heh. Heh. Was it the ease of configuration? NOT The consistent operating system conventions? Hell no. Know what made it the champ? That's right. You guessed right. The secret word for tonight is "Open System."

>(you'll notice that many early PC games used text mode to get around
the meager
> capabilities of the (SLOW!) graphics mode.And the CGA text mode is
slow as
> well)
No doubt. I preferred to play games on my 800XL or the C64s at friend's houses. Mac games were nicely high res and some had digitized sound but they were monochrome. Not very fun to look at sometimes.

-----BEGIN PGP SIGNATURE-----
Version: PGP for Personal Privacy 5.0
Charset: noconv

iQCVAwUBM7sbvwUcDdLO4sm1AQH0JQP/QibI8iveStZGh9ITEldndFkuPX+I2RfX
AXqhL2trdbr4/cboGv7ZxVbLXL6IWlH2IBmWSXv/90Nczy6bwor6J5fQLfTO9Exl
lWG0kgzLeNFuCG+6oP1/10Yr7gIRYPX39BfVnPKNIc2+09qPDGgR8Qb0zOOpqYWX
1n2cuOhp6Eo=
=Wq0g
-----END PGP SIGNATURE-----

62. Taquart problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970703054501.BAA04258@ladder02.news.aol.com>
Source record: 72122

I have been having problems on Taquart site in Poland the last few weeks
with
file transfer, Somebody please inform them, also all there Md8 files
on there
other webpage is corrupted.

63. How to tune the sound volume in XL-IT?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: Martin.Koppmann@stud.uni-regensburg.de
Message-ID: <Martin.Koppmann.1.000A18B1@stud.uni-regensburg.de>
Source record: 72123

I have got a Soundblaster 32PnP, which is only able to set the Sound volume by
software, but have not found an option in XL-IT 0.20 yet.
Therefore the Sound is maximum loud.
XL-It requires the SET BLASTER=A220 I5 D1 environment variable.
There also exist the shareware sbvol.exe which is a TRS-Program and allows to
set the volume, but this doesn't work with XL-IT.
Can anybody help me?

ciao
Martin

64. PSU rating for Atari 800 model?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-03 00:00:00 UTC
From: karolus@kuerbis.cs.tu-berlin.de
Message-ID: <KAROLUS.97Jul3151513@kuerbis.cs.tu-berlin.de>
Source record: 72124

Just got a 800 model (no XL/XE) without PSU.
Which voltage does it need, and which is the polarity of the plug?
Thanks in advance,
Achim

65. Metrics

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Information
Message-ID: <737cd$112d6.3c0@news.psrinc.com>
Source record: 72035

```
Great Site URL:http://www.psrinc.com/metsys.htm
```

66. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33bc6b64.1266992@news.injersey.com>
Source record: 72036

On 3 Jul 97 13:52:32 GMT, "Alan Reeve" <areeve@avana.net> wrote:

-A few titles I can think of that aren't there:
-
-Brimstone
-Mindwheel

-A good Alley Cat that works solidly...the file version only seems to
work
-under special conditions
-Questron

Agree, but there are much more missing.
-> software was legal, I now have mor than 300 disks full of software,
lots
-> of things I didn't find at Yogi's.
->

Got a list?

67. SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Randy Cornetta <cornetta@snip.net>
Message-ID: <01bc882b$52c143a0$b341d3d0@rc.snip.net>
Source record: 72037

Has anyone gotten this cable to work? I built one, but it makes my 8bit
flack out. Any have any clue
what I'm doing wrong?

Randy

cornetta@snip.net

68. Basic Version

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: swolfe@miworld.net
Message-ID: <33bc73c9.19977786@news.miworld.net>
Source record: 72038

How do I tell what version of BASIC my 800XL has?

69. FS:N64,Sega,Snes+More Cheap!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Video GAMES!! <cadams@cyberzone.net>
Message-ID: <33bc761b.1@news.cyberzone.net>
Source record: 72039

FS:N64,Sega,Snes+More Cheap!!

N64 games only 35.00 each.
Mario 64

Sega genesis games only 10.00 each.
NHL hockey
Turion defender
Joe mtna ftbll 93
Altered Beast
madden 94
wrestle mania
buster douglas boxing
sports talk baseball
stargate
cyberball
Forgotten Worlds
wrestle Mania
Jeopardy Sports Edition
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Sega CD games only 10.00 each!!
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Hoops
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mario
mario
mario
football
alien syndrom
ninja turtles
solar jetman
mario

Game Gear only 30 dollars!!

Go to http://members.tripod.com/~bluechalk to see a full list of games
and much much more. Like tournaments, reviews, and great prices!!

Also go to http://users.cyberzone.net/cadams for a great place to
advertise stuff on my virtual fleamarket!!

70. Re: Taquart problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970704054100.BAA13285@ladder02.news.aol.com>
Source record: 72040

I got in touch with slaves, here's the Mirror site

ftp://ftp.sp00lka.lublin.pl/pub/atari8bit

Cya Nxt Demo!

71. Seeking old COMPUTE! magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Matthew Sew Hoy <buzzard@ihug.co.nz>
Message-ID: <33BDAC73.27EB@ihug.co.nz>
Source record: 72041
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.atari.8bit,comp.sys.apple2

I don't know why my news server is playing up, maybe it's the difference in timezones... Here's a repost of the original message:

> I am seeking all the issues of COMPUTE! between January 1985 and
> December 1988.
>
> If you have the magazines I request, e-mail me and we will negotiate
> pricing.
>
> At the same time, I am in the process of importing some COMPUTE!'s
> Gazette magazines & disks. The first shipments will be arriving between
> mid-August and early September.

--

_____ ___ _____
___����\ |`,�|/����___/ BuzzardHawk
��__ �-/ \-� __�
�-_____-� remove the "++++" to reply
/�__�\

72. Re: ntsc/pal question

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: buesch@srv.net
Message-ID: <m267ur8btm.fsf@caligula.srv.net>
Source record: 72042

peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

> > Is the software for the Atari 8-bit computers "tv-standard dependent"
> > (this means that different versions of the same program, NTSC and PAL,
> > must be written) - like it happens the Atari 2600 game console?

Not absolutely. Specifically, most software runs fine on both
standards.

> dunno, but I know that some pal demos won't run on NTSC computers.

This is because PAL machines have a vertical refresh frequency of 50hz
(NTSC use 60hz) which translates into more vertical blanking time for
demos and other computation-intensive graphics software. So PAL demos
that won't work on NTSC machines are usually returning from a VBI
(vertical blanking interrupt) too late. Some also attempt to use more
vertical resolution ("longer" display lists) than an NTSC display can
handle.

> The
> game Ultima III won't have colors on pal screens.

That's interesting. I assume this is an artifacting issue? What
about David's Midnight Magic, Pinball Construction Set, Bug Hunt,
Flight Simulator II, the original Lode Runner, and other software that
uses artifacting? Sounds reasonable, but I never knew artifacting
didn't work between PAL and NTSC.

> but the programs should work, pal or ntsc...

Some demos crash outright on ntsc machines. Also, it is possible to
tell from the roms whether you're running on a PAL or NTSC machine,
and some software will stop outright and tell you it won't run on an
NTSC machine.

Brent

73. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Trevin Beattie <*trevin*@*xmission*.*com*>
Message-ID: <5pipgt$lt3$1@news.xmission.com>
Source record: 72043

Randy Cornetta wrote:
>
> Has anyone gotten this cable to work? I built one, but it makes my 8bit
> flack out. Any have any clue
> what I'm doing wrong?

I'm not sure if your symptoms were the same as mine, but my big mistake was that I had somehow got the 1489 chip in -backwards-, with the result that there appeared to be major video distortion on my Atari. After fixing that, I found that I had made a second mistake by swapping the TxD and RxD lines on the PC end (by using the 25-pin settings instead of the 9-pin), but this didn't seem to hurt either computer.

--
Trevin Beattie "Do not meddle in the affairs of wizards,
*To*reply*to*this* for you are crunchy and good with ketchup."
*message,*remove*the* --unknown
*asterisks*from*my*email*address.*

74. Fair in Hanau/Germany by Ke-Soft

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <5piuic$fu0$1@widukind.fh-worms.de>
Source record: 72044

Hi Atari 8 bit user,

Here is now the review about the 97 Ke-Soft fair in Hanau/Germany:

The fair was held in Hanau/Germany a little city near Frankfurt.

My friend and I arrvied at 9 p.m on a sunday in Hanau. The fair was held in a pub near a sport gym.

It took one hour to place our Hard- & Software for the XL/E and others.

We met there Kaisersoft (Top Mag, Ram) , Thomas Grassel and Harry Reminder (Sio2PC , Raf), Thimo Graef (Atari Classic) , KE-Soft (old/new Hard- & Software for Xl/E and VCS), Andreas Magenheimer (copyright of the Brundles, Writer of XL/E related info, Ram) , Tobias Hang (Slope Memory , Ram) and me (XL Hardware developer (easy things) , Ram) and AMC..

At 10 o clock should be open for public but it took 2 hours before the first people came.

I think there have been about ... hm yes 12 users that came to the fair. So it was a great "suckess".

Ok, I think it was the last time i was on that fair. The fair started years ago with more than 80 people and had fall down to 12 people.

Because you don`t want to read such boring things ...
I tell you what you could see and by.

*Ke-Soft had:

VCS 2600/7800 oldies and Hardware for example Joust, River Raid and so on.

The XL/E Cards where:
Tower Toppler (Nebolus Clone), Defelector (guide a beam into a target) , Xenomorph (Kill em all), Monster Maze (Midi Maze clone could be up to 4 players), Comando (shoot em up), Stargate (defender clone).

The different Disk have been:
Video Title shop, Newsroom, Print shop, Orge, Great Am. C C R , Lord of conquest and many more.

Ke-Soft had the greatest Stock (& Prices). IF you are intersted in his stock soft- and hardware E-Mail me or look at the ABBUC Homepage.

*Kaisersoft had the following Polensoft:
Sexy Six (Girls with less clothes), Data 1,2,3 , Midnight from Bewesoft, Master Head (a Sobokan clone), Eureka , Cyborg (a maze hunting game).
Most games from 94 & 95.

*Slope Memory had two new things:

StarLock 1 (pic`s and sound`s from the Star Treck series)
New StarLock 2 (later pic`s and sound`s with the new series)
New Cliparts (cliparts)

Hardware:
Port tester (you can now read out the ports)

*Thomas Grassel & Harry Reminder had hardware:

The new power unit for XL and 1050.
Sio2PC interface (transfere you disk images to PC and use the Pc as a slave of the XL/E).
New Xformer cable (for the PCXformer)

*AMC (Armis was back again):

Sterea Blaster Pro , Sound interfaces, Power pad, and some AMC Classic games.

*Andreas Magenheimer

Software and Hardware:

AT Bus interface for XL (2 IDE devices could be used)
XF 351 Floppy (XF551 with 720KB 3.25" Drive)
and some used software (at low prices) Lords of Conquest, Blastron and Boulder Dash Con. Kit.

Me:

I had many 1050, 2 used Jags, 1010 Data recorder, XC 12 , AT Bus Interface, and new and used Jag and XL games.

So if you intesrested in:

Polensoft Email me for AMC, Kaisersoft, KE-Soft

Viedeo game systems Timo Graef, Ke-Soft, me

XL classic`s AMC , Ke-Soft

XL all AMC , Kaisersoft, KE-Soft

Jag, Lynx, XL/E hardwaer me

Oh * stop wait *

This is not normal that a geramn fair has so less public interest. The fair in Herten (ABBUC = more than 540 Atari 8 Bit organised user) and the Schreiersgruen fair are great. between 70 and 100 Atari 8 Bit user on 1 day. Ok the fair is one day but this in germany great.

PS:
I hope you could understand what i mean but my english is worse :-(, please forgive me :-).

Z U at the ABBUC fair in Herten 97

King kong

75. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33BD21D8.289C@worldnet.att.net>
Source record: 72045

Alan Christie wrote:
>
> On 1 Jul 1997, Glenn Saunders wrote:
>
> > The mortal Michael R. Bagnall wrote:
> > : Hello,
> > : I have a simple question:
> >
> > : I have a Mac... and an Atari 8 Bit emulator (until My Atari 800 comes in
> > : the mail sometime next week)... where can I download Star Raiders?
> >
> > Why don't you PAY FOR IT??????????????????????????
>
> I don't know if a version of Star Raiders was ever released for the MAC!
> you can't buy what doesn't exist!
>
> Alan

it isn't a question of buying it.. all he needs is a copy of the roms
saved to pc/disk image. the emu for the mac runs just the same xl-it on
the pc. ohh hell you knew that of course.

76. $$$$ EASY AND LEGAL $$$$

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: a15@a.a
Message-ID: <33bcae73.0@news.genesisnetwork.net>
Source record: 72046

$50,000.00 for only $5.00 within 2 MONTHS?????
==========

You gotta be crazy! How on earth do you think you can buy 50 grand
for lousy 5 bucks? Well, that's what I was wondering, too until I
came across this letter.

First of all, IT'S PERFECTLY LEGAL! (Call 1-800-725-2161) if you
have any questions about the following opportunity to make
$50,000.00 and that probably WITHIN LESS THAN TWO MONTHS!

Well, here it goes:
A little while back, I was browsing these newsgroups, just like you
are now, and came across an article similar to this that said you
could make thousands of dollars within weeks with only an initial
investment of $5.00! So I thought, "Yeah, right, this must be a joke,"
but like most of us I was curious, so I kept reading. Anyway, it said
that you send $1.00 to each of the 5 names and address stated in the
article. You then place your own name and address in the bottom of the
list at #5, and post the article in at least 200 newsgroups. (There
are thousands) No catch, that was it.

I knew that that was the opportunity I had waited for for a long time.
I thought it was about time that the money of the world gets into the
right hands! OURS, right? I never had a doubt that this thing will
actually work and even if it didn't, what were 5 stamps and $5.00 for
a try?

As I mentioned before, like most of us I was a little skeptical and
a little worried about the legal aspects of it all. So I checked it
out with the U.S. Post Office (1-800-725-2161) and they confirmed
that it is indeed legal!

Now, that's how your story WILL sound like, too if you participate:

Well GUESS WHAT!!... with in 7 days, I started getting money in the
mail! I was shocked! I still figured it would end soon, and didn't
give it another thought. But the money just kept coming in. In my
first week, I made about $20.00 to $30.00 dollars. By the end of the
second week I had made a total of over $1,000.00!!!!!! In the third
week I had over $10,000.00 and it's still growing. This is now my
fourth week and I have made a total of just over $42,000.00 and it's
still coming in ....

Let me tell you how this works and most importantly, Why
it works....also, make sure you print a copy of this article NOW, so
you can get the information off of it as you need it. The process is

very simple and consists of 3 easy steps:

STEP 1: Get 5 separate pieces of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 5 $1.00 bills and place ONE inside EACH of the 5 pieces of paper so the bill will not be seen through the envelope to prevent thievery. Next, place one paper in each of the 5 envelopes and seal them. You should now have 5 sealed envelopes, each with a piece of paper stating the above phrase and a $1.00 bill. What you are doing is creating a service by this. THIS IS PERFECTLY LEGAL!

Mail the 5 envelopes to the following addresses:

#1 Robert Jezil
114 Jefferson Ave.
Slidell, LA 70460

#2 Phil Walther Jr.
9495 Annapolis Lane North
Maple Grove, MN 55369

#3 C. E. Burkman
170 University Ave. W
Suite 12-129
Waterloo, Ontario
N2L 3E9

#4 A. Bailey
1207 Reeves Road
Plainfield, IN 46168

#5 J. Martin
P.O. Box 2292
Reston, Va. 20190

STEP 2: Now take the #1 name off the list that you see above, move the other names up (2 becomes 1, 3 becomes 2, etc...) and add YOUR Name as number 5 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there is close to 18,000 groups) All you need is 200, but remember, the more you post, the more money you make!

Don't know HOW to post in the newsgroups? Well do exactly the following:

FOR NETSCAPE USERS:
1) Click on any newsgroup, like normal. Then click on "To News", which is in the top left corner of the newsgroup page. This will bring up a message box.

2) Fill in the SUBJECT with a flashy title, like the one I used, something to catch the eye!!!

3) Now go to the message part of the box and retype this letter exactly as it is here, with exception of your few changes. (remember to add your name to number 5 and move the rest up)

4) When your done typing in the WHOLE letter, click on 'FILE' above the send button. Then, 'SAVE AS..' DO NOT SEND YOUR ARTICLE UNTILL YOU SAVE IT. (so you don't have to type this 200 times :-)

5) Now that you have saved the letter, go ahead and send your first copy! (click the 'SEND' button in the top left corner)

6) This is where you post all 200! OK, go to ANY newsgroup article and click the 'TO NEWS' button again. Type in your flashy subject in the 'SUBJECT BOX', then go to the message and place your cursor here. Now click on 'ATTACHMENT' which is right below the 'SUBJECT BOX'. Click on attach file then find your letter wherever you saved it. Click once on your file then click 'OPEN' then click 'OK'. If you did this right , you should see your filename in the 'ATTACHMENT BOX' and it will be shaded.

NOW POST AWAY!

FOR INTERNET EXPLORER:
It's just as easy, holding down the left mouse button, highlight this entire article, then press the 'CTRL' key and 'C' key at the same time to copy this article. Then print the article for your records to have the names of those you will be sending $1.00 to.

Go to the newsgroups and press 'POST AN ARTICLE' type in your flashy subject and click the large window below. Press 'CTRL' and 'V' and the article will appear in the message window. **BE SURE TO MAKE YOUR ADDRESS CHANGES TO THE 5 NAMES.** Now re-highlight the article and re-copy it so you have the changes.... then all you have to do for each newsgroup is 'CTRL' and 'V' and press 'POST'. It's that easy!! THAT'S IT! All you have to do is jump to different newsgroups and post away, after you get the hang of it, it will take about 30 seconds for each newsgroup!

REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200

If these instructions are too complex to follow, try Forte's "Free Agent." It is freeware for noncommercial use. To download it, simply use a search utility and type "Forte Free Agent". You should be able to find it.

That's it! You will begin receiving money from around the world within days! You may eventually want to rent a P.O. Box due to the large amount of mail you receive. If you wish to stay anonymous, you con invent a name to use, as long as the postman will deliver it. **JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.**

Now the WHY part:

This entire principle works because it is in a format of an upside down tree with thousands of branches. Everyone below you will see to it that the tree continues because they want to get money. Those below THEM will continue because THEY want to get the cash etc.

Out of 200 postings, say I receive only 5 replies (a very low example). So then I made $5.00 with my name at #5 on the letter. Now, each of the 5 persons who just sent me $1.00 make the MINIMUM 200 postings, each with my name at #4 and only 5 persons respond to each of the original 5, that is another $25.00 for me, now those 25 each make 200 MINIMUM posts with my name at #3 and only 5 replies each, I will bring in an additional $125.00! Now, those 125 persons turn around and post the MINIMUM 200 with my name at #2 and only receive 5 replies each, I will make an additional $626.00! OK, now here is the fun part, each of those 625 persons post a MINIMUM of 200 letters with my name at #1 and they each only receive 5 replies, that just made me $3,125.00!!! With a original investment of only $5.00! AMAZING! And as I said 5 responses is actually VERY LOW! Average is probable 20 to 30! So lets put those figures at just 15 responses per person. Here is what you will make:

at #5 $15.00
at #4 $225.00
at #3 $3,375.00
at #2 $50,625.00
at #1 $759,375.00

When your name is no longer on the list, you just take the latest posting in the newsgroups, and send out another $5.00 to names on the list, putting your name at number 5 and start posting again.
The thing to remember is that thousands of people all over the world are joining the Internet and reading these articles everyday, JUST LIKE YOU are now!! And this will go on and on and on and on.... get the picture? Well, there's 5,000,000,000 people on the world and most of them will eventually end up being hooked into the internet. So there are virtually unlimited resources. Of course this will work the best at the very beginning so the faster you post, the better for YOU!

So can you afford $5.00 and see if it really works?? I think so! People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest works?? I think so... People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest people who are joining the Internet and newsgroups everyday and are willing to give it a try? Estimates are at 20,000 to 50,000 new users, every day, with thousands of those joining the actual Internet. Remember, play FAIRLY and HONESTLY and this will work. You just have to be honest. Make sure you print this article out RIGHT NOW, also.

Try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly.

Remember, HONESTY IS THE BEST POLICY. You don't need to cheat the basic idea to make the money!!

GOOD LUCK to all and please play fairly and reap the huge rewards from this, which is tons of extra CASH. **By the way, if you try to deceive people by posting the messages with your name in the list and not sending the money to the rest of the people already on the list, you will NOT get as much. Someone I talked to knew someone who did that and he only made about $150.00, and that's after seven or eight weeks! Then he sent the 5 $1.00 bills, people added him to their lists, and in 4-5 weeks he had over $10k. This is the fairest and most honest way I have ever seen to share the wealth of the world without costing anything but our time!!! You also may want to buy mailing and e-mail lists for future dollars.

Please remember to declare your extra income. Thanks once again...

77. wanted: impressions/thoughts/comments

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33BD480E.3AA1@worldnet.att.net>
Source record: 72047

I'm putting together a collection of stories and first impression
experiences about early systems to be displayed on my future web page.

Also, the contents including..
some newsgroup postings
working emulators
technical documentation
other stories
other select web pages
photos
scanned press material
..is to be stored for the far future.

If you want to contribute here's something to consider:
What was the first computer you played with? Where is it now?
What was the first arcade you visited? What was your room like?
When, what season, what was the weather like at the time..Everything!
What was you favorite 8bit (atari-c64-whatever) game?
What was the name of the first computer stores you visited? Where?
How did that computer store smell? What kinda lighting?
Tell me about the sense of discovery. What did your parent's think about
your newfound toy? How did pay for software? Did you pirate it? Tell me
about the videogame sleepovers.
Ever skip school to finish that star raiders championship? .Everything!

Well whatever you care to remember and yak about :-)

Keith

78. Re: Combat leader

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: rwc1@ct.net
Message-ID: <5pjasg$e3k@news.ct.net>
Source record: 72048

On 1997-07-02 rx23842@mcvax4.d48.lilly.com said:
>Date: 2 Jul 97 08:02:47 EST
>Organization: Eli Lilly and Company
>Lines: 4
>NNTP-Posting-Host: mcvax4.d48.lilly.com
>Speaking of best Atari 8-bit games ever, does anybody still play
>or remember the tank-war game Combat Leader??

Wargame ... ATARI?
There's another one! I'm not the only ATARI wargamer left!

Yes I still play David Hille's "Combat Leader" and "Battalion Commander" as well as "The Cosmic Balance" by Paul Murray, "Six-gun Shootout" by Jeff Johnson (ATARI programming by Keith Bors), and all of Roger Damon's games.

Beginning with "Operation Whirlwind", a landmark as it was the first game of its type published by Broderbund, Damon improved the scrolling map interface that Chris Crawford developed in "Eastern Front". Using only the joystick and function keys for all controls Damon's games have an ease of playability that has yet, in my opinion, to be exceeded on any platform. Of Damon's games, "Field of Fire", his second to be published (first by SSI) is my favorite wargame.

I also still play "Invasion Orion", "Nukewar", "B1 Nuclear Bomber", and "Eastern Front".

Are there any other ATARI wargamers here?

--rwc

-R.-William-Clements---To-e-mail---	-7-bit ASCII-	-*bold*------
-remove-the-numeral-in-the-address-	-formatting--	-/italic/----
-We-must-stop-e-mail-spam!---rwc---	-conventions-	-_underline_-

Net-Tamer V 1.09 - Test Drive

79. i buy atari items for my collection

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bc88b1$509a2700$381644c3@moria.imaginet.fr>
Source record: 72049

Hello, i'm a french ATARI collector, this is the listing of the hardware i search...

-UNITES CENTRALES:
-1200 prototype devenu 1200XL
-1200 XL premier de la serie XL n&#65533;cessite la cartouche basic, commercialis&#65533; 7 mois aux USA
(6502C, Ram 64Ko, Rom : 16Ko , 1982)
-1400 XL (Ram 64Ko avec modem 300 bds +synthetiseur de voies integr&#65533;s, 4 touches de fonctions, sortie ... 15 exemplaires)
-1450 XL
-600 XL (6502C, Ram 16Ko, PBI (parallele bus interface), 1983)
-800 XLF
-1245 XLD (avec drive 5'1/4) ??
-1450 XLD (Ram 64Ko avec modem 300 bds + synthetiseur de voies + drive 5 &#65533; integr&#65533;s, 4 touches de fonctions, sortie ... 15 exemplaires)
-65 XE (6502C, 1.79mhz (NTSC) 1.77mhz (PAL), Ram 64 Ko, sans PBI, 2 ports controllers, Basic, self test, 1985)
-65 XEM (Extension musicale puce AMIE 8 voies)
-65 XEP (Portable avec ecran vert 5'+drive 3'1/2)
-130 XE (6502C, 1.79mhz (NTSC) 1.77mhz (PAL), Ram 128 Ko, PBI remplac&#65533; par ECI (Ehanced cartridge port), 2 ports controllers, Basic, self test, 1985)
-260 XE
-ST+ avec disk dur interne
-ST avec puce PC
-130 ST (prototype)
-260 ST
-520 ST (sans drive TOS 0.9B sur disquette ... TOS 1.0)
-2080 STF (SERIE LIMITEE)
-4160 ST
-MEGA ST (version VGA avec r&#65533;solution TT)
-MEGA ST1 (Tos 1.02 ... 1.04)
-MEGA ST2
-MEGA ST4
-STACY 4 LST 4144 (4 MO DE RAM AVEC 1 DRIVE+HD OU 2 DRIVES)
-PCES (PORTABLE COULEUR 8 BITS AOUT 89))
-PC2 (8088 1 ou 2 lect 5 1/4 360KO, HD:30Mo ou open graph:Hercules EGA CGA)
-PC3 (8088 4,77 ... 8Mhz Ram 640Ko lect 5 1/4 360KO, HD:30Mo graph:Hercules EGA CGA MDA)
-PC4 16/H (80286 16 MHZ +Lect 5'1/4 1,2 MO +HD 60 Mo 28ms graph:Hercules EGA CGA VGA+ MDA, 4slots 16bits AT+1 slot

8bits XT)
-PC4 16/R (80286 16 MHZ +Lect 5'1/4 1,2 MO +HD AMOVIBLE 44 MO)
-PC5 (80386 32bits 6 ... 16Mhz Ram 1Mo 4 slots AT+ 1 slot 8bits XT)
-PC PORTFOLIO (OU CPC FOLIO)(80C88 a 4,9152 MHZ 128 Ko de RAM)
-ABC 386/20 (80386 20 MHZ +Lect 5'1/4 1,2 MO +HD 60 MO)
-ABC 386 SX/40 (80386 20 MHZ 32 bits Ram:1 Mo +Lect 3'1/2 1,44 MO+HD 40 MO)
-ABC 386 SX II (80386 20 MHZ 32 bits Ram:1 Mo bus donn:16 bits HD 40 MO + Lect 3'1/2 1,44 MO)
-ABC 386 DX II (80386 40 MHZ 32 bits Ram:2 Mo bus donn:16 bits HD 80 MO graph:SVGA)
-ABC 386 SXN (portable 80386 HD 20 MO)
-ABAQ (station pour cartes transputer)
-TT (protoype TT ... 16MHZ)
-TT (68030 32 MHZ 2,4 ou 8 MO de RAM+68882 a 32 MHZ+HD 48 MO 28ms, TOS 3.01 ... 3.06)
-TT 040
-TT/X (68030 32 MHZ avec 8 MO de RAM+HD 200 MO)
-TT Tower
-ST BOOK (68000 8Mhz HD 2,5p 20Mo, Ram:1 MO, ecran LCD 640x400,
aucune sortie serie, parallele, moniteur, lect, cartouche
20 mod�les francais import�s par Informatique et Nature
parmi 50 mod�les francais)
-ST PAD (prototype sans clavier Ram 4Mo, ecran LCD 640x400, 2 lect bee card
sans lect de disquette, ni HD)
-FALCON 040 (68040 25MHZ, bus 64bits,DSP 5001,clavier type PC)
-FALCON XE (prototype sans pav&#65533; numerique, pas de ports lan,midi,dsp)

-MONITEURS :
-XM 128 (green 12') ??
-XC 1411 (prototype couleur composite 14')
-SM 124 (N&B ST)
-SM 124 'MULTISYNC' (N&B ST 3 RESOLUTIONS)
-SM 146 (N&B ST 14 pouces avec base pivotante)
-SM 147 (N&B ST 14 POUCES , gris fonc&#65533;, switch power couleur jaune)
-SM 194 (19 pouces n&b 1280 x 960 points)
-PS 3000 (moniteur et lecteur de disquette integr&#65533;)
-SC 1224 (COULEUR ST encadrement normal ou gris fonc&#65533;)
-SC 1224 (COULEUR ST avec detachement inferieur)
-SC 1225 ??
-SC 1426 (POUR TT)
-SC 1435 (COULEUR STEREO)
-PCM 145 (N&B PC vga)
-PCC 1415 (COULEUR PC CGA EGA)
-PCC 1425 (COULEUR PC VGA)
-PTM 146 (mono 14' TT)
-PTC 1426 (COULEUR vga TT ou PC)
-TTM 194 (19 pouces n&b TT)

-TTM 195 (19 pouces n&b TT)
-TTC 1434 (COULEUR 14' TT)

-DRIVES:
-810 (TANDON version : 5'1/4, SD: 40 pistes de 18 secteurs de 128bit :
90ko/face,SF,game 400- 800, 1981)
-810 (MPI version :5'1/4, SD: 40 pistes de 18 secteurs de 128bit :
90ko/face ,SF , game 400-800, 1981)
-815 (protoype double drive 5'1/4, Double D: 180ko/face, SF avec DOS 2.0D,
1981)
-XF 521 (protoype 5'1/4 idem 1050 mais restyl&#65533; pour la game XE)
-XF 551 (avec lect 3 " pouces)
-SF 314 (3'1/2 720 KO)
-SF 354 (3'1/2 360 KO)
-STREAMER : protoype dans boitier SF354, logo bleu ATARI en facade
-PCF 314 (PC 3 " pouces)
-lect de disquette ST BOOK

-DISK DURS:
-SH 104 (10 MO)
-SH 205 (20 MO)
-SR 144 (PROTOTYPE DU MEGAFILE 44)
-MEGAFILE 44 (RECHARGEABLE)
-MEGAFILE 60 (60 MO)

-LECTEURS DE CASSETTES:
-410 (Japon)
-410 (Hong Kong)

-IMPRIMANTES:
-820 (40 colonnes , 1981)
-822 (thermal printer 40 colonnes, 1981)
-825 (n&#65533;cessite A850 80 colonnes)
-1025
-XTL 201
-XTM 201 (N&B MATRICIELLE)
-XTC 201 (COULEUR MATRICIELLE)
-XMM 801 (MATRICIELLE 80 colonnes)
-XDM 121 (COURRIER 80 colonnes)
-SLM 406 (prototype laser)
-SMM 810 (MATRICIELLE 144 CPS 9 AIGUILLES (star lc10))
-SMM 824 (MATRICIELLE 24 AIGUILLES)

-CONSOLES:
-pong (plusieurs versions)
-2600 (prototype)
-2800 (japon)
-3600 ??
-4200 ??
-5200 (atari 400 avec chip Pokey modifi&#65533;, compatible 2600 avec module)
-7800 pro system (COMPATIBLE 2600 AVEC PUCE MARIA livr&#65533; avec 2 CX24)

-Prototype JAGUAR + lect CD ROM (gris)

-MANETTES ET SOURIS:
-CX24 (AVEC 2 TIRS livr�� avec le 2600 junior)
-SUPER JOYSTICK (RENFORCEE)
-PCM1 (SOURIS arrondie POUR MODELES PC)
-PCM2 (SOURIS carr�e POUR MODELES PC)
-SOURIS 3 boutons pour le TT/X
-manette pour ATARI 5200
-bloc avec 2 manettes pour ATARI 5200

-MODEMS :
-830: modem 300bauds acoustique livr� avec TELELINK I, nessecite A850,
1981)
-835: modem 300bauds livr� avec TELELINK II)
-XM 301 (modem pour XL-XE livr� avec XE Term, 300 bauds)
-1030 (modem pour 8 bits, look serie XL, 300bauds livr� avec 1030express)

-ACCESSOIRES 8 BITS :
-CX 852 (8ko ram module)
-CX 853 (16ko ram module)
-CX 801 (rom module, inclus avec 800)
-CX 801 (pal rom module, inclus avec 800 PAL)
-CX 70 (light pen, gamme 400-800)
-CX 81 (5 foot SIO cable)
-CX 86 (printer cable 850-825)
-CX 87 (modem 850 cable)
-CX 88 (terminal 850 cable (null modem))
-CX 89 (color monitor cable)
-CX 82 (monochrome monitor cable)
-850: (metal case version, INTERFACE PARALLELE ET SERIE POUR XL/XE, 1981)
-CX 262 : switch box tv/computer
-CX 781 : power adaptator
-1090 (kit d'expansion pour compatiblit� cpm,msdos,apple2 protoype look
1050)
-kit labo (kit temperature et lumiere)

-ACCESSOIRES VCS :
-VALISE ATARIEN 007 (rangement pour 2600)

-ACCESSOIRES LYNX :
-PARE SOLEIL POUR LYNX PAG 3400
-PARE SOLEIL POUR LYNX II
-ADAPTATEUR AUTO 12V POUR LYNX PAG 00

-ACCESSOIRES JAGUAR :
-CATBOX JAGUAR (signaux audio video comm)
-JAGLINK (pour relier plusieurs JAGUAR)
-JAGUAR controller extension cable
-JAG switch box TV pour antenne/jaguar
-PRO Controller JAGUAR (avec 6 boutons rouges)

-valise plastique noir pour JAGUAR
-cartable cuir logo JAGUAR

-ACCESSOIRES PORTFOLIO :
-HPC 102 (interface serie portfolio)
-HPC 104 (extension memoire 256Ko portfolio+lecteur de BEE card)
-HPC 201 (ram 32Ko carte portfolio)
-HPC 202 (ram 64Ko carte portfolio)
-HPC 203 (ram 128Ko carte portfolio)
-HPC 204 (prom 64 ko carte portfolio)
-HPC 205 (prom 128 ko carte portfolio)
-HPC 301 (lecteur de carte pour PC)
-HPC 501 (bruleur eprom 64Ko)
-HPC 502 (bruleur eprom 128Ko)
-PORTFOLIO System case en cuir
-Bloc Transfo PORTFOLIO

-ACCESSOIRES ST-BOOK :
-Adapt ST BOOK-ASCI
-Adapt ST BOOK-MIDI
-Battery Pack ST BOOK

-DIVERS :
-CALCULATRICE ATARI CC91R (SOLAIRE)
-CALCULATRICE ATARI CC91G (SOLAIRE)
-CALCULATRICE ATARI CC180 (SOLAIRE)
-CALCULATRICE ATARI CC181 (SOLAIRE)
-CALCULATRICE ATARI CC190
-CALCULATRICE ATARI CC192
-CALCULATRICE ATARI CC193
-CALCULATRICE ATARI CC1010 (SOLAIRE)
-CALCULATRICE ATARI CC1200
-CALCULATRICE ATARI CC1800
-CALCULATRICE ATARI CC1900
-CALCULATRICE ATARI DB2300 (DATABANK)
-CALCULATRICE ATARI DB2200 (DATABANK)
-CALCULATRICE ATARI ST300 (SCIENTIFIQUE)
-CALCULATRICE ATARI ST310 (SCIENTIFIQUE)
-CALCULATRICE DMP 2000 (IMPRIMANTE)
-CALCULATRICE DMP 2002 (IMPRIMANTE)
-LECTEUR CD Rom CDAR 505 (plus compact)
-LECTEUR CD Rom SCSI pour TT ??
-LPS 005 (kit toner atari)
-STS 004 (base pivotante pour SM124)
-base pivotante pour SC 1435
-cartouche pour megafile 44
-ST BAG (AVEC LOGICIELS)
-THE ATARI HOTZ MIDI KEYBOARD

-PUB ATARI:
-TEE SHIRTS

-POLOS
-SWET SHIRTS
-JOGGINGS (BLEU GRIS OU ROUGE GRIS)
-BANDEAUX
-POSTERS
-BANDEROLLES
-AUTOCOLLANTS
-BADGES
-PIN's ATARI (bleu ou noir)
-TRANSFERTS
-PIN's Lynx
-PIN's jeux Lynx
-tee shirts defi LYNX
-game JAGUAR: pin's, tasse, tee shirt , attache case (polyseter) , banane,
sweat shirt
polo manche longues, casquette, porte clefs hologramme
montre, lacets, stylos, veste jeans, polo, gourde,
cartable, lunettes,
sac de sport,
-Classeur
-Boucles ceintures ATARI
-Tasses ... Caf&#65533; ATARI
-Verre Bierre ATARI
-Presse Livre ATARI
-Caleppin ATARI en bois (sigle ATARI grav&#65533; au laser)
-presentoir ATARI pour carte de visite (sigle ATARI grav&#65533; au laser)
-contener pour bloc note (plastique transparent, logo atari bleu)
-ATARI PLAYER ON BOARD avec ventouse
-Bureau Presentation Gamme ST
-Presentoir LYNX
-Enseigne ATARI (80x80cm blanc sur fond bleu)
-Enseigne ATARI (multicolore sur fond noir)
-Enseigne ATARI interieure

80. WTB:600 XL maybe

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <33BD7742.544A@midamer.net>
Source record: 72050

Checking to see what I can get an Atari 600XL for. Mostly just curious
but if the price is right ?????? Who knows !!!!

81. Re: ntsc/pal question

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <33BD5D1B.7BA5@pacbell.net>
Source record: 72051

Brent Buescher, Jr. wrote:
>

> Some demos crash outright on ntsc machines. Also, it is possible to
> tell from the roms whether you're running on a PAL or NTSC machine,
> and some software will stop outright and tell you it won't run on an
> NTSC machine.
>
> Brent*
The ROMs are the same for PAL and NTSC computers. The OS can tell where he is by checking a hardware location on GTIA. You can drop a PAL ANTIC in an NTSC machine, tweak the OS into thinking it's PAL and run PAL s/w just fine on an NTSC monitor. In fact, almost all PAL s/w will run without the OS tweak....

Bob

82. Re: PSU rating for Atari 800 model?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970704213101.RAA20904@ladder02.news.aol.com>
Source record: 72052

In article <KAROLUS.97Jul3151513@kuerbis.cs.tu-berlin.de>,
karolus@kuerbis.cs.tu-berlin.de (achim stIndT) writes:

>
>Just got a 800 model (no XL/XE) without PSU.
>Which voltage does it need, and which is the polarity of the plug?
>Thanks in advance,

It takes a 9 volt AC supply rated at 31va (about 3.5 amps) but an internal
fuse limits that to 2.5 amps. Being AC it is not polarized.

83. Re: Basic Version

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970704143747.14657G-100000@fissure.scar>
Source record: 72053

On Fri, 4 Jul 1997, The Basement: Microcomputer Preservation Society wrote:

> How do I tell what version of BASIC my 800XL has?
>
>
try this
PRINT PEEK(43234)

(I think that is right location)
A value of 234 is Revision C (built into all XE models and some of the
NEWER XL machines)
I don't have the other numbers handy. I have the info somewhere in my
vast Antic and Compute magazine collection!

Alan

84. Info Needed on Atari 810 Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <33BDCBDD.7D72@plano.net>
Source record: 72054

I picked up an Atari 810 disk drive at a thrift store to complement
an Atari 800 that my uncle gave me. I have a few questions:

1) What is the power requirements (voltage and amps)? I did *not*
get a power transformer with the drive, althought I *did* get
the cable that connects it to the computer.

2) Is there a disk-based OS that I need to boot this drive? Can
I use it without and OS (i.e., is it optional)?

3) How does the Atari 1050 disk drive differ from the 810?

TIA.

--
+---+
| Charles and Francis Richmond <richmond@plano.net> |
+---+

85. Re: Info Needed on Atari 810 Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Gene Irwin <girwin@NOSPAM.pstbbs.com>
Message-ID: <33BDCBCC.7511@NOSPAM.pstbbs.com>
Source record: 72055

Charles Richmond wrote:
>
> I picked up an Atari 810 disk drive at a thrift store to complement
> an Atari 800 that my uncle gave me. I have a few questions:
>
> 1) What is the power requirements (voltage and amps)? I did *not*
> get a power transformer with the drive, althought I *did* get
> the cable that connects it to the computer.

9 Volts AC at 31 Volt-Amps (3.44444 amps @9VAC) is what's stamped on the bottom of my power supply for the drive I have. (that is a generic Atari power supply for peripherals like the 810, 850, and such)

>
> 2) Is there a disk-based OS that I need to boot this drive? Can
> I use it without and OS (i.e., is it optional)?

Yes, I believe the most common version is Atari DOS 2.0S (that's what I use most of the time).
No, you can not use it without the DOS.

>
> 3) How does the Atari 1050 disk drive differ from the 810?
>

As far as I know, the 810 is a full height drive in a beige case and the 1050 is a half height drive in a white case with brown and black faceplate.

> TIA.
>
> --
> +---+
> | Charles and Francis Richmond <richmond@plano.net> |
> +---+

--
Computers - Tools designed to make your life easier?

NOTICE: unsolicited commercial E-Mail will be received by this E-Mail address at a price of $500.00 U.S. currency per copy.
Sending such mail to this address constitutes acceptance of this policy.

86. Impossible to find?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: Gene Irwin <girwin@NOSPAM.pstbbs.com>
Message-ID: <33BDCD63.5DE4@NOSPAM.pstbbs.com>
Source record: 72056

There was a game I got from the Atari rep when I worked at the Byte Shop
in seattle way back when . . .

The problem is that I don't remember it's name.

It's sort of like the 2600 game KABOOM!.

It has about 3 or 4 rows of colored blobs across the top of the screen,
and they start falling, 1 by 1 at first and they get faster and more of
them drop at the same time as you go.

There is a paddle controlled bar (like breakout or arkanoid) on the
bottom of the screen and you are supposed to catch the
rocks/stones/balls/blobs (or whatever they are).

This one was very addicting and I wonder if anyone has seen this one?

I don't think it was released to the public, but was one of those
'internal' programs.

Thanks,

Gene.
--
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address at a price of $500.00 U.S. currency per copy.
Sending such mail to this address constitutes acceptance of this policy.

87. Re: Data Lost!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: "David M. Reinhardt" <dreinhardt@ameritech.net>
Message-ID: <33BDB69D.4A31@ameritech.net>
Source record: 72057

BobKlaas wrote:
>
> Lost a complete hard drive in the PC that I thought I had backed up but
> didn't. So I have lost the files that had bids on the cartridges, and
> orders from different individuals on hardware.
>
> If you didn't get a response from me please resend the mail and I will
> get the information out asap.
>
> Sorry for the inconvenience..
>
> bob

Off topic, how are you doing otherwise? Long time no hear....have you
been able to keep going not being pestered by the likes of me?

Happy July 4th Bob...regards to you and your lovely wife!!

dreinhardt@ameritech.net
aka The Infinite

88. Top5-Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-04 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <36f3df79.cec1.4162@raukamp.dame.de>
Source record: 72058

Hi all!

I thought about putting together an *Atari-8Bit-Games-Top-5-List* ...
So, if you want to take part and add your Top-5-Games ever on XL/XE, then
please e-mail me!
Here are some of my favorites: Rainbow Walker, DropZone, Akkanoid,
Ghostbusters, Computerwar.
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

89. Re: Happy Plot Thickens!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <33becc3d.38272893@news.world-net.net>
Source record: 71925

On Sat, 05 Jul 1997 00:11:39 GMT, luecknik@world-net.net wrote:
Thank you, Willy!. I got e-mail from a couple of other helpful people
with about the same conclusion. They're not completely forgotten, but
they are certainly gone. Unless .... maybe I can SELL them!
'nuff said, end of thread
>Been fighting these two 1050 "Happy" drives for 2 months all by
>myself. Tried a post or two for some help, but couldn't interest
>anyone in my plight.
>Now, with the help of a local 8-bit guru, it's been determined that
>the boards in the drives aren't Happy Computing devices at all, but
>are called Cheer-Up boards. Similar, but not the same. Does anyone
>recall them at all?. Anyone have a Cheer-Up boot disk?. Do you suppose
>the guru is just pulling my leg?. All are salient questions begging an
>answer. Now I know that I don't really NEED these things. I can do
>just about anything the Atari's can do with the magnificent A.P.E.
>program --- but the fun, for me, of the 8-bit , is the playing around
>with all the gadgets. Anyone?? anyone? oh yeah, I just aquired a
>couple 64k Mosiac boards for the 800 hmmm, anyone THERE?
>Thanks. James.

90. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0507972136350001@port167.bitstream.net>
Source record: 71926

In article <19970701032700.XAA04733@ladder01.news.aol.com>, msmith@aol.com (MSmith) wrote:

> Thanks for everbody's input. I posted a request for a Commodore 1084
> monitor in the Commodore Amiga newsgroup. I was able to secure a brand
> new never used 1084. I am looking foward to using this as my main monitor
> source.

Another way to use a modern RGB monitor with an 8-bit...

If you have a computer such as a Mac with AV capability, you can use its monitor with the Atari 8-bit by plugging the composite video and sound outputs into the video and sound inputs on the Mac. This is how I have mine set up at the moment. Works great--the picture is very sharp compared to a TV or composite monitor, though the colors bleed somewhat and some colors (like yellow) don't show up well. This should work on a Wintel PC with video input capability, I would think. (It's too bad nobody's done something like APE for the Mac...)

Mark

91. Re: Atari 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0507972147280001@port167.bitstream.net>
Source record: 71927

In article <33B88C6E.27A4@air.on.ca>, lawsc@air.on.ca wrote:

> Hi, I'm looking to purchase a working Atari 850 Interface Module and
> Emulator Software for a Mac Plus if possible. Chris Lam's emulator
> address no seems to be on-line. If you can help please e-mail me at
> lawsc@air.on.ca. Thank-you.
> Chris Laws

You need at least a 68040-based Mac (ie., Quadra series) or better, preferably a PowerPC-based Mac (PowerMac series), and a color monitor to run Rainbow. The Mac Plus isn't much faster (by today's standards) than the Atari 8-bits and doesn't support color at all. You need a much faster computer to do decent emulation, especially given all the custom animation/sound hardware of the Ataris. (Though there was an Apple II emulator that ran on a Mac Plus years ago...)

Mark

92. Re: Andy Hollis & MIG-ALLEY ACE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0507972218050001@port167.bitstream.net>
Source record: 71928

In article <33bb3330.13588695@nntp.netcruiser>, hare@underground.com (The Hare) wrote:

> About a PC emulating in software an Atari 8-bit:
>
> <snipped>
>
> Does anyone know how I can get this? I still have copies of
> this game (and I own the copyrights, so its legal), but I sold
> my C64 and Atari years ago. Would love to be able to play
> this again, just for old time's sake.
>
> Anybody?
>
> --Andy
>
>
>
>
> Yes, folks... THE Andy Hollis of Microprose fame is asking for any
> help in finding MiG-Alley Ace to run on a PC. I know it can be done
> in hardware+software (Xformer,SIO Cable, 1050 DD), but is there an ATR
> or XFD file of M.A.A that will run under Xformer classic or XL-it
> alone in software?

Yogi has it on one of the "mega" images on his site (#19). It seems to run fine with Rainbow... I couldn't get into his ftp site tonight, but the last I heard it was at ftp://myst.slcc.edu/atari/
There are also ATRs (including some other MicroProse stuff, but no Mig Alley Ace) at http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/

Mark

93. Hunt for an APX game: Getaway!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <5pnf81$c66@tree.Stanford.EDU>
Source record: 71929

I'm looking for the old game Getaway, which was winner of a contest and thus placed in the APX program x=change deal. It was a cops-n-robbers game with a huge city you could drive around, like APB sort of. Should be public domain-ish. Any help? thanx,
phil

94. 1010 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: Josh Spatz <ampage@geocities.com>
Message-ID: <33BEC4CD.9164BD8C@geocities.com>
Source record: 71930

I just got a loose 1010 and was wondering if anyone could tell me the power supply specs for it.

Thanks

95. Happy Plot Thickens!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <33bd8c7f.10003796@news.world-net.net>
Source record: 72059

Been fighting these two 1050 "Happy" drives for 2 months all by
myself. Tried a post or two for some help, but couldn't interest
anyone in my plight.
Now, with the help of a local 8-bit guru, it's been determined that
the boards in the drives aren't Happy Computing devices at all, but
are called Cheer-Up boards. Similar, but not the same. Does anyone
recall them at all?. Anyone have a Cheer-Up boot disk?. Do you suppose
the guru is just pulling my leg?. All are salient questions begging an
answer. Now I know that I don't really NEED these things. I can do
just about anything the Atari's can do with the magnificent A.P.E.
program --- but the fun, for me, of the 8-bit , is the playing around
with all the gadgets. Anyone?? anyone? oh yeah, I just aquired a
couple 64k Mosiac boards for the 800 hmmm, anyone THERE?
Thanks. James.

96. Re: Data Lost!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970705052000.BAA13030@ladder02.news.aol.com>
Source record: 72060

Hi Bob.

What are you asking for the 100 megs Mfm hd? and how many you have?

97. Info Needed on Atari 810 Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <868092993.7238.1.nnrp-2.9e9882d2@news.demon.co.uk>
Source record: 72061

Whilst reading the rubbish I usually find here, Charles Richmond wrote some=
thing interesting about "Info Needed on Atari 810 Floppy Drive"

Hello Charles,

[810 disk drive]
CR> 1) What is the power requirements (voltage and amps)? I did *not*

9V ac, 3.5A

CR> 2) Is there a disk-based OS that I need to boot this drive? Can

There are various DOS's around on disk, plus one on a cartridge. The "best=
"
Atari DOS would be DOS 2.5. After that, you've got choices like MyDOS,
SpartaDOS, SpartaDOS X (the cartridge based versoin, my personal favourite)=
,
plus a few others.

CR> I use it without and OS (i.e., is it optional)?

No, you *have* to run DOS, otherwise the Atari boots without registering th=
e
existence of a drive: During the boot process, the Atari looks for a valid
DOS. If it finds one, it loads it, so you can use the drive(s). If no DOS
is found, you can't use the drive.

CR> 3) How does the Atari 1050 disk drive differ from the 810?

For a start, it's ahalf-height device, rather than full-height. But the
major difference is that the 1050 offers enhanced storage capacity. Not
true double density, but more than the 810 can handle.

DOS 2.5 (and any of the other DOS's I mentioned) will be able to tell which
storage capacity is in use, and react accordingly.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. Your brother's a thief, your sister's a slag.
Southside Blues; Lightning Strike

98. Atari 800, 1050 & SW

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5plcqv$3rl$5@news1.voicenet.com>
Source record: 72062
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

A number of new items have been added including an 800, a 1050,
a digital device, a number of cartridges, a few tapes & disk packages.

Atari Items for Sale plus shipping

Atari 800 Computer (one missing key) w/power supply. $59 added 6/21/97
Atari 1050 disk drive and power supply..... $49 added 6/21/97
Ape Face Model XLP Digital Device..... $39 added 6/21/97
Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) (3)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (3 sets)..... $12 each
WICO Command Control Joysticks - rough..... $12 pair
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes

MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations -- added 6/21/97
Success with Math - Quadratic Equations -- added 6/21/97
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986

Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Printer Driver Construction Set from APX
Summer Games - added 6/21/97
The Quest - added 6/21/97
Touchdown Football - added 6/21/97
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor
Basic Language Computing - added 6/21/97
Donkey Kong
Galaxian - added 6/21/97
Missile Command
Music Composer
Pacman - added 6/21/97
Pitstop - added 6/21/97
Popeye - added 6/21/97

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Clowns & Balloons for 400/800
Curse of Ra -- added 6/21/97
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun

Frogger
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
Labyrinth -- added 6/21/97
List, General List, List Customizer
Original Adventure
Sargon II -- added 6/21/97
Star League Baseball
States & Capitals
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown (2)
Atari Program Exchange - A guide to Effective Programming
Atari 400/800 Basic Reference Manual -- added 6/21/97
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide (2)
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide (2)
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS -- added 6/21/97
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6

10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

99. Re: Happy Plot Thickens!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <5pls31$8vl@main.freenet.hamilton.on.ca>
Source record: 72063

luecknik@world-net.net wrote:
: Been fighting these two 1050 "Happy" drives for 2 months all by
: myself. Tried a post or two for some help, but couldn't interest
: anyone in my plight.
: Now, with the help of a local 8-bit guru, it's been determined that
: the boards in the drives aren't Happy Computing devices at all, but
: are called Cheer-Up boards. Similar, but not the same. Does anyone
: recall them at all?. Anyone have a Cheer-Up boot disk?. Do you suppose
: the guru is just pulling my leg?. All are salient questions begging an
: answer. Now I know that I don't really NEED these things. I can do
: just about anything the Atari's can do with the magnificent A.P.E.
: program --- but the fun, for me, of the 8-bit , is the playing around
: with all the gadgets. Anyone?? anyone? oh yeah, I just aquired a
: couple 64k Mosiac boards for the 800 hmmm, anyone THERE?
: Thanks. James.

--

I seem to recall there being a "Cheer up" clone of a Happy. I don't think
he is pulling your leg. I don't know anything about them however.

Willy

William M. Moeller
af332@hwcn.org or willy@hwcn.org

100. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5pm0eh$9n5@nntp02.primenet.com>
Source record: 72064

The mortal Keatah wrote:
: where the hell is he gonna find star raiders outside of swap meets??
: those places are just headache generators..

Star Raiders is as common to the Atari 8-bit as Combat to the Atari 2600.

101. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5pm0gc$9nd@nntp02.primenet.com>
Source record: 72065

```
The mortal Alan Christie wrote:
: I don't know if a version of Star Raiders was ever released for the MAC!
: you can't buy what doesn't exist!

SOL.
```

102. Re: Teens Fucking, Sucking, and Cuming teenfsc.jpg

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: jack <jdarel@jeffnet.org>
Message-ID: <01bc896d$a01c96c0$d558cbcc@jdarel.jeffnet.org>
Source record: 72066

Oh WOW! This is just what we have been waiting to have show up on this newsgroup. Thanks for the wonderful link! We need more posts like this!

NOW GET LOST, CREEP!

103. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: jack <jdarel@jeffnet.org>
Message-ID: <01bc896d$4397e580$d558cbcc@jdarel.jeffnet.org>
Source record: 72067

I find that most of the problems with the XL-it are solved by running the emulator out of Windows95, rather than in DOS....In Win95, the flashing light for the wampus works, and you can catch him. Setting the sound volume is trickier, but I finally worked it out. That problem and solution would be different with each system, but I worked it out with my SB16 by copying the mixerset.exe file into my XLit directory, then set the volume from Windows before running the game.

In DOS, I did not have a wampus flashing light at all, no matter what settings I used in the environment.

Anyone know of any good MULE clones for AtariST or PC? (other than colony or mule386?) I am a real MULE fan.

Ceasar 81 <ceasar81@aol.com> wrote in article
<19970630031701.XAA23480@ladder01.news.aol.com>...
> Well for one: does anyone have a copy of MULE that will run correctly on
> ANY atari 8-bit emulator with sound?? And two: when you catch the wumpus
> that the game does not lock up?? I can run MULE on pokey just fine but
> with no sound.. and when I catch the wumpus the game locks up...XL-it!
> Gets me into the options screen on MULE but when I start the game and it
> asks all players to hit a button on a joystick or paddle....it acts like
a
> paddle button is pushed in all the time and the game says it needs at
> least one joystick to play the game. But the sound is great atleast on
> XL-it!
>
>

104. Lucifer's Realm with graphics

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199707050935.a37159@do2.maus.de>
Source record: 72068

Hello,

years ago, I played Lucifer's Realm on my ATARI 600XL. Although it was a great game, it was only in textmode. A friend of mine had an Apple II and there were some really weird graphics. Does anyone know if a graphical version of this game for our little ATARIs exists or not?

Tschuess
Frank

105. Re: Lucifer's Realm with graphics

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc8974$0daa2f80$98374382@vidar>
Source record: 72069

Yes, it does! I have the original, but it doesn't quite work. The graphics are on the disks, but it lacks in some locations! I guess the copy protection is messing it up or something! It's on four sides if I remember correctly! Take Atarian care everybody and if anyone got a working one, I sure would appreciate to get my original working again!

Frank Szymanski <Frank_Szymanski@do2.maus.ruhr.de> wrote in article <199707050935.a37159@do2.maus.de>...
> Hello,
>
> years ago, I played Lucifer's Realm on my ATARI 600XL. Although it was a
> great game, it was only in textmode. A friend of mine had an Apple II and

> there were some really weird graphics. Does anyone know if a graphical
> version of this game for our little ATARIs exists or not?
>
> Tschuess
> Frank
>

106. This news group is invited to a Secret online book ! All Ages Welcome!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: Robert Anderson <megacash4u@hotmail.com>
Message-ID: <5plv0o$im1@news1.mnsinc.com>
Source record: 72070

You are about to learn how ordinary people can simply and easily achieve the once thought un-achievable. These Secrets will work for anyone. Simply apply them. This online book is one to study. Write any ideas or notes down. Read this one Secret at a time. Taking notes as ideas cross through your mind. Do not skip any Secrets. I have arranged the Secrets to increase your readiness for the coming Information. Each Secret builds on the other for maximum results. I wrote this online book for you in a way that simplifies understanding. This should make the secrets easier to apply. Enjoy!

CLICK HERE TO GET STARTED!!!
http://members.aol.com/Lesson4u

107. Re: PSU rating for Atari 800 model?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970705190101.PAA14198@ladder01.news.aol.com>
Source record: 72071

You can buy PSUs (we just call them "power supplies" over here) for Atari 800s at B&C Computervisions, 408-986-9960, here in California. I think Visa and Mastercard are the cards accepted there.

Bostone

108. Re: Impossible to find?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970705190101.PAA10770@ladder02.news.aol.com>
Source record: 72072

Popcorn is a version of the game you describe. Actually, this would be a good type of game to put together for beginning programmers to try out different programming strategies. You could use all player missle graphics to start, then maybe try vertical fine scrolling, use collision registers for detecting catches, then maybe try to do the whole thing using no PM stuff at all, which is how Apple computer programmers had to do it, since there were no hardware sprites on Apple IIs.

Bostone

109. Re: Happy Plot Thickens!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <33c15e34.9163174@news.demon.co.uk>
Source record: 72073

The other Day af332@freenet.hamilton.on.ca (William Moeller) wrote:

>
>I seem to recall there being a "Cheer up" clone of a Happy. I don't think
>he is pulling your leg. I don't know anything about them however.
>
>Willy
>
>
> William M. Moeller
> af332@hwcn.org or willy@hwcn.org

Same in the UK, there was a Lazer board that was pretty much a direct
ripoff of the happy (bar a few byte changes in the software)....

Paul `Mclane` Irvine

*** Remove the X in the email address to reply ***

Sorry about this but too much SPAM mail!!

110. xl-it .20

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-05 00:00:00 UTC
From: J-me <jmemorse@iwaynet.net>
Message-ID: <33BEC8FA.2915@iwaynet.net>
Source record: 72074

If someone could tell me where I could find XL-IT .20 I would really really really appreciate it.

I can't find it anywhere that is'nt shut down... If you could e-mail it to me I would really really appreciate it. I also Have an ICQ number. The emulators I have don't do a real good job. If anyone knows an emulator which is comperable to xl-it, I would try it. But Xformer just doesn't cut it.

J-me

111. Ist kid on the block w/Cheer-Up!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <33beeb77.46268368@news.world-net.net>
Source record: 71931

Have I got a deal! I have an undisclosed number of the famous 1050
Cheer-Up clones of the Happy drive for sale. They seem to perform more
or less like the Happy's. Actually less .... much less. Ah, well.
Anyone have a Happy they want to trade or sell? Got all kinds of
routine stuff here: 800s, 1200s, 800XLs, 130XEs, 1050s, a Percom,
several Indus, XF551s, Koala Pads , etc.
Already got one Happy from Ron P. (great guy), but it needs another
setting on top of it. Just kinda' bored with the status quo. James.

112. Re: MULE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: mhill@!one.net!
Message-ID: <33bee232.27376407@news.one.net>
Source record: 71932

On Tue, 01 Jul 1997 02:45:43 GMT, noone@nowhere.com (Yogi) wrote:

>On 30 Jun 1997 03:17:38 GMT, ceasar81@aol.com (Ceasar 81) wrote:
>
>-Well for one: does anyone have a copy of MULE that will run correctly
>on
>-ANY atari 8-bit emulator with sound?? And two: when you catch the
>wumpus
>-that the game does not lock up?? I can run MULE on pokey just fine
>but
>-with no sound.. and when I catch the wumpus the game locks
>up...XL-it!
>-Gets me into the options screen on MULE but when I start the game and
>it
>-asks all players to hit a button on a joystick or paddle....it acts
>like a
>-paddle button is pushed in all the time and the game says it needs at
>-least one joystick to play the game. But the sound is great atleast
>on
>-XL-it!
>-
>
>Run Xl it in 800 mode, not xl mode and it should work fine.
>

When i get time I am going to release a new version of Pokey that uses
Ron Fries sound emulator. Just haven't been around the emulation seen
at all in about 6-8 months.

As you stated all aspects of Mule play fine with Pokey. When I get
Ron's sound in there it should sound good too.

Course you can have sound with Pokey now if you build the Sound
interface. You get near 100% sound that way. Great for games like
Berzerk where you still hear the digitized voice say "Got the
humanoid"! You wont hear that through the sound emulation.

I must say though that I am impressed with Ron's sound emulation.
Very nice. He had done alot of emulator users a big favor.

Mike Hill Author of Pokey
mhill@!one.net! The Atari 800/XL/5200
http://w3.one.net/~mhill Emulator for MSDOS systems
(REMOVE the !'s from the email address to respond to me)

113. ATARI EQUPMENT MUST SELL!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: starfleet@springnet1.com
Message-ID: <33bfea02.4027869@news.springnet1.com>
Source record: 71933

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $50.00 or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00. These sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package. These are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for $59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED
ONE BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

114. Splitting up Yogi/Jellystone game packs

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: bhilchie@cyberus.ca
Message-ID: <33bf089e.1900780@news.cyberus.ca>
Source record: 71934

First of all, thanks Yogi, whoever you are, and anyone else at Jellystone park for that amazing collection of games!

What I want to do is run each game individually from a Windows front end. I assume this means putting each game on it's own virtual floppy disk, which is fine since hard disk space is not a concern. I've tried, but nothing I've done seems to work. I'm not a native Atarian so I'm sure I'm missing something obvious to you veterans.

Anyone have ideas, or have pointers to sites with info? Thanks!

Brian Hilchie

115. Enlow vs. NET COPS... HA!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: enlows@teamofbiz.com
Message-ID: <33bf0daa.0@news1.ibm.net>
Source record: 71935

Pissed of Private Investigator, tells
"the rest of the story." What Mark
Fraunfelder with Wired forgot to tell...

http:/michaelenlow.by.net/spamwar.htm

116. Info Needed on Atari 810 Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <868191780.14124.0.nnrp-4.9e9882d2@news.demon.co.uk>
Source record: 71936

Whilst reading the rubbish I usually find here, rwoolley@pacbell.net wrote
something interesting about "Info Needed on Atari 810 Floppy Drive"

Hello rwoolley@pacbell.net,

>> No, you *have* to run DOS, otherwise the Atari boots without registerin=
g
rpn> well now,,,, there are a large number of commercial bootable programs=
=

I take your point, but under the circumstances which were being discussed
(as I read it, anyway) a DOS would be required.

rpn> that do not use DOS. I think the commie required a DOS, but the Atari

Of course, if I were picky, I could point out that, even those auto-booters
have their own mini-DOS in them, even if all it does is load a
game/whatever.

But that's only if I were really picky. :-)

It all depends what you mean by DOS: The way you appear to have defined it=
,
it's the full DOS.SYS DUP.SYS package. For the purpose of the above
illustration, I chose a different definition.

Just playing devil's advocate, not picking a fight. For a start, against
someone as knowledgeable as yourself, Atari-wise, I woudn't last until the
end of the first round.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. There's no such thing as an original sin
I'm Not Angry; Elvis Costello And The Attractions

117. Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <868191781.14124.1.nnrp-4.9e9882d2@news.demon.co.uk>
Source record: 71937

Whilst reading the rubbish I usually find here, Mark L. Simonson wrote some=
thing interesting about "Current Generation Video Monitors"

Hello Mark,

MLS> If you have a computer such as a Mac with AV capability, you can use
MLS> its
MLS> monitor with the Atari 8-bit by plugging the composite video and soun=
d
MLS> outputs into the video and sound inputs on the Mac. This is how I hav=
e

This implies that the monitor to be used has a composite video i/p, surely?

One way of using a true RGB monitor with the Atari is to stick the video
into the green i/p, assuming that there's no separate sync signal. I'm tol=
d
that it works, but I've not tried it myself.

No colour of course.... :-(

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. I get up around seven, get out of bed around nine.
Mr. Brownstone; Guns 'N' Roses

118. Re: Splitting up Yogi/Jellystone game packs

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33bf9d77.2256830@news.injersey.com>
Source record: 71938

On Sun, 06 Jul 1997 03:04:47 GMT, bhilchie@cyberus.ca (Brian Hilchie)
wrote:
-
-What I want to do is run each game individually from a Windows front
-end. I assume this means putting each game on it's own virtual
floppy
-disk, which is fine since hard disk space is not a concern. I've
-tried, but nothing I've done seems to work. I'm not a native Atarian
-so I'm sure I'm missing something obvious to you veterans.
-

Grab a program called "ADIR" from the site (if its still there!) and
extrract & insert into each individual disk. However, you will have to
add a loader to each disk.... this will probably be more trouble then
its worth.

However, I'm not sure if Xlit (I assume you are using) will support
this: Xformer does, if you start xformer with a file as the parameter,
it will load that file as if it were a whole disk. You still must have
some kind of loader set as D1:, however, and only load the file as D2:
This would require writing some kind of program (on the atari)

Kind of ironic, we used to want to take full disks and make them
Files, now we want to go the opposite way..... I'm thinking about
re-indexing those mega images anyhows. Anyone got any ideas on how it
should be done ?? Year? Manufacturer? Whether the game sucks or not?

yogi

119. FS: ATari 400/800 Carts/Books inc. ER: Powerstar

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: stever@on-ramp.ior.com
Message-ID: <stever.1981.00091AC5@on-ramp.ior.com>
Source record: 71939

```
SteveR's Classic Cartridges 7/01/97
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----
>>>>>>> 20% DISCOUNT on All CASH ORDERS <<<<<<<<<<<<<<<<<<<<<
>>>>>>> This does NOT include Checks, MO's or Credit cards!!

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
----Visa/Mastercard accepted on ANY Order. E-mail me for Details-----
^^^^^^^^^^^^^^^
For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or
http://www.ior.com/~stever

DISCOUNTS: $30.00 and Over: FREE Shipping (on Cartridges ONLY)
$50.00 to $99.00 10% discount
$100.00 to $200.00 15% discount
$200.00 and Up 20% discount (MAX Discount on any order)

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Codes:
(#) = number available
A,B,C = Condition: A = Nice to minor damage - For the Collector
B = Notable Damage (Not for serious collectors)
C = Significant Damage (works, but that's it)

ATARI 400/800 (CARTRIDGES/unless noted) TESTED and Works
----------------------------------------
BOOK: ATARI Games & Recreations 338 pages $12.00
Atari 1027 Printer $5.00 PLUS $8.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $10.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $8.00 - untested -
Atari ARTIST $25.00 Touch Tablet (TESTED)
Atari Writer $5.00 (2)
```

Astro-Grover $40.00 COMPLETE! Box/Case, Docs, For 600/800/1200
2-KeyBoard Overlays, and reference card
Basic Computer Language $2.00 (5)
BasketBall $4.00 (1)
Biorhythm 8k & 16k $2.00 on Cassette
Bug Hunt $8.00 (1) Light Gun Used (XE) RX8087
Centipede $4.00 (3)
ChoperLifter $9.00 Broderbund
Defender $6.00
Delta Drawing $3.00
Donkey Kong $4.00 (1)
Donkey Kong $7.00 XE/RX8091
Eastern Front (1941) $10.00
ET Phone Home $5.00
Face Maker $5.00 NO LABEL
Flight Simulator II $12.00 XE/RX8091
Frogger $5.00 (2)
Journey of the Planets $7.00 (1)
Joust $7.00
Kinder Comp $12.00 Case/Box, Docs inc
Mailing List/General List $2.00 Cassette
Music Composer $4.00 (2)
Pac-Man $3.00 (6)
Pole Position $8.00

POWERSTAR by Pandora -TRADE- or Offers, Mint In Box, ONLY 600 Made 'ER'
^^^^^^^^^^^^^^^^^^^^
Q*bert $4.00 No endlabel/tear
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Star Raiders $3.00 (7)
StarBowl Football $6.00 on Cassette by Gamestar
Submarine Commander $24.00 WITH Very Nice CASE and Docs by Thorm Emi
Telelink $2.00 WASTED Label/Didn't work in testing
Wizard of Wor $10.00

Books

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's FIRST Book of ATARI GRAPHICS
248 Pages, copyright 1982
$12.00 Plus $3 shipping

The AtariBASIC SOURCE BOOK (1)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Technical Reference Notes - Atari Computers
Includes: Operating System User's manual
Operating System Source Listing
HardWare manual PLUS Schematics
About 500 PAGES in 3-ring binder
$50 or BEST OFFER/TRADE

TI Games for Kids by Compute! 1984 178-pages $8.00

Magazines

ANALOG - Sept 1985 - 96 pages (1) $3.00
ANALOG - March 1987 - 104 pages (1) $2.00
ANTIC - Jan 1987 - 130 pages $3.00
ANTIC - Nov 1987 - 82 pages $3.00
ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
ATARI INTERFACE - Feb 1990 - 51 pages $3.00
ATARI INTERFACE - March 1990 - 56 pages $3.00
ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $4.00
ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $4.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
COMPUTE! - Jan 1986 - 128 pages $4.00
COMPUTE! - March 1986 - 128 pages $4.00
COMPUTE! - April 1986 - 128 pages $4.00
COMPUTE! - Feb 1986 - 128 pages $4.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No2 1984 161 pages $5.00
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $3.00

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,

Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

http://prowlers.net/stever (Classic Video game Page)
http://www.ior.com/~stever (Mirror of the For-Sale List)
Buying and Selling:
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
Vectrex Hand-Helds Ody2 Much More
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 9-lines 20.0-Gigs+30 CD-ROMS

120. sell/your/photos$$$$$

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: dre32d@msn.com
Message-ID: <5pocrr$47k$710@roadrunner.miracle.net>
Source record: 71940

We are a New York based international photo agency representing professional and amateur photographers in search of having their work promoted in order to conduct their profession or hobby minus the time consuming inconvenience of presenting and selling their own work.
You do not have to be a professional photographer to sell your photographic work successfully, and as any pro will tell you, quite often throughout history an amateur stumbles on a scene that he or she photographs and ends up with a photo that becomes a classic. Those who publish magazines, books, newspapers, greeting cards, record albums, or just about anyone who works with images in their profession, are in desperate need of fresh material, and are more than willing to review photos submitted by professional photo representatives. Sometimes the photos of amateurs are sought after more so than professionals because of accidental originality and innovative themes.
At Photo Phoenix International, we delight in and value the work of people who view photography as a fine art and understand a photo representative's significance in terms of a photographer's career, reputation, and monetary gain.
The photos we are seeking are some of the following: ANIMALS, ARCHITECTURE, ART, AUTOMOBILES, BUSINESS, CELEBRITIES, DOCUMENTARY, ENTERTAINMENT, EROTICA/NUDITY, FASHION, FOOD, HEALTH, HISTORY, HOBBIES, OUTDOORS, PEOPLE, POLITICAL, PORTRAITS, STILL LIFES, RELIGIOUS, SCIENCE, SPORTS, TRAVEL . . .
Whether your work portrays conservative, experimental, stylish, or innovative themes, your project proposal should be well thought out before submitting to us.
For first contact, submit a query letter and "SAMPLES ONLY" of your photos.
You must include "2" self addressed, stamped envelopes--one for correspondence, the other for the return of your material should we not be interested.
If we think your work is sellable, we will respond as soon as possible. Do not send entire portfolio unless we ask for it.
SEND TO: Photo Phoenix International

<33-29 58 Street>
<Woodside, New York>
<11377>
<~Phone: 718-651-8145>

121. YOUR VIRTUAL OFFICE CAN DO ALL!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: sdrtpttpsotgrt@elprpqylpspfo.com
Message-ID: <5poe3jppn2@news.internetmci.com>
Source record: 71941

One-Number service puts you in control of your calls while ensuring that your calls, messages and faxes reach you regardless of your location. One-Number service does this by linking your existing telephones, cell phones, pagers, and fax machines through a single telephone number.

YOUR One-Number ACCOUNT COMES STANDARD WITH THESE FEATURES
- Consolidates your phone, fax, voice-mail and paging services
- Works with your existing products and services, no need to change
- Easily lets you designate yourself as available or unavailable
- Rings you at up to three numbers simultaneously
- Never-busy number accepts multiple incoming calls and faxes
- Call Screening (by name) lets you know who is calling
- Call Waiting lets you know somebody else is calling
- Call Move lets you easily transfer calls among different phones
- Call Conferencing allows conferences with other parties
- Fax Notification on your pager for incoming fax messages
- Redirect calls to Personal Operator (live person) if desired
- AND MUCH MORE

Virtual Office Communications Company is not a phone company, a long distance carrier, nor do we sell telephone equipment, cellular phones, cellular service, pager or pager service.
Instead, we offer service to integrate your existing products, adding value to what you already have by letting your phones, pagers, fax machines and voice-mail systems work together seamlessly.

To learn more please visit our web site at: http://www.mynumber.com

Please do not reply by e-mail as we are not set up to respond to e-mail requests.

122. writers=seeking=publication

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: ftr45r@aol.com
Message-ID: <5porvv$67e$5550@roadrunner.miracle.net>
Source record: 71942

We are a New York based international literary agency with two branch offices, one of which is in* Florida. We are seeking new and> previously published authors, so please adhere to the >following-- guidelines.>>>>>>>>>>>>>>>

All fiction: send brief <synopsis, first chapter, and include a self addressed, stamped envelope (SASE).
All nonfiction: brief synopsis, first chapter, SASE.>>>>>>>>>>>>>
Short-Stories: brief synopsis, 3 pages, SASE.>>>>>>>>>>>>>>>
Poetry: send 3 poems, SASE.>>>>>>>>>>>>>>>
Please do not send complete manuscript unless we ask for it.

<<Send to: Woodside International Literary Agency>>
=33-29 58 Street>>>>>>>>//
=Woodside, New York>>>>>>>>//
=11377>>>>>>>
=Phone (main office):
=718--651-8145>>>>>>>//

123. Re: xl-it .20

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <33bffabd.576695@news.tudelft.nl>
Source record: 71943

On Sat, 05 Jul 1997 15:21:46 -0700, J-me <jmemorse@iwaynet.net> wrote:

>If someone could tell me where I could find XL-IT .20 I would really
>really really appreciate it.

You can get it from my Atari page:

http://ch.twi.tudelft.nl/~sidney/atari

Cheers,
Sidney

124. free report

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: Sarah Marsden <routera@bigfoot.com>
Message-ID: <33bf3726.0@hades.ndirect.co.uk>
Source record: 71944

Hello,

I have been asked to write to offer you a free report.

'The Ultimate Guide To Killer Marketing'

The Report Features:

The Five Golden Rules For Web Sites

How To Get Your Customers To See Your Name Everyday.

How To Beat Your Competition

How To Take The Risk Out Of Marketing

Free Software

How To Make $30000 A Year On Two Hours Work A Day

And Much More.

Why is it free - We are a newly launched company looking to
increase awareness of our name.

For your free copy by email (.txt) just hit reply now and add
the words 'please send' to the subject box.

Send Email To routera@bigfoot.com

Sarah Marsden
Zen Group

125. game link! <:^(

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5pp77t$pi3$3@nuke.csu.net>
Source record: 71945

PLEEEEEEEEEEEEEEEEEASE give me information on programming Game Link I/O!!!
Generic or Action! code preferred. I can handle a BASIC example,
although I doubt BASIC can do Game Link. ;)

Thank you! I REALLY want to write multiplayer/multicomputer games,
and Game Link seems the way to go (since setting up a 2-player connect
takes 2 SIO cables and a paperclip, whereas a MUX setup requires like
3 computers and expensive hardware :))

Thanks!!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

126. DEMOVILLE!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5pp7ge$pi3$4@nuke.csu.net>
Source record: 71946

Check out DemoVille...

http://zippy.sonoma.edu/kendrick/demoville/

I'll be adding more demos, and possibly some soundbytes as time permits :)

So far, I've got screenshots (and links to download (you don't HAVE it yet?))
Hard's "JoyRide" and screenshots of Quasimodo's "Delerium Tremens" (detr)

Enjoy!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

127. Re: Where is the 8bit heading?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5pp98vrms1@nuke.csu.net>
Source record: 71947

bchermma@bluffton.edu wrote:

: Anyhow I would just like to know what is being done in America, or else
: where in America can I get a hold of these European hacks. I have heard of
: Cd-Roms, Spart-Dos debugging, Giga drives, intense games, Graphic OS,
: ect.ect.ect

UMich has a few Euro. demos up! :) Come check out some screenshots of
a few at my new "Demoville" website! (There's a link directly into the
Demos directory of UMich, too)

http://zippy.sonoma.edu/kendrick/demoville/

: Has anyone ever thought of writing a Graphic Internet interface? I know
: the Atari can go on-line but you have to use a text only BBS sort of
: Program to acess it (bummer).

I would LOVE to do this! I would do it by writing a graphical term
program that accepted graphics commands and text input (it wouldn't actually
do much internet stuff), and then writing a (or a number of) Unix shell
programs which DID the Internet stuff and told the Atari program what to
display.

It'd be beautiful!

Too bad I don't have a modem for my Atari! Anyone willing to donate a
GOOD 14.4k (unlike the BAD 14.4k I have on my PC) and a GOOD modem
interface (unlike the BAD P:R:Connection I have.. or maybe it IS just
my modem?) to a GOOD (or at least COOL) cause?

Thanks!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

128. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: "David M. Reinhardt" <dreinhardt@ameritech.net>
Message-ID: <33C07743.2551@ameritech.net>
Source record: 71948

GUY1015 wrote:
>
> I have been looking for a Program Called LASERTELLER for 9 years now
> It seems nobody on the Planet has it...
>
> Also looking for any LACE disk and AURA"s disk

Yogi,

I have quite a few of the AURA disks and some of the LACE disks...are
you looking for anything in particular?

129. Re: Combat leader

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6$KIjijKzHB@peter.soemtron.sb.sub.de>
Source record: 71949

In article <Re: Combat leader>, rwc1@ct.net wrote:

Howdy rwc1,

> Wargame ... ATARI?
> There's another one! I'm not the only ATARI wargamer left!
>
> Yes I still play David Hille's "Combat Leader" and "Battalion
> Commander" as well as "The Cosmic Balance" by Paul Murray,
> "Six-gun Shootout" by Jeff Johnson (ATARI programming by Keith
> Bors), and all of Roger Damon's games.

do you have any short-instructions for "combat leader" ? I never was able
to play that game, because it was too complex.

> the scrolling map interface that Chris Crawford developed in
> "Eastern Front". Using only the joystick and function keys for
> all controls Damon's games have an ease of playability that has

"Eastern Front" is imho boring, and has a very foolish game play.

> I also still play "Invasion Orion", "Nukewar", "B1 Nuclear
> Bomber", and "Eastern Front".
> Are there any other ATARI wargamers here?

"Kampfgruppe" (SSI), War Game Construction Set (??), OGRE by Origin are
also great games.

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

130. XE as MIDI-sequencer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <24443629.5280.5874@raukamp.dame.de>
Source record: 71950

Hi all!

Is it possible to use a XE as a MIDI-seqencer?
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

131. Re: Info Needed on Atari 810 Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-06 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <33C06C40.4B1F@goldrush.com>
Source record: 71951

rwoolley@pacbell.net wrote:
>
> Brad Rogers wrote:
>
> > CR> I use it without and OS (i.e., is it optional)?
> >
> > No, you *have* to run DOS, otherwise the Atari boots without registering the
> > existence of a drive: During the boot process, the Atari looks for a valid
> > DOS. If it finds one, it loads it, so you can use the drive(s). If no DOS
> > is found, you can't use the drive.*
> well now,,,, there are a large number of commercial bootable programs
> that do not use DOS. I think the commie required a DOS, but the Atari
> really doesn't.
>
> Bob

I beg to differ on that point you can do all the disk basics with a
64 and drive WITHOUT any disk (format, load, save, get directories,
etc.) On the 800/1200 all you will get is boot error. You NEED a disk
to use the drive for the 8-bit Atari.

Fortunately I have finally gotten a boot disk, and will copy it if the
person e-mails me his address. On it is a term program, now I have to
get a serial interface made up (hopefully it won't be too hard to do..)

Larry Anderson
--
-+-
Visit our web page at: http://www.goldrush.com/~foxnhare/
Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
-+-

132. !!!Hello!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: Damn Yankee <damnyankee@yankee.inc>
Message-ID: <33c0b808.0@nntp.kalnet.net>
Source record: 71875

Are you looking for a great place to find interesting things on the WWW??? Than look no more because you have found the right place!!! The place you are looking for is Yankee Inc.!!! A great Web Site full of interesting links to interesting places!!! Everything from Adult to Xzlyaphone it's here!!! There is something for everyone and then some!!! So give it a try what do you have to lose except some sleep??? Yankee Inc.
http://www.kalnet.net/yank714

Yankee Inc. Your Alternative Web Solution!!!

Yankee Inc.
http://www.kalnet.net/yank714

If you would like to be removed from my mailing list - hit reply and type "REMOVE" and I will promptly remove you from my list!!! Thank You!!!

133. Gamers Top5

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <24443629.35c0.d26b@raukamp.dame.de>
Source record: 71876

Hi together,

the first votes came in for a Atari8Bit-Game-Top5.
Thanks for that.
If you want to take part in this little election, send your Top5's to me ...
Long live Atari!
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

134. Re: i buy atari items for my collection

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <c17f01be.2700.8e21@raukamp.dame.de>
Source record: 71877

PAMULLER schrieb am Freitag in COMP/SYS/ATARI/8BIT :

P> Hello, i'm a french ATARI collector, this is the listing of the hardware i
P> search...
[...]

Looking at your list I almost wonder what do you actually have from ATARI? ;))
But what a great list ... what could be ATARI today if they released some of
this stuff ... but I'm not sure if of some of these nice things even a
prototype does exist .
I'd like to have a 65XEM, any offers ? ;)))))))))
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

135. Software/Hardware Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: Larry Richardson <lizr@crestviewfl.com>
Message-ID: <33C1A853.6408@crestviewfl.com>
Source record: 71878
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.classic

I need to free up a little shelf space, so I am offering the following list of software and hardware for sale. If you are interested, but don't agree with the price, please make an offer (the more that I can get rid of at once, the more likely I will be to take less per item!).

Money orders only, please. Shipping is NOT included. After I get a request, I will E-Mail you back with the total, including shipping. When I receive payment, I will ship the items out.

Larry Richardson
lizr@crestviewfl.com

Atari 8-bit software/hardware sale

* All software is on disk, unless otherwise noted.

Software with Original Packaging & Documentation ($1 each)
==========
British Heritage Jigsaw Puzzles Vol 1 (Cassette) Thorn EMI Video
British Heritage Jigsaw Puzzles Vol 2 (Cassette)
European Scene Jigsaw Puzzles Vol 1 (Cassette)
European Scene Jigsaw Puzzles Vol 2 (Cassette)
Super Cubes & Slip (Cassette)
Run for the Money Thunder Mountain
Temple of Apshai (Cassette & Disk 16K) Epyx

Software with Original Packaging & Documentation ($5 each)
==========
Decision in the Desert Microprose
Drag Ke-Soft
Elektraglide Mastertronic
F-15 Strike Eagle Microprose
Gauntlet Mindscape
Infiltrator Mindscape
Meltdown Cosmi
Ninja Mastertronic
Orbit - A Trip to the Moon Antic Software
Super Huey Cosmi
Tobot/Bros Ke-Soft
Trailblazer Mindscape
Triple Pack (Raid over Moscow, Beach-Head, Beach-Head II)
Access Software

Software with Original Packaging & Documentation ($10 each)
==========

Animation Station (with drawing pad) Suncom
Autoduel (XL/XE systems only) Origin Systems
Flight Simulator II with 2 scenery disks SubLogic
(Star scenery disk and scenery disk #5)
Party Quiz (with 4 party quiz controllers) Suncom
Star Fleet I Interstel

Software with documentation $8 each
==========
Action! (Cart) OSS
Action! Non-Commercial Runtime Library OSS
Mac/65 (Cart) OSS
Microsoft Basic Microsoft

Software (no documentation) $3 each
==========
Basic (Cart) Atari
Galactic Avenger (Cassette) Cosmi
Galaxian (Cart) Atari
L.A. Swat/Panther Mastertronic
Qix (Cart) Atari
The Crypts of Plumbous (Cassette) Cosmi

Documentation - $1 each
==========
Deadline Infocom
Gateway to Apshai Epyx
Homepak Batteries Included
SAM - The software automatic mouth Don't Ask Software
Snooper Tropps Spinnaker
Ultima II Sierra On-Line

Books $3 each
==========
Assembly Language Programming for the Atari Computers
Mark Chasin
Atari 400/800 Basic Reference Manual Atari
Atari 400/800 Operating System User's Manual Atari
(Contains Assembly of OS)
Atari Basic Wiley - Albrecht,
Finkel, and Brown
Compute's First Book of Atari Compute!
Compute's 2nd Book of Atari Compute!
Compute's 3rd Book of Atari Compute!
Compute's First Book of Atari Graphics Compute!
Compute's 2nd Book of Atari Graphics Compute!
Compute's 2nd Book of Machine Language Compute! - Richard
Mansfield
Mapping the Atari (2 copies) Compute! - Ian
Chadwick

Hardware
==========
Atari 800 (48 K) $20
Atari 800 (16 K) - Nonworking $5
AT88 Drive (with docs) - Nonworking $5
410 Program Recorder $7
1010 Program Recorder (with power supply) $7
Microprint - 8-bit parallel printer interface $5
Graphix AT (w/docs) - 8-bit parallel printer interface $5

136. Re: MAE Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: jharris@sierratel.com
Message-ID: <33c278a7.45984257@news.sierratel.com>
Source record: 71952

Version 1.1 of the MAE assembler was just uploaded to ftp at
atari.archive.umich.edu.

I can also MIME EMail copies to anyone interested.

In addition to 6502 programs, this version can create 65816 code in the
full 24-bit address space. However, if you do have a 65816 CPU in your
machine, you should contact me for a special version. When assembled with
65816 opcodes, the editor is twice as fast, and the assembly speed is
faster too. You can also get additional debugger support for 16-bit regs
and stuff.

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

137. Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5pq84egvv1@nuke.csu.net>
Source record: 71953

This is about the UMich Archive (btw, I've made some changes! :)
Check 00.CHANGES for them)

Let's have a vote. I'm wondering if I should leave the smaller TXT files
as TXT, and unARC any small TXT files that are ARCed (thus making it one
less step to get to the information), or should I ARC everything
(for faster download speeds).

I have this feeling that a LOT of you are accessing the net and would
probably be reading these documents on a PC or Mac. A lot of the files
I've been getting lately are also ASCII (not AtASCII) and in 80 columns...
(remember, get Itay Chamiel's col80, an AWESOME 80col text reader!)

Personally, I'd stick with TXT, rather than ARCing them.

What do you people say?

Thanks!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

138. *writers/seeking/publication

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: cdr43a@aol.com
Message-ID: <5pq88s$o9u$6154@roadrunner.miracle.net>
Source record: 71954

We are a New York based international literary agency with two branch offices, one of which is in Florida. We are seeking new and previously published authors, so please adhere to the following guidelines.

All fiction: send brief synopsis, first chapter, and include a self addressed, stamped envelope (SASE).
All nonfiction: brief synopsis, first chapter, SASE.
Short Stories: brief synopsis, 3 pages, SASE.
Poetry: send 3 poems, SASE.
Please do not send complete manuscript unless we ask for it.

Send to: Woodside International Literary Agency
33-29 58 Street>>>>>>>>
Woodside, New York>>>>>>>>
11377>>>>>>>
Phone (main office):
718-651-8145>>>>>>>

139. Re: MAE Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5pq68ffpt1@nuke.csu.net>
Source record: 71955

John Harris (jharris@sierratel.com) wrote:
: Version 1.1 of the MAE assembler was just uploaded to ftp at
: atari.archive.umich.edu.

You could get in? Hmm! Maybe they fixed something? I'll have to
go through and put some more of the New/ files into their proper
places. :)

: In addition to 6502 programs, this version can create 65816 code in the
: full 24-bit address space. However, if you do have a 65816 CPU in your
: machine, you should contact me for a special version. When assembled with
: 65816 opcodes, the editor is twice as fast, and the assembly speed is
: faster too. You can also get additional debugger support for 16-bit regs
: and stuff.

Why not upload both versions? Or did you?

I would be interested in a tutorial, too! Like, examples of how to do
everything from "Hello World" to DLI's and music. :)

Also, recommendations for some good 6502 (esp. Atari-specific) and 65816
(hopefully generic) books would be a MAJOR help!

And John, wanna write a 65816-based high level programming language?
(I don't care if it doesn't create 65816 software, I just want a GOOD
development system! Hell, even something for Unix that makes Atari-ready
compiled software would be SUCH a HELP!)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

140. Auction Won

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: Chuckie@Chelseamusic.com
Message-ID: <Chuckie-ya023680000707970303010001@news.telalink.net>
Source record: 71956

Greetings Everyone,
I recently won an auction for Computes First Book Of Atari from
someone in this newsgroup, but I accidently deleted their E-mail with all
of the contact info on it. Could you please re-send?

** remove "nospam." from e-mail address to reply. **

Michael Bagnall - Unofficial Tony Carey & Planet P Website -
Chuckie@Chelseamusic.com - http://www.tranquilitybase.com -
---
8 Bit Computer Advocate - Commodore, Apple, Atari, Tandy, Texas Inst.
Adventure Construction Set Archive - ftp://tranquilitybase.com

141. UMich updates - 7/7/1997

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5pq979$hk6$1@nuke.csu.net>
Source record: 71957

Additions/changes to the Atari 8-bit archive at UMich!

Added "MAE" v.1.1 to Languages/Assembly/
Added "aceii.mod", "psycho2.mod", "trance.mod" and "xdrome.mod" to
Sound/Mod/
Added "atariwriter_convert" (a Mac HyperCard stack) to Text/Converters/
Added "effects.arc" collection of Info/Routines/
Replaced Demos/Mega/patros.blurb with a new, more descriptive copy
Added "flip side copy with myutil" doc. to Info/Hardware/
Added "Pro Tracker 1.5" (pt15.arc) MOD tracker to Sound/Editors/
Added "BMP2HIP" converter program (FOR IBMPC!) to Graphics/Converters/
Aded "MatherF----- Editor" (mferea11.arc) to Text/Editors/

These are all available from the Newitems/ directory (and will remain
so until the next update occurs, unless that's in less than 2 weeks or so).

I've found the easiest way to get into UMich is via Gopher:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

or via the Web (HTTP):

http://www.umich.edu/~archive/atari/8bit/

Good luck!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

142. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_868263646@rtfm.mit.edu>
Source record: 71958
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm
```

143. Re: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5pqmjq$6n1@sjx-ixn8.ix.netcom.com>
Source record: 71959

In article <01bc882b$52c143a0$b341d3d0@rc.snip.net>,
"Randy Cornetta" <cornetta@snip.net> wrote:
>Has anyone gotten this cable to work? I built one, but it makes my 8bit
>flack out. Any have any clue
>what I'm doing wrong?
>
>Randy
>
>cornetta@snip.net
>
Randy,
Hey! Good to see you here. You saw my reply on JACS. I still haven't tried mine. Actually I tried, but I had no drives working on the 8-bit, so no sio2pc program there. At least my XF551 drives are now working, so when I get time/energy, I'll retry it. I built the 1 chip version.

Hope someone has info for you. Hmmm... Are you sure you have the connectors wired on the proper ends? It's real easy to get that mixed up.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

144. Wanted: Syquest 44

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5pqpss$2lu@xmission.xmission.com>
Source record: 71960

Looking to acquire a functional, complete Syquest44 meg SCSI removable
hard disk.

Will trade for or purchase.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

145. Re: Combat leader

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: rx23842@mcvax4.d48.lilly.com
Message-ID: <1997Jul7.083116.1@mcvax4.d48.lilly.com>
Source record: 71961

In article <5pjasg$e3k@news.ct.net>, rwc1@ct.net writes:
>
>
> On 1997-07-02 rx23842@mcvax4.d48.lilly.com said:
> >Date: 2 Jul 97 08:02:47 EST
> >Organization: Eli Lilly and Company
> >Lines: 4
> >NNTP-Posting-Host: mcvax4.d48.lilly.com
> >Speaking of best Atari 8-bit games ever, does anybody still play
> >or remember the tank-war game Combat Leader??
>
> Wargame ... ATARI?
> There's another one! I'm not the only ATARI wargamer left!
>
> Yes I still play David Hille's "Combat Leader" and "Battalion
> Commander" as well as "The Cosmic Balance" by Paul Murray,
> "Six-gun Shootout" by Jeff Johnson (ATARI programming by Keith
> Bors), and all of Roger Damon's games.
>
> Beginning with "Operation Whirlwind", a landmark as it was the
> first game of its type published by Broderbund, Damon improved
> the scrolling map interface that Chris Crawford developed in
> "Eastern Front". Using only the joystick and function keys for
> all controls Damon's games have an ease of playability that has
> yet, in my opinion, to be exceeded on any platform. Of Damon's
> games, "Field of Fire", his second to be published (first by
> SSI) is my favorite wargame.
>
> I also still play "Invasion Orion", "Nukewar", "B1 Nuclear
> Bomber", and "Eastern Front".
>
> Are there any other ATARI wargamers here?
>
> --rwc
>
> |-R.-William-Clements---To-e-mail---|-7-bit ASCII-|-*bold*------|
> |-remove-the-numeral-in-the-address-|-formatting--|-/italic/----|
> |-We-must-stop-e-mail-spam!---rwc---|-conventions-|-_underline_-|
>
>
>
>
> Net-Tamer V 1.09 - Test Drive

RWC-
Of the war games you mentioned, I only played Eastern Front before.
It was interesting, but a little too complicated and frustrating.
In terms of playability and keeping my interest, Combat Leader is a
super game. Each battle set-up is different. I got very good at proper
troop deployment and strategy. I could even annihilate the enemy on the
"defend position" setting, where it starts off with an overwhelming
advantage to the enemy.
Many years ago, before Internet was around, I thought it would be
super to play Combat Leader against a human opponent (separate screens)
instead of the computer. With the limited "vision" of the battlefield,
this would be quite exciting.
Atarian

146. Re: ATTN YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: Rene Gambke <rega@uriela.in-berlin.de>
Message-ID: <33C10ECF.6270@uriela.in-berlin.de>
Source record: 71962

Yogi wrote:

> -> software was legal, I now have mor than 300 disks full of software,
> lots
> -> of things I didn't find at Yogi's.
> ->
>
> Got a list?

Yes, I have a list in Austro.Text-format, including German describtions
for almost every program. It does not include software, I got past the
last few years, but I will convert it to pure ascii and mail it to you.

--

Rene Gambke

e-mail: rega@powerslam.in-berlin.de (home)
rega@uriela.in-berlin.de (more frequently)
fido: 2:2410/1030

147. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: csb@txdirect.net
Message-ID: <33c0cd61.1763422@news.txdirect.net>
Source record: 71963

On 26 Mar 1997 14:27:00 -0500, lvt-cfc@cyber3.servtech.com
(christopher f. chiesa) wrote:

>In article <marksim-2003972153470001@port162.bitstream.net>,
>Mark L. Simonson <marksim@bitstream.net> wrote:
>>In article <33310272.5969@student.uci.agh.edu.pl>,
>>dhor@student.uci.agh.edu.pl wrote:
>>
>>> Ronald J. Hall wrote:
>>[snip]
>>> watching 'terminator' u can see piece of 6502 assembler code...
>>
>>I noticed that too when I saw it in the theater years ago. I seem to
>>recall that it appeared to be a portion of the 400/800 OS source code
>>(including the code name "COLLEEN") from the Tech Notes & Hardware Manual.
>>I don't think it's legible in the video release.
>
>I too had the experience of recognizing 6502 code flowing across the
>Terminator's vision in the theater. I was sharp-eyed enough to note that
>the title "Super-Key" appeared at one point, and in a discussion here some
>years later (now some years AGO) I believe someone said that it was
>actually Apple code.
>
>Maybe it'll become legible again if HDTV takes off...
>
>Chris
> lvt-cfc@servtech.com

I remember something like that also. I can't be sure, it was a while
back, but it sure looked like the apple ii character set to me.

148. Re: Info Needed on Atari 810 Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5pr1sc$g84@cyber2.servtech.com>
Source record: 71964

In article <33BDCBCC.7511@NOSPAM.pstbbs.com>,
Gene Irwin <girwin@NOSPAM.pstbbs.com> wrote:
>Charles Richmond wrote:
>> 2) Is there a disk-based OS that I need to boot this drive? Can
>> I use it without and OS (i.e., is it optional)?
>
>Yes, I believe the most common version is Atari DOS 2.0S (that's what I
>use most of the time).
>No, you can not use it without the DOS.

Welll... for the sake of completeness, there _is_ a simple "disk handler" built into the Atari computer itself (its ROM, actually). This allows you to perform rudimentary "sector" I/O -- read a sector, write a sector, low-level format a floppy -- but THAT'S ALL. You have to use machine language (assembly) to access this functionality. In theory you could work your way up from there to a DOS of your own, but in practice that's probably NOT something you'll want to do. (Me, I'd be limited by my skill level, my amount of free time, and the desire to be able to read the millions of existing Atari DOS -compatible diskettes already in existence.) Nonetheless, using just the Atari and the disk drive, no DOS, you _can_ "store and retrieve" data on disk, in the very strictest sense.

Just thought I'd throw that in, for those who might be able to make use of it.

Chris
lvt-cfc@servtech.com

149. Re: Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5pr2v9$h4q@cyber2.servtech.com>
Source record: 71965

In article <5pq84egvv1@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>
>This is about the UMich Archive (btw, I've made some changes! :)
>Check 00.CHANGES for them)
>
>
>Let's have a vote. I'm wondering if I should leave the smaller TXT files
>as TXT, and unARC any small TXT files that are ARCed (thus making it one
>less step to get to the information), or should I ARC everything
>(for faster download speeds).

Given disk sizes and modem speeds today, it's probably very unlikely that anybody downloads from UMich directly to an Atari -- but it's POSSIBLE (I'll be trying it soon, myself, with my Black Box). On the other hand, how portable/available is ARC? I don't have it on the Windows NT Alpha system in my office at work :-) and am fortunate to have even/only a very ancient version on the VMS system there. I'd prefer leaving TXT files as TXT files, wherever possible.

I'd also suggest that any TXT files which are kept _as_ TXT files, and which do NOT use ATASCII-specific properties (Atari graphics characters, inverse video), be stored in ASCII, not ATASCII; this will make them "accessible" to those non-Atari systems which are probably going to be used for at least PART of the downloading process, and eliminate the need for standalone ATASCII-to-ASCII conversion of same. If it is desired to transfer these files "all the way to the Atari," the ASCII-to-ATASCII conversion can be performed "on the fly" by any and every one of the Atari-side file-transfer utilities I've ever seen...

If "keeping some files in ASCII and others in ATASCII" is seen as a problem, in that "you won't know whether a file is ASCII or ATASCII," then I'd prefer that everything be kept in ATASCII, to preserve those files that DO use its properties, while continuing to support those which don't... If there's an interest in storing BOTH forms, then perhaps we should use something other than "TXT" as the filetype: .ASC for plain ASCII, and .ATA or .ATS for ATASCII, perhaps. (It would then be a relatively simple matter to tell e.g. the Windows (3.1, 95, NT) "file manager" (etc.) to treat .ASC files the same way as .TXT files, and fire up a custom ATASCII viewer for the .ATS files...

And given the sizes of disk farms today, what would it cost us, really, to store BOTH "plain ASCII" AND "ATASCII" forms of ALL TXT files on the archive? Even two versions of all ARCs that CONTAIN TXT files? Is that a feasible suggestion? Just make two parallel trees identical to what you

have now, one the "plain ASCII" version and the other the "ATASCII" version, and maintain them in parallel. Oh, joy, bet ya LOVE THAT idea, huh Bill? More maintenance work!!!! :-)

Just my two cents,
Chris
lvt-cfc@servtech.com

150. War On the NET

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: TECS@SOFTWARE.NET
Message-ID: <5pq68s$d8o2199@odin.telapex.com>
Source record: 71966

Angered Spy/Research Expert and now, Leading
Business Consultant, tells "the rest of the story."
What the news & Wired forgot to tell...

Just search the Web - we're now the largest chain
of WEB SITES on the net for supporting entrepreneurs
and businesses wishing to grow using his techniques. He gave
them fair warning... But they didn't
listen...

CH

http://michaelenlow.by.net/spamwar.html

151. WTB : Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc8b0d$2e9e6720$98374382@vidar>
Source record: 71967

I would like offers on Atari 5200 consoles. I have one, but it doesn't work quite well. I think it's the PSU and I am also interested in spare parts for it! Email me offers on console and games if you have'em! Take Atarian care

152. Re: War On the NET

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5prh3f$bj2$1@nuke.csu.net>
Source record: 71968

TECS@SOFTWARE.NET wrote:

: Angered Spy/Research Expert and now, Leading
: Business Consultant, tells "the rest of the story."
: What the news & Wired forgot to tell...

About what? Is this like an Atari game? "War On the NET"... that'd be
cool. Smacks of what I was writing about last night... doing Internet
WITH the Atari. Like, the Atari would be the front-end to a huge
multiplayer Internet game... just hook up a modem, dial into an ISP,
and viola! Cool! Thanks for the idea! (As if I hadn't had it before ;))

: Just search the Web - we're now the largest chain
: of WEB SITES on the net for supporting entrepreneurs

Why would one want a chain of websites? Why not just, like, a website?

: and businesses wishing to grow using his techniques. He gave
: them fair warning... But they didn't
: listen...

"his techniques" -- who? Who's techniques? No I'm confused.
Are these entrepreneurs using Ataris? I hate to say this, but even
the most die-hard Atarian realizes that even small businesses should
stick to PC's these days...

Are you sure you don't mean Amiga? :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma/edu/kendrick/
http://zippy.sonoma/edu/kendrick/demoville/ <-- Atari demo tribute!
http://zippy.sonoma/edu/kendrick/nbs/ <-- Atari, Unix, Web software!
http://zippy.sonoma/edu/kendrick/nbs/unix/www/freechat/ <-- Free Chat is here!
http://umich.edu/~archive/atari/8bit/ <-- Atari FTP archive!

153. Flame this Loser!!!`

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970707211100.RAA27996@ladder02.news.aol.com>
Source record: 71969

Many of you like myself received an outrageously long winded email about buying classic videogames (which can all be obtained for 80 cents each from www.oshea.com) from this loser, lets take all the email he's sent us, remove the CC:'s from them and email him back with his garbage until his email account cries for mercy!!!

jcp10@cornell.edu

Curt
Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

154. Re: Impossible to find?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: morbid@best.com
Message-ID: <33c164f6.13820005@nntp.best.com>
Source record: 71970

Gene Irwin <girwin@NOSPAM.pstbbs.com> wrote:

>There was a game I got from the Atari rep when I worked at the Byte Shop
>in seattle way back when . . .
>
>The problem is that I don't remember it's name.
>
>It's sort of like the 2600 game KABOOM!.
>
>It has about 3 or 4 rows of colored blobs across the top of the screen,
>and they start falling, 1 by 1 at first and they get faster and more of
>them drop at the same time as you go.
>
>There is a paddle controlled bar (like breakout or arkanoid) on the
>bottom of the screen and you are supposed to catch the
>rocks/stones/balls/blobs (or whatever they are).
>
>This one was very addicting and I wonder if anyone has seen this one?

I believe that would be Avalanche, by Atari.

155. FS/T Assorted Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: Jim Lazarenko <jimbo@connect.ab.ca>
Message-ID: <01bc8aef$66be5de0$4bbf4bce@default>
Source record: 71971
Cross-posted to: comp.forsale.computers,comp.sys.amiga,comp.sys.amiga.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.computers.marketplace,comp.sys.ti

I am reposting a message from about a week ago. I have removed sold items and added a couple of new ones. Most items are for the 8bit era. I am looking to sell outright for cash or will also consider some trades...see list at the end of the post. Here is the updated post.

I have the following Computer components and cartridges for sale. If you are interested in something, please make me an offer in U.S. Funds (buyer pays shipping). All the equipment is in working condition, but without boxes unless noted.

Coleco Adam
==========

Hardware
-Adam add on for Colecovision

Adam Data Packs
AdamLink
Black data Pack
Buck Rogers-Planet of Zoom
Letters & Forms-With box and Manuals
SmartBasic
SmartLogo-With box and Manuals

Commodore
==========

Hardware
-Commodore 64 Computer-With original box and Power Supply
-Commodore 64 Computer-With Original Power Supply, missing Run/Stop key.

Cartridges
-Clowns
-Jungle Hunt
-Kickman
-Lazarian
-Number Nabber Shape Grabber
-Omega Race
-Radar Rat Race
-Sea Wolf
-Serpentine
-Tooth Invaders

Amiga Hardware
-Custom made 15 foot Amiga RGB/Audio to SONY XBR/XBR II Monitor/Audio cable

Controllers
-Please see the controller section near the end of this post

Magazines
-Please see the Assorted Magazine section near the end of this post

Atari
==========

Hardware
-Atari 800XL With Power Supply, RF Cable
-Atari 600XL With Power Supply, RF Cable
-Atari 1050 Disk Drive With Power Supply and connection cable
-Atari 1050 Disk Drive Without Power Supply
-Indus GT Disk Drive Without Power Supply and connection cable
-Atari 520 ST Missing all accesories
-Custom made Atari RGB to SONY XBR/XBR II Monitor Cable
-Custom made Atari ST Composite Video/Audio cable (standard RCA jacks)

Controllers
-Please see the controller section near the end of this post

Cartridges
Atari Writer
Basic
Centipede
Defender
Donkey Kong
Donkey Kong Junior
Eastern Front (1941)
Final Legacy
Frogger
Miner 2049er
Missle Command
Ms. Pacman
Pac-Man
Pole Position
Qbert
Realsports Football
Robotron: 2084
Star Raiders
Tennis

Books and Manuals
-Atari 800XL Manual and conection guide
-Atari 1050 Manual
-Consumer's Guide "The Users Guide to the Atari"
-Compute's "Third book of Atari"
-Compute's "The Atari Basic Source Book"

Magazines and Specification sheets
-1983 Atari 800XL Brochure
-1986 Atari ST Computer Brochure

-ST-Log Issue 10 Jan 1987
-Antic Volume 4, number 10 Feb 1986
-Start-The ST Quarterly Summer 1996 Premier Issue

Texas Instruments
==========

Hardware
-TI 99 4/A Complete with power adapter, RF adapter and BASIC reference
card.
-Dual cassette connector cable

Texas Instruments Cartridges

Boxed with manuals
Beginning Grammar
Early Reading
Early Reading Fun
Munch Man
Number Magic
Parsec (Uses speech synthesizer)
The Attack
TI Invaders
Tombstone City: 21st Century

Loose carts without manuals
Burger Time
Car Wars
Parsec (Uses speech synthesizer)
Parsec (Uses speech synthesizer)
Scholastic Spelling Level 3
Scholastic Spelling Level 4
The Attack

Radio Shack Color Computer (TRS80)
==========
Cartridges
-Color Logo
-Temple of Rom

Controllers
==========
-Paddles (multiple sets)-for Atari & Commodore units
-2x Wico Command Control Joystick-for Atari & Commodore units
-2x Wico Joystick (Black handle with grey base)-for Atari & Commodore units
-1x Spectravideo Joystick with suction cup base-for Atari & Commodore units

Assorted Magazines
==========
-Family Computing Volume 3, number 11 Nov 1985
-Popular Computing Jan 1985 featuring the Tandy 1000
-Popular Computing Dec 1983 Featuring "the new 1984 Computers"
-Computers & Programs Feb.1984 Premiere Issue

-Compute Issue 74 July 1986
-Compute Issue 73 June 1986

Trades
==========
I may consider trades in the following areas, however sales at this point are more appealing to me and will take priority. As far as trades go, I am interested in the following categories...

Intellivision Rare Hardware and cartridges as well as Shrinkwrapped cartridges
Sears Tele-Games Shrinkwrapped Tele-Games (Intellivision) cartridges
Vectrex Hardware, Controllers and cartridges
Atari Lynx Hardware and cartridges
Atari Portfolio Hardware and accessories
Mattel Electronics Handhelds (especially Backgammon and Spead Freak), Aquarius computer items, etc.
Coleco Handhelds and tabletops, Total Control 4 carts as well as some ColecoVision items
Microvision Hardware and cartridges

jimbo@connect.ab.ca

156. Re: HELP: Stupid 1050 question...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: "Eric R. Balch" <ebalch@wrightstrat.com>
Message-ID: <01bc8b24$6a07a260$8593d4cc@grayslab.wrightstrat.com>
Source record: 71972

HOORAY!
Problem solved.

With no manual, it was not immediately obvious to me that there were indeed TWO (2) switches on the back of the 1050. However, since the second switch (the white one) was directly behind the first switch (the black one) and sandwiched right up against it. It all looked like ONE SINGLE SWITCH to me... I finally noticed the other switch when I took the cover off the drive. I guess I shoulda broken out the Philips in the first place but live and learn!

Thanks for everyone's help!

Later,
Eric

Eric R. Balch <erbalch@adnc.com> wrote in article
<01bc877a$00cb13c0$140d9ecf@quasar>...
> O.K. I know that this is a kinda stupid question but here goes anyway:
>
> I just got a 1200XL and a coupla 1050 drives (to replace the system I
loved
> so dearly and was stolen many moons ago). Now, the problem is when I had
> my last 1200 I could only afford one 1050 so I have never used an Atari
> 8-bit system with multiple floppy drives...
>
> So, the stupid question:
> How do I set the switches (what positions do I use) on the back of the
> 1050s so BOTH drives will be accessable? I tried a few different
> combinations but to no avail. Is there some special Voodoo incantation I
> need to do or somthing? I would RTFM but I have no FM2R! I know I have
> the cabels hooked up right =;-) Also, I know that BOTH drives do work.
I
> just can't seem to get one to work as drive 1 and the other to work as
> drive 2.
>
> Many thanks in advance for any help!
>
> Eric
>

157. WTB: 400/800 Bounty Bob Strikes Back game cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: tcbconst@airmail.net
Message-ID: <B4E259C7F52E5E4A.A04F14E0AB828253.D7BA055BCCC2431B@library-proxy.airnews.net>
Source record: 71973

I would like to buy this if anyone has one forsale.

tcbconst@airmail.net

158. SIO2PC: how to work?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-07 00:00:00 UTC
From: jogar@bigfoot.com
Message-ID: <868329448.10758@dejanews.com>
Source record: 71974

(this message was originally posted to InfoMan's Atari page)
http://www.holyoak.com/atari/

I got the SIO2PC cable, and managed to create a 90K SD ramdisk, duplicate my DOS 3 master onto it, and then duplicate from the ramdisk onto a blank floppy (I lost my DOS backup disk, so I thought this was an important course of action). Then I tried to duplicate my Colonial Conquest by SSI disk into a ramdisk, but DOS 3 complained "Error 176: Format incompatible". I figured, Hmm, maybe that's what file2pc.obj is for. I loaded atari.atr into a ramdisk and tried to read from it, and I got the same error. Hmm, I mentally mumbled, maybe I have to use MyDOS to get anywhere. But I got error 176 when I tried to read mydos453.atr as well! What am I doing wrong?

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

159. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bc8b3c$0fbbdd40$ea38adce@crc3.concentric.net>
Source record: 71879

It's very possible that the source code segments are from different
sources. One of them WAS Atari DOS.

csb <csb@txdirect.net> wrote in article
<33c0cd61.1763422@news.txdirect.net>...
> On 26 Mar 1997 14:27:00 -0500, lvt-cfc@cyber3.servtech.com
> (christopher f. chiesa) wrote:
>
> >In article <marksim-2003972153470001@port162.bitstream.net>,
> >Mark L. Simonson <marksim@bitstream.net> wrote:
> >>In article <33310272.5969@student.uci.agh.edu.pl>,
> >>dhor@student.uci.agh.edu.pl wrote:
> >>
> >>> Ronald J. Hall wrote:
> >>[snip]
> >>> watching 'terminator' u can see piece of 6502 assembler code...
> >>
> >>I noticed that too when I saw it in the theater years ago. I seem to
> >>recall that it appeared to be a portion of the 400/800 OS source code
> >>(including the code name "COLLEEN") from the Tech Notes & Hardware
Manual.
> >>I don't think it's legible in the video release.
> >
> >I too had the experience of recognizing 6502 code flowing across the
> >Terminator's vision in the theater. I was sharp-eyed enough to note
that
> >the title "Super-Key" appeared at one point, and in a discussion here
some
> >years later (now some years AGO) I believe someone said that it was
> >actually Apple code.
> >
> >Maybe it'll become legible again if HDTV takes off...
> >
> >Chris
> > lvt-cfc@servtech.com
>
> I remember something like that also. I can't be sure, it was a while
> back, but it sure looked like the apple ii character set to me.
>
>

160. Re: 8 Bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <01bc8b65$f2544ce0$98e5c9d0@bencorr>
Source record: 71880

William Moeller <af332@freenet.hamilton.on.ca> wrote in article
<5p0g1g$qpl@main.freenet.hamilton.on.ca>...
> First off, I was wondering if anyone here actually received their FTe
> Sparta X upgrades. You see, I paid for 3 chips, (I was billed Visa) but
> never got the items from Mike. (Shame on you Mike)
>
> Later, Bob Klaas was kind enough to burn and send two Sparta X chip
> upgrades. So, I was only "burned" for one chip ;-)

Alas, I too sent Mike a check for a Sparta upgrade that I never got. Does
anyone know his current status?

Ben Corr

161. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_868356133@rtfm.mit.edu>
Source record: 71881
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: June 18, 1997

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List

__________ _______________
| ///////// | _____________ | |||||||||| |
|__________| | | | ||_______|| |
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|LLLLLLLLLLL| |LLLLLLLLLLL || | LLLLLLLLLL L |
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130XE 800XL 800
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65XE 600XL 400
__________ _____________
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|__[_____]__| |____O_O_O_O| |__[_____]__| |___[_____]___|
800XE XE Game System 1200XL

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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given.
```

This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction to the Atari
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are some of the performance features of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?

Usenet newsgroups
2.1) What is comp.sys.atari.8bit?
2.2) What other Usenet newsgroups cover the 8-bit Atari?

E-Mail lists
3.1) What is INFO-ATARI8?
3.2) What is the Independent Atari 8bit Network?
3.3) What is CLASSICCMP?
3.4) What is ATARIPL?

Software Archives
4.1) What is the University of Michigan Archive?
4.2) What is the Boston Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the Polish Demo Archive?
4.7) What is the Slovakian Archive?

Telnet sites
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital FreeNet Atari Users SIG?
5.3) What is the Victoria Telecommunity Network Atari Users SIG?

World Wide Web pages
7.1) What WWW pages support the 8-bit Atari?

IRC channels
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?

Peripherals
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What is SIO2PC?
12.5) What kinds of monitors can I use with my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?
13.7) Which versions of the Operating System (OS) are there?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or
disconnecting SIO cables?
13.10) What is Omnimon?
13.11) What is the difference between NTSC and PAL machines?
13.12) What programming languages are available for the Atari?

Other FAQ Lists for the 8-bit Atari
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) I'm new to the Atari. How do I use this thing?
14.5) Can I use an emulator to run my old Atari software on my new computer?
14.6) What hardware upgrades, modifications and add-ons are available?
14.7) What is the HARD-Interlacing-Picture (HIP) format?
14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with Ultraspeed roms?
-with XEP-80
-with any particular terminal program

What is the XEP 80?

Video Upgrades
-Adding chroma\lumi to 800XL

How can I make my commercial boot disk (tape, cart)
into a load file or disk image?

What is APE?

Why does some European software (especially demos) flicker?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit
computers.

1972
Atari Inc. is formed by Nolan Bushnell; created the first coin-operated arcade
video game with the introduction of Pong. The video game industry was launched
and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), giving birth to home
video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using
the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400,
"Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now

heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing direct memory access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Today Atari Games is an indirect, wholly-owned subsidiary of the Midway Games division of WMS Industries.

WMS Industries Inc.
3401 N California Ave
Chicago IL 60618-5899
USA
http://www.wms.com/

Midway Games Inc. (a division of WMS)
http://www.midway.com/

Atari Games Corporation (a subsidiary of Midway Games)
http://www.atarigames.com/)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of direct memory access.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS Corp. subsidiary. JTS, with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer market. The company currently employs more than 5,800 people worldwide including manufacturing facilities in Madras, India.

JTS Corporation
166 Baypointe Pkwy
San Jose CA 95134-1621
USA
Phone: 408-468-1800
Fax: 408-468-1619
mailto:info@jtscorp.com
http://www.jtscorp.com/

Atari Corporation (a JTS subsidiary)
http://www.atari.com/

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen

Aided Management) 80 column Desktop System; the Ultra Speed Plus OS;
the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing
improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give
rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great
games.

If you want to do something with a computer, chances are you can do it on an
8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far
less costly than any of these, is easier to program at the machine level or
alter at the hardware level, and has been documented more thoroughly than any
of the newer computing platforms. The relative simplicity in design of the
8-bit Atari also means that many people find the systems more reliable than
their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other
platform. For example, some Bulliten Board Systems are still run on 8-bit
Ataris specifically because the BBS software available can be better than that
for any other type of computer. There is a reason for the relative quality of
software on the 8-bit Atari. People program commercially for the latest PC's
to make money; people program the 8-bit Atari because they want to -- they
enjoy producing good software. It takes a team of specialized programmers to
develop a major piece of software for those other systems; with the 8-bit
Atari, a single person has the chance to learn the entire system, thereby
developing greater pride in his programming abilities and his final product.
The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was
developed years before the IBM PC or Apple Macintosh were even on the drawing
boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative
in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
---
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16
luminances x 16 hues = 256 colors. (Four registers are for player-missile
graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video
incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display
List - a program which is executed by the ANTIC graphics chip every
screen refresh:

All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following text was written by Chris Crawford and appears in De Re
Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a (PIA). However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an
instruction set, a program (called the display list), and data. The display
list and the display data are written into RAM by the 6502. ANTIC retrieves
this information from RAM using direct memory access (DMA). It processes the
higher level instructions in the display list and translates these instructions
into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television
Interface Adapter") is a television interface chip. ANTIC directly controls
most of GTIA's operations, but the 6502 can be programmed to intercede and
control some or all of GTIA's functions. GTIA converts the digital
commands from ANTIC (or the 6502) into the signal that goes to the
television. GTIA also adds some factors of its own, such as color
values, player-missle graphics, and collision detection.

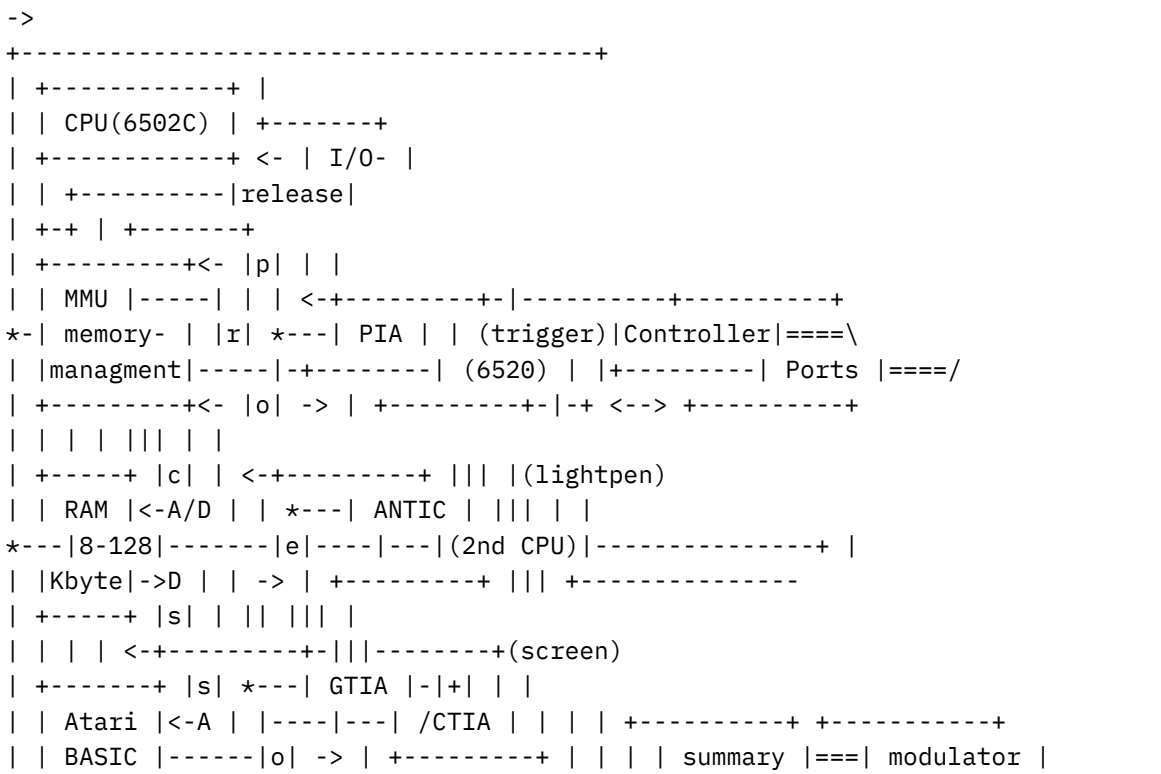
POKEY is a digital input/output (I/O) chip. It handles such
disparate tasks as the serial I/O bus, audio generation, keyboard scan,
and random number generation. It also digitizes the resistive paddle

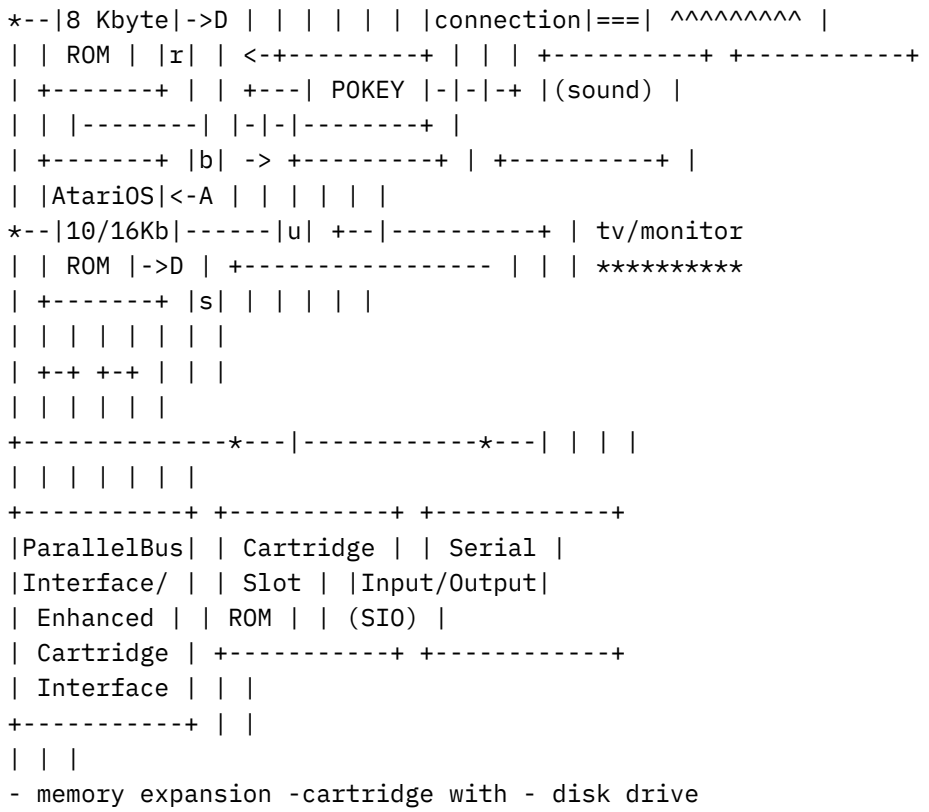
inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.sb.sub.de (Peter))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800:8/16/48K,1200XL/800XL/65XE/800XE/XEGS:64K,600XL:16K,130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit,
presumably because the custom of drafting charters for new newsgroups did not
exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Opinionated discussions about Atari computers. Unmoderated.

news:comp.sys.atari.announce
Announcements related to Atari computers. Dead newsgroup?
Moderated by Yat Siu, mailto:lexicor@world.std.com

news:comp.sys.atari.programmer
Programming Atari computers. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.1) What is INFO-ATARI8?

INFO-ATARI8 is an e-mail list for discussion about the Atari 8-bit family of
computers.

To subscribe to INFO-ATARI8, send a message to:
mailto:listserv@vm.marist.edu
that says:
subscribe info-atari8

INFO-ATARI8 is moderated by mailto:snyder10@MAILHOST.TCS.TULANE.EDU (Mike Todd)

INFO-ATARI8 was created on December 9, 1986.

Subject: 3.2) What is the Independent Atari 8bit Network?

Date: Fri, 29 Nov 1996 10:37:26 GMT
From: mailto:tomhunt@bright.net (Tom Hunt)

Closer To Home Enterprises is happy to announce the grand
opening of the IA8N's QWKNET. IA8N = Independent Atari 8bit Network.
This network is ran by a group of volunteers that are dedicated, hard
core 8bit owners.

I am seeking more individuals to join the network.
Individuals who join this network will receive weekly, or biweekly QWK
packets through internet email. These packets contain messages from
member 8bit bulletin boards and from individual members of the
network. These packets are ARCed and UU enocoded. Both ARC and UU
encoders are readily available for almost every type of computer
system, including the Atari 8bit.

Highlights from recent message threads include:

A member's recent pilgrimage to Poland to meet with
various developers. He reports about a new IDE interface
and Sparta Dos X clone for the 8bit.

Discussions about the new HIP graphic format. Announcment
of the release of the new HIP slideshow program, and
where to download it.

Discussion about David Hunt's (no relation) release of
Carina 2.7 into shareware, and where to download it.

Discussions about how to use the 8bit to access the internet,
including hot 8bit places to visit. There are tips about
which lynx servers are the best to use, how to do dns lookups,
and free telnet bbses.

Discussions about Larry Black's soon to be released ZSEND
program.

Message bases that are currently available are:

General
Internet
Programming
Hardware
User's Groups
Whine Base
Recipe
Pets

When an individual sends back a REPly packet to the network,
ARC must be used for compressing the packet. But UU, HEX, and MIME
encoding of REPlies is allowed.

The message bases have thousands of messages, many of which
contain information and references to programs that cannot be found
anywhere, even on the internet. So join the QWK Net today. This is

a FREE service to the 8bit community. Ask about a sample QWK packet,
so that you can see for yourself.

Send inquiries to: mailto:tomhunt@bright.net

"QWK Net, an Atari 8bit network, 100% managed, maintained, and
published via internet email on an Atari 8bit computer."

Subject: 3.3) What is CLASSICCMP?

From: bill@booster.bothell.washington.edu (Bill Whitson)
Date: Wednesday, March 12, 1997 7:08 PM

Hi all.

I have just started a new discussion list for people who
collect/maintain old computers. If this kind of thing
interests you read on...

CLASSICCMP - The "Classic Computers" Discussion List

NAQ (Never Asked Questions) 0.1

What is it?

This list is for the discussion of Classic Computers -
primarily for those people who collect and restore
old machines. It is brand new - no subscribers yet
so sign up. The collection and restoration of computers
is becoming a big enough hobby that I felt a need for
a place to talk about it.

What is a classic computer?

Well that's hard to say but since I created the list I'll
do it anyway. A classic computer is a machine that has not
been produced for 10 years or more. It's an arbitrary
definition but at least uncomplicated.

What are the guidelines?

The list is designed for discussion of collecting, restoring,
and maintaining old computers. I'm not going to be heavy
handed with restricting discussion. I'd just like it to be
clear that the list is not the proper place for discussion
of technical problems with the standard PCs and Macs (other
than the really old stuff). Anyone can lurk - if you're
going to post, just use your own good judgement.

This IS NOT and will NEVER BE a list for discussion of "which
computer is best?" and anyone who posts the ubiquitous "why
don't you just go buy a PC you moron" will be immediately
unsubbed.

Beyond this - have fun! That what keeps us going with these
old machines.

How do I subscribe?

Subscribing to this list is slightly more challenging than
most. Read the instructions below.

1. Send a message to listproc@u.washington.edu with the line

subscribe CLASSICCMP your-address

in the body of the message.

2. Send a message to bill@booster.u.washington.edu introducing
yourself and explaining why you wish to be added to the list.

That's it. I require the letter of introduction for several
reasons. 1 - Only people who really want to be on the list
will bother. 2 - If you can't follow directions I won't hear
from you. 3 - It helps me get an idea of who's on the list
and what they hope to get out of it. 4 - I like to respond
personally to new members rather than run a robot list.

Subject: 3.4) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all
polish- speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:kendrick@zippy.sonoma.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory

"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu
/atari/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.

- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:kendrick@zippy.sonoma.edu
(Bill Kendrick).

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no
(Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software
Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate
directory. Please include a readme file with each upload, so people know
what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Slovakian Archive?

This FTP site contains some demos, games, utils, zines from all the world.
Here you can also find some Slovak or Czech stuff.

Contact: mailto:mchorvat@econ.umb.sk (Marco, of GMG)

ftp://svs.scsss.sk/pub/atari/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:msteve@magnus.acs.ohio-state.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu

http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:bernard@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

Beyond ....The Black Stump Atari Page
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/dungeon/

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://graf.fciencias.unam.mx:100/~mariano/atari.html

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://www.cc.utah.edu/~krw8466

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8-bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://intrepid.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:conradus@plearn.edu.pl
http://www.orient.uw.edu.pl/~conradus/atari.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.northcoast.com/savetz/antic/dap.html

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

InfoMan's Atari Page
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:atari@mindspring.com
http://www.mindspring.com/~keita/agh.html

Phoenix Atari Connection
John Collins, mailto:irata@aztec.asu.edu
http://www.inficad.com/~bosco

Morbid Guy's Atari 8-bit Manual Archive
Morbid Guy, mailto:morbid@best.com
http://www.best.com/~morbid/manuals/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Captain Balde's Atari Bookmarks
Rich Tietjens, mailto:atari@teleport.com
http://www.teleport.com/~atari/

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

The Classics Exchange
David Wyn Davies, mailto:starwars@enterprise.net
http://homepages.enterprise.net/starwars/

The Fuji Federation
David Schmudde, mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fujihome.htm

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Games And Demos
Sven Gleich, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://iraul1.ira.uka.de/~s_tomczy/heaven.html

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

The Atari Prototypes & Vaporwares Site
Curt Vendel, mailto:cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Page of all Atarians and M.E.C. Group (Masters of Electric City)
mailto:dhor@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~dhor/atari/atari.html

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:76702.1076@compuserve.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes

Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T XE v. 2.72 (128K) or Ice-T 1.1 (48K) by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.7 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.7 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.7 XE) or No (1.1)

Summary: Excellent for high-speed VT100 emulation

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually

the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:conradus@plearn.edu.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.

For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin
port.)

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go from
#1 on the right to #13 on the left on the 'long' side
and from #14 to #25 from right to left on the 'short'
side. #25 is closest to being under #13. A male
connector is the mirror image of this.

Most terminal programs allow a null connection, without a
carrier detect. Notably, '850 Express!' does not.

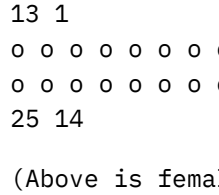
A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.



(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better yet, make a true 25 wire, straight through cable and use a commercial null modem. A commercial null modem is just a small device with the correct lines already crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
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mailto:sup8pdct@closer.brisnet.org.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:

- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB

= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (76702.1076@compuserve.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at

one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What is SIO2PC?

Original text by Dave Paterson, mailto:davepat@total.net

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

Several different designs for the SIO2PC hardware are floating around. Best contact the author for the latest details.

SIO2PC 4.13 is shareware by Nick Kennedy, mailto:nkennedy@cswnet.com

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Subject: 12.5) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the Commodore 1702 and 1804 (and many others).

The pinout of the Monitor port is in the pinout section of this FAQ list.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the 800XL lacks separate chroma/lumi (can be added via hardware modification)

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\lumi signals

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/developer list). SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
600 600XL, all black case
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" floppy drives
1450XLD 1400XL plus 5.25" floppy drive

1600XL ????
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -Z-80 CPU, 64K RAM, CP/M 2.2 OS, 80 column display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34 : 1050
9V AC 0,5 A, CO#61516 : 1010
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1

5 4
2
1. Composite Luminance (not on North American 600XL's)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7

29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most

of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and

comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

o Carina BBS -- a product of Shadow Software. See the Vendor list.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:offen300@hio.tem.nhl.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.
~~~~~~~~~~~~~~~~~~~~

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:offen300@hio.tem.nhl.nl

The following Operating Systems exist for the Atari 8-bit:

Rev.	System(s)	Models	Size	Part Nr(s)
A	NTSC	400/800	10kB	CO12499B, CO14599B, 12399B (*)
A	PAL	400/800	10kB	CO15199, CO15299, CO12399B
B	NTSC	400/800	10kB	(?)
B	PAL	400/800	10kB	(?) (*)
1	A NTSC/PAL	1200XL	16kB	CO60616A, CO60617A
1	B NTSC/PAL	1200XL	16kB	CO60616B, CO60617B (?) (*)
1	NTSC/PAL	600XL	16kB	CO62024
2	NTSC/PAL	XL/XE	16kB	CO61598B
3	NTSC/PAL	XE	16kB	C300717
4	NTSC/PAL	XEGS	16kB	C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Breakout, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor.

Thanks to mailto:jlodoen@shell.portal.com (Jeff M Lodoen) for initial info.

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do

it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector
editor on a program called Pharaoh's Pyramid, from Master Control Software.
On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me
to thinking, what does that mean? After about 5 months of playing around
with the Omnimon board, I figured out how to use it to pirate software.
In fact, it can be used to make most boot disks into binary files, and remove
copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened
the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines
displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they
refresh the screen 50 times a second doing 1/2 the lines each refresh
so they effectively repaint the screen 25 times a second. NTSC is
525 lines/screen with a 60 times a second refresh - again only half
the lines each refresh so a 30 times a second frame rate. This
would change the amount of time available during vertical sync pulse,
and the number of lines that need to be redrawn each time.

Subject: 13.12) What programming languages are available for the Atari?

Revision : 1.0
Date.... : 4/20/1997

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!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include;
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- Assembler Interchange Format, Project description
Version 2.2, 2-2-1997, Freddy Offenga

If you like to help or if you've something to add already,
just contact me. There's still a lot work to be done....
Freddy Offenga, email-to: offen300@hio.tem.nhl.nl
==
There are quite a lot! To get some structure in this section it's
divided into the following catagories;

a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

[D] = available on disk
[C] = available on cartridge

a) ASSEMBLER
- 130XE+ Makro Assembler v2.2, 1992 (Torsten Karwoth) [D]
Two pass 6502 assembler/editor. Supports extra RAM.
Highly compatible with Atmas II.
- Alfasm, Version 1.0, 1990 (Jeff Williams) [D]
Supports 65816 instructions (for the Turbo-816 upgrade
from DataQue Software). This assember is also known as
the Turbo-Assembler/16.
- Atari Assembler/Editor, 1981 (Atari) [C]
Two pass 6502 assembler/editor.
- Atari Macro Assembler, 1981 (Atari) [D]
Two pass 6502 assembler/editor.
- Atmas II Makroassembler, 1985 (Peter Finzel, Hofacker) [D]
Macro assembler with integrated editor and monitor.
- Bibo Assembler, 1986 (Compy-shop) [D]
- Datasm/65 assembler, Version 2.0, 1981 (DataSoft) [D]
Two-pass 6502 assembler.
- EASMD, Version 1.0, 1981 (OSS) [D]
- MAC/65 Macro Assembler, 1982 (OSS) [D/C]
Two pass macro assembler/editor.
- MAE, 1996 [D]
Supports 6502 and 65816 mnemonics.
- Nasm65 assembler, 1992 (Nat!) [D]
Highly portable cross assembler (written in C). Initially
made for the Atari ST. Highly compatible with MAC/65.
- PC-65 Assembler, Version 1.0 beta, 1996 (Jan Feenstra) [D]
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.
- Synassembler, 1982 (Steve Hales, Synapse Soft) [D]
Two pass 6502 assembler.
- ST-65 Assembler, 1991 (A. Stauffenberg, F.Offenga) [D]
A cross assembler for the Atari ST (written in 68000 asm).

b) BASIC
- Advan BASIC Compiler (Advan Language Designs)
- Atari 800 Basic, Version 1.0, 1981 (Microsoft) [D]
- Atari BASIC, Rev.C, 1983 (Atari) [C]
- Atari Microsoft BASIC II (Atari) [C]

- BASIC A+, Version 3.05, 1981 (OSS) [D]
- BASIC XL (OSS) [C]
- BASIC XE, 1985 (OSS) [C]
- Turbo Basic XL (Frank Ostrowski, Happy Computer) [D]
Interpreter, Version 1.5, 1985
Compiler, Version 1.1, 1985

c) C
- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65
- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

d) PASCAL
- Atari Pascal, Version 1.0, 1982 (APX-20102) [D]
- Draper Pascal, Version 1.5, 1983 (Norm Draper) [D]
- Kyan Pascal, 1986 (Kyan Software) [D]
Package includes; compiler, linker and assembler.

e) LISP
- INTER-LISP/65, Version 2.1, 1981 [D]
(Special Software Systems, DataSoft)

f) FORTH
- ValForth (Valpar International)
- Extended fig-Forth (APX-20029)
- fig-Forth, Version 1.1 [D]
- fun-Forth (APX-20146)
- Grafik-FORTH
- QS Forth (Quality Software)

g) PILOT
- Atari PILOT, 1980 (Atari) [C]

h) LOGO
- Atari LOGO, 1983 (LCSI, Atari) [C]

i) All the rest
- Action!, 1983 (OSS) [D/C]
- Quick, Version 2.0, 1990 (Raindorf Soft) [D]

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List."

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 14.2) Where is my nearest 8-bit Atari BBS?

InfoMan (Trevor Holyoak), mailto:infoman@poboxes.com maintains a list called "Atari 8bit Support BBS's."

http://www.holyoak.com/atari/ATARIBBS.TXT

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rich Tietjens, mailto:atari@teleport.com maintains an Atari computer user group list at:

http://www.teleport.com/~atari/ugbbs.htm

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Unofficial Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

If you would like a text-only version you can send e-mail to:

mailto:kendrick@zippy.sonoma.edu

with the following as the subject:

send emulator faq

Note that the "better" version (which the text version is based on) is:

http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Unofficial Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

If you would like a text-only version you can send e-mail to:

mailto:kendrick@zippy.sonoma.edu

with the following as the subject:

send emulator faq

Note that the "better" version (which the text version is based on) is:

http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by David A. Paterson, mailto:davepat@total.net or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin, mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==
End of atari-8-bit/faq
==

162. Re: Wanted: Syquest 44

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5pt8sl$g2v@dfw-ixnews11.ix.netcom.com>
Source record: 71882

```
In article <5pqpss$2lu@xmission.xmission.com>,
James King <jeking@xmission.xmission.com> wrote:
>Looking to acquire a functional, complete Syquest44 meg SCSI removable
>hard disk.
>
>Will trade for or purchase.
>
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
>

James,
Have you looked at the Iomega ZIP drives? I couldn't live wothout mine!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

163. Re: Happy Plot Thickens!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: kmosiejc@lcp.HATESPAMATWORK.com
Message-ID: <5ptekr$oi8@tlpnews.tlp.com>
Source record: 71883

> af332@freenet.hamilton.on.ca (William Moeller) writes:

> I seem to recall there being a "Cheer up" clone of a Happy. I don't think
> he is pulling your leg. I don't know anything about them however.

> Willy

What I seem to recall about the Cheer-up upgrades was that they WERE by
Happy Computing. I believe they were for people who purchased the DT
Duplicator which was a Happy-type clone. The Cheer-Up was to make them
"Happy" drives... get it? :)

--Kurt

164. 8-bit softwarelist

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: Rene Gambke <rega@uriela.in-berlin.de>
Message-ID: <33C2758B.33F0@uriela.in-berlin.de>
Source record: 71884

Hi folks!

After 8 years, I discovered my old softwarelist for ATARI 8-bit. It
contains more than 1000 programs, disks, files and manuals. Almost every
program is commented - in German ;-)
If you are interested and hoping to find something you are still
missing, you can browse to:

http://www.in-berlin.de/User/powerslam/liste.txt

Maybe, someday I will also design english pages ...

--

Rene Gambke

e-mail: rega@powerslam.in-berlin.de (home)
rega@uriela.in-berlin.de (more frequently)
fido: 2:2410/1030

165. Re: XE as MIDI-sequencer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5ptt79$dgf@nntp02.primenet.com>
Source record: 71885

The mortal THOMAS RAUKAMP wrote:
: Hi all!

: Is it possible to use a XE as a MIDI-seqencer?

Oh, yes. I have MIDITRACK III, the best sequencer for the Atari 8-bit,
and a kid brother to the ST Miditrack program. It has a generous
total-note-count due to using the banked RAM. Unfortunately its disk
handling is atrocious, however, as it stores to a custom floppy format.

166. Re: SIO2PC: how to work?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5ptu1m$dur@freenet-news.carleton.ca>
Source record: 71886

(jogar@bigfoot.com) writes:
> (this message was originally posted to InfoMan's Atari page)
> http://www.holyoak.com/atari/
>
> I got the SIO2PC cable, and managed to create a 90K SD ramdisk, duplicate
> my DOS 3 master onto it, and then duplicate from the ramdisk onto a blank
> floppy (I lost my DOS backup disk, so I thought this was an important
> course of action). Then I tried to duplicate my Colonial Conquest by SSI
> disk into a ramdisk, but DOS 3 complained "Error 176: Format
> incompatible". I figured, Hmm, maybe that's what file2pc.obj is for. I
> loaded atari.atr into a ramdisk and tried to read from it, and I got the
> same error. Hmm, I mentally mumbled, maybe I have to use MyDOS to get
> anywhere. But I got error 176 when I tried to read mydos453.atr as well!
> What am I doing wrong?

The problem is your trying to use DOS 3, the mutant step-child Atari
producted and then quickly hid in a dark closet. DOS 3 is incompatible
w/ virtually all software, and wont be bothered w/ 99% of any disks
since they are in DOS 2 compatible format.

Try booting the mydos453.atr image you have, its is one of the best DOS 2
compatible disk operating systems.

If you need any additional help feel free to e-mail me.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

167. Re: Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970708182801.OAA02040@ladder02.news.aol.com>
Source record: 71887

Bill, keep the stuff as text files as long as possible. I have an unarcer for the PC, but I'd probably null-modem the files to my Atari from the PC and then unarc them if I had to. That's my case.

I'd have to assume that there are many who don't have those options, and for them the text files should probably remain text files.

168. Re: WTB: 400/800 Bounty Bob Strikes Back game cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <5pu2p1$8kb@cyber1.servtech.com>
Source record: 71888

In article <B4E259C7F52E5E4A.A04F14E0AB828253.D7BA055BCCC2431B@library-proxy.airnews.net>,
Steve Totschek <tcbconst@airmail.net> wrote:
>I would like to buy this if anyone has one forsale.
>
>tcbconst@airmail.net

You might be able to talk me into selling my BBSB cart, but not for under
$87,000. Yes, that's EIGHTY-SEVEN THOUSAND DOLLARS. I've not been having
much luck selling my house, and I'm trying to BUY one -- and if I can get
there by selling just a BBSB cart, hey, it's worth it...

Make me an offer... :-)

Chris Chiesa
lvt-cfc@servtech.com

169. Re: Impossible to find?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc8be3$77f7d920$98374382@vidar>
Source record: 71889

I think Avalanche was APX, though, not Atari! Atari Program Exchange was a
place with lots of good stuff! Anybody know if there's an archive with all
the old stuff from their catalog ?

The Morbid Guy <morbid@best.com> wrote in article
<33c164f6.13820005@nntp.best.com>...
> Gene Irwin <girwin@NOSPAM.pstbbs.com> wrote:
>
> >There was a game I got from the Atari rep when I worked at the Byte Shop
> >in seattle way back when . . .
> >
> >The problem is that I don't remember it's name.
> >
> >It's sort of like the 2600 game KABOOM!.
> >
> >It has about 3 or 4 rows of colored blobs across the top of the screen,
> >and they start falling, 1 by 1 at first and they get faster and more of
> >them drop at the same time as you go.
> >
> >There is a paddle controlled bar (like breakout or arkanoid) on the
> >bottom of the screen and you are supposed to catch the
> >rocks/stones/balls/blobs (or whatever they are).
> >
> >This one was very addicting and I wonder if anyone has seen this one?
>
> I believe that would be Avalanche, by Atari.
>

170. Re: XE as MIDI-sequencer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc8be3$a5c4b3a0$98374382@vidar>
Source record: 71890

I think New Atari User use to sell MIDI MASTER, too!

Glenn Saunders <krishna@primenet.com> wrote in article
<5ptt79$dgf@nntp02.primenet.com>...
> The mortal THOMAS RAUKAMP wrote:
> : Hi all!
>
> : Is it possible to use a XE as a MIDI-seqencer?
>
> Oh, yes. I have MIDITRACK III, the best sequencer for the Atari 8-bit,
> and a kid brother to the ST Miditrack program. It has a generous
> total-note-count due to using the banked RAM. Unfortunately its disk
> handling is atrocious, however, as it stores to a custom floppy format.
>
>

171. Copy Part photos

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5puevv$ag1$1@nuke.csu.net>
Source record: 71891

Ok, you've probably all seen them, but to me, as a big Demo fan, it's pretty damned WIERD actually SEEING photos of the people who write all of these fantastic demos!

Check out:

http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

To see what I'm talking about. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

172. Re: Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5puf3k$ag1$2@nuke.csu.net>
Source record: 71892

ASharkis (asharkis@aol.com) wrote:
: Bill, keep the stuff as text files as long as possible. I have an unarcer
: for the PC, but I'd probably null-modem the files to my Atari from the PC
: and then unarc them if I had to. That's my case.

Ok... so far, it's been unanimous. I'll be keeping all newly submitted
TXT files as TXT files, for easier browsing/viewing. I'll also start
decompressing any ARC's which contain single TXT files. (If they contain
multiple, or include other files, they'll obviously remaine ARC.)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

173. Try Me!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: Kris Jacobs <jtsnake@serv01.net-link.net>
Message-ID: <33c1fada.1@nntp.kalnet.net>
Source record: 71893

Hello net world are you a beer drinker or maybe a home brewer than this web page is for you! My web page is dedicated to home brewing and beer on the net! If this interests you than go to Jake's Home (brew) Page it is located at http://www.net-link.net/~jtsnake/

I am looking forward to hearing from you soon!!!

Kris Jacobs
Jake's Home (brew) Page
http://www.net-link.net/~jtsnake/
E-Mail To:
jtsnake@net-link.net
jtsnake@serv01.net-link.net
mpinc@SERV01.NET-LINK.NET

174. XE as MIDI-sequencer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <868467171.24507.0.nnrp-1.9e9882d2@news.demon.co.uk>
Source record: 71894

Whilst reading the rubbish I usually find here, THOMAS RAUKAMP wrote someth=
ing interesting about "XE as MIDI-sequencer?"

Hello THOMAS,

TR> Is it possible to use a XE as a MIDI-seqencer?

Yes, but you'll need to get hold of the hardware: Usually an object that
plugs into a serial port. So, you're likely to need something like an 850,
or P:R:Connection, too.

There used to be a MIDI suite available for the Atari (certainly it was
available in the UK), what it's current status is, I have no idea.

If you're able to build electronic circuits, I've got a circuit diagram for
a MIDI i/f. It's a bit out of date (it uses a 1488 & 1489, rather than a
MAX232) but it works. If you've got any idea what I'm talking about, it
probably wouldn't be too difficult to re-work the cct. for a MAX232.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. I'll tell you something I think that you should know.
Rich Kids; Rich Kids

175. I Am Very Sorry!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: Damn Yankee <damnyankee@yankee.inc>
Message-ID: <33c25937.1@nntp.kalnet.net>
Source record: 71895

I would like to apologise to this newsgroup and everyone who reads this newsgroup!!! I promise never to post or send spam to this or any other newsgroup that does not pertain to my posting!!! Please accept my humble apology and again I will never post spam here again!!! Thank You!!!

Andrew Schero
yank714@kalnet.net

176. Software/Hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-08 00:00:00 UTC
From: Larry Richardson <lizr@crestviewfl.com>
Message-ID: <33C2C9FB.77F2@crestviewfl.com>
Source record: 71896

This is my 2nd attempt at posting this message. If it is a duplicate, I apologize.

I need to clear out some shelf space! The following Atari 8-bit software and hardware are for sale (prices do NOT include shipping). Just E-Mail me the items you are interested in. I will E-Mail you back with the price, including shipping. When I receive a money order for the items, they will be shipped to you.

Make an offer. If you are interested in many items, I will be more likely to come down on the price!

Larry Richardson
lizr@crestviewfl.com

Atari 8-bit software/hardware sale

* All software is on disk, unless otherwise noted.

Software with Original Packaging & Documentation ($1 each)
==========
British Heritage Jigsaw Puzzles Vol 1 (Cassette) Thorn EMI Video
British Heritage Jigsaw Puzzles Vol 2 (Cassette)
European Scene Jigsaw Puzzles Vol 1 (Cassette)
European Scene Jigsaw Puzzles Vol 2 (Cassette)
Super Cubes & Slip (Cassette)
Run for the Money Thunder Mountain
Temple of Apshai (Cassette & Disk 16K) Epyx

Software with Original Packaging & Documentation ($5 each)
==========
Decision in the Desert Microprose
Drag Ke-Soft
Elektraglide Mastertronic
F-15 Strike Eagle Microprose
Gauntlet Mindscape
Infiltrator Mindscape
Meltdown Cosmi
Ninja Mastertronic
Orbit - A Trip to the Moon Antic Software
Super Huey Cosmi
Tobot/Bros Ke-Soft
Trailblazer Mindscape
Triple Pack (Raid over Moscow, Beach-Head, Beach-Head II)
Access Software

Software with Original Packaging & Documentation ($10 each)
==========
Animation Station (with drawing pad) Suncom
Autoduel (XL/XE systems only) Origin Systems
Flight Simulator II with 2 scenery disks SubLogic
(Star scenery disk and scenery disk #5)
Party Quiz (with 4 party quiz controllers) Suncom
Star Fleet I Interstel

Software with documentation $8 each
==========
Action! (Cart) OSS
Action! Non-Commercial Runtime Library OSS
Mac/65 (Cart) OSS
Microsoft Basic Microsoft

Software (no documentation) $3 each
==========
Basic (Cart) Atari
Galactic Avenger (Cassette) Cosmi
Galaxian (Cart) Atari
L.A. Swat/Panther Mastertronic
Qix (Cart) Atari
The Crypts of Plumbous (Cassette) Cosmi

Documentation - $1 each
==========
Deadline Infocom
Gateway to Apshai Epyx
Homepak Batteries Included
SAM - The software automatic mouth Don't Ask Software
Snooper Tropps Spinnaker
Ultima II Sierra On-Line

Books $3 each
==========
Assembly Language Programming for the Atari Computers
Mark Chasin
Atari 400/800 Basic Reference Manual Atari
Atari 400/800 Operating System User's Manual Atari
(Contains Assembly of OS)
Atari Basic Wiley - Albrecht,
Finkel, and Brown
Compute's First Book of Atari Compute!
Compute's 2nd Book of Atari Compute!
Compute's 3rd Book of Atari Compute!
Compute's First Book of Atari Graphics Compute!
Compute's 2nd Book of Atari Graphics Compute!
Compute's 2nd Book of Machine Language Compute! - Richard
Mansfield
Mapping the Atari (2 copies) Compute! - Ian
Chadwick

Hardware
==========
Atari 800 (48 K) $20
Atari 800 (16 K) - Nonworking $5
AT88 Drive (with docs) - Nonworking $5
410 Program Recorder $7
1010 Program Recorder (with power supply) $7
Microprint - 8-bit parallel printer interface $5
Graphix AT (w/docs) - 8-bit parallel printer interface $5

177. Re: Happy Plot Thickens!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: Rich Link <ral@iglou.com>
Message-ID: <33C2FD4A.1D2E@iglou.com>
Source record: 71897

kmosiejc@lcp.HATESPAMATWORK.com wrote:
>
> > af332@freenet.hamilton.on.ca (William Moeller) writes:
>
> > I seem to recall there being a "Cheer up" clone of a Happy. I don't think
> > he is pulling your leg. I don't know anything about them however.
>

My 1050 is mofified with a board called a "Smirk". I think it was
basically a "ripoff" of the Happy board. It runs all the Happy
software, duplication,

I think the board was manufactured in Texas.

178. for sale: Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <ED15KJ.6J6.0.bloor@torfree.net>
Source record: 71898

I have the following items for sale:

Atari 800XL - This one is in pretty crappy physical condition, but works great. The brown plastic piece around the keyboard is missing. The rest of the case has been painted white. It has a seperate audio output connected directly to the pokey chip. This bypasses several of the Atari's annoying noises, including the keyclick and that buzz you hear when using the modem. Right now this is just two wires coming out of the back of the computer, but you could attach a RCA or 3.5mm jack and connect a pair of computer speakers. I've really abused this Atari, and because of it's apperance I don't expect to get too much for it. I'm asking $12.

1050 drive, stock, with power supply and SIO cable. $15

Rana 1000 drive, double density, 180K, has track display, write-protect, diagnostics, and can format a disk without being connected to the computer. Include power supply and SIO cable. $20

Coleco ADAM disk drive power supply. This power supply works great with a 1050 or 400/800/1200XL. $5

I also have loads of Atari software. I'm not going to list everything here. If you're looking for something, ask me and I'll let you know if I have it. Note most of this software is productivity software, I have a few games.

Compute's 1st Book of Atari. $5
Compute's 2nd book of Atari. $5
Take both of the above books for $8

These prices do not include shipping. I am in Dayton, Ohio.
--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

179. Sio2PC Cable Trouble

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: swolfe@miworld.net
Message-ID: <33c32940.2908039@news.miworld.net>
Source record: 71899

I built the Sio2PC cable (using the Ape Gif).. al was correctly done
and setup but the cable fails to work.. what should I do?

180. "Zoop" clone..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5pvfnk$q6$2@nuke.csu.net>
Source record: 71900

I played Zoop for the first time (on my Play Station) the other day,
and thought it'd be a pretty simple game to write. At least, a simple
version of the game (ie, it wouldn't have all of the same levels/etc.
that Zoop has, since I don't know exactly what they are! :))

I've already began coding some of the skeleton of the program (not even
any game code! man, it's been a while since I did Atari 8-bit programming!),
and wonder if it'd even be worth it.

For those unfamiliar, Zoop is a high-speed "kill the colored objects"
puzzle-type game. Some of the better qualities of it would unfortunately
probably be lost in my 'conversion,' since they're based on nifty 3D
special effects and digital sound.

But, it'd still be fun to write.

Anyone interested? anyone want to write some music for it? :)

oh, and what should I CALL the game?

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

181. Re: Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5pvf9u$q6$1@nuke.csu.net>
Source record: 71901

Uncle Fester (thester@nyx10.cs.du.edu) wrote:
: In article <19970708182801.OAA02040@ladder02.news.aol.com>,
: ASharkis <asharkis@aol.com> wrote:

: This may or may not apply to this, but unarc on the PC
: is exactly the same as for the Atari.

Yes, but in this "netscape" era, it's just added steps for people to
download the file, then unarc it, then open a text editor, then view it.
It's easier to see it 'inline' in the browser. (Browser can include,
of course, Lynx :) Thus making Atari access easier, too! :))

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

I want Mega Man for the Atari8!

182. ATTENTION ALL CODERS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5pvfvl$q6$3@nuke.csu.net>
Source record: 71902

Dammit! How many times do I have to ask? I KNOW you're out there!
I KNOW you want to write a game! WHat's stopping you!? :) TELL ME!

I'm interested in working on projects on the Atari to make some good
high-quality games.

My coding abilities suck, because I'm too much of a whimp to handle the
constraints of 64K / 6502 / Action!

My ideas (although most of them are based on existing games for other
platforms) are good though! :) (unlike many of the better demo coders...
how many damned mouse-based puzzle games do we NEED!? :) And Hard Soft..?
Your only game so far is a PONG CLONE!? :))

Please e-mail me or follow-up to this post so we can brainstorm, and so
I can tell you my ideas. BTW, I'm happy to do all of the graphics as long
as you do the code and music ;)

HELP!

Thanks!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/
http://zippy.sonoma.edu/kendrick/demoville/ <-- check out demoVille!

183. Buy, Sell, Trade.

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: Buy Sell Trade Games <cadams@cyberzone.net>
Message-ID: <33c39834.0@news.cyberzone.net>
Source record: 71903

I am looking to buy sega genesis games, n64, snes, nintendo, and all systems. email me want you want to sell.

N64 games only 35.00 each.
Mario 64

Sega genesis games only 10.00 each.
NHL hockey
Turion defender
Joe mtna ftbll 93
Altered Beast
madden 94
wrestle mania
buster douglas boxing
sports talk baseball
stargate
cyberball
Forgotten Worlds
wrestle Mania
Jeopardy Sports Edition
Altered Beast

Sega CD games only 10.00 each!!
cliff hanger
eternal chamions
demolition man
racing aces
terminator
Dracula
Robo Aleste
Surgical Strike
Rage in the cage
power rangers

Snes games only10.00 each.
shaq fu
Fighter's History
Madden 94

Nintendo games only 5.00 each.
ninja turtles 2
millans secret castle
smash tv
super mario 2
operation wolf
mario

mario
Low g man
mafia conspiricy
shatter hand
Hoops
mario
festers quest
mario
mario
mario
football
alien syndrom
ninja turtles
solar jetman
mario

Game Gear only 30 dollars!!

Go to http://users.cyberzone.net/cadams to see a full list of games
and much much more. Like tournaments, reviews, and great prices!!

184. Looking for Rainbow 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: "Dennis P. Pierce" <pierced@bgnet.bgsu.edu>
Message-ID: <33C399E8.51EE@bgnet.bgsu.edu>
Source record: 71904

I have a Mac Quadra 800 and I want to get a copy of Rainbow 1.4. I have surfed the web looking for a copy, but every link to Rainbow 1.4 has been bad. (The links usually go to http://www.cityscape.co.uk/users/jx91/rainbow.html) I have a demo copy of Rainbow 1.3 already. Does anyone have a working location where I can get Rainbow 1.4? Please reply to my e-mail address.

Dennis Pierce pierced@bgnet.bgsu.edu

185. WTB: Atari 1090XL Expansion Chassis

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19970709170501.NAA12769@ladder01.news.aol.com>
Source record: 71905

I am a very motivated collector who is looking to buy a pristine 1090XL.
The unit must be complete with top cover. Please let me know what you
have to offer.

I would also be interested in any or all expansion cards that you may have
for the the 1090XL chassis.

Thanks,
Mark Smith
MSmith@aol.com

186. looking for ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: Erasmus Nospamm <erasmus@anti-spamm.world>
Message-ID: <Pine.GSO.3.96.970709145856.12362D-100000@iglou2>
Source record: 71906

I'm looking for an "Andy" robot made by Axlon for Atari 8-bit computers back in the mid-80s. It does not need to be in working order. If anybody has such a item for sale, please contact erasmus at iglou dot com.

187. July 26th Indy Show FAQ File

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: Erasmus Nospamm <erasmus@anti-spamm.world>
Message-ID: <Pine.GSO.3.96.970709145442.12362C-100000@iglou2>
Source record: 71907
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

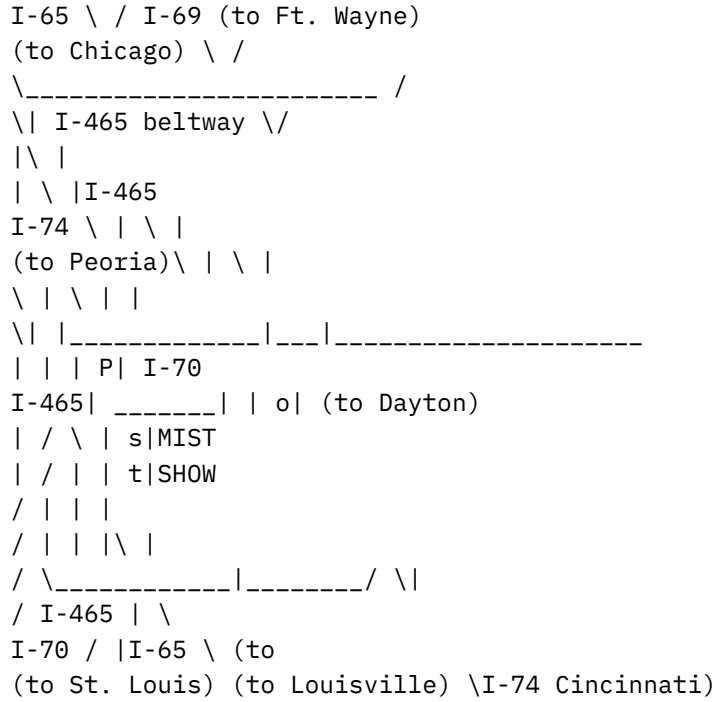
WHAT: 9th annual (final) MIST Atari Show.

WHERE: Indianapolis, Indiana, USA.

WHEN: Saturday, July 26. 10 am to 3 pm, Indiana time. (Same as
Central Daylight time.)

SITE: Post Road Community Center, 1313 South Post Road.

DIRECTIONS: Post Road is located between exit 90 of I-70 and
exit 96 of I-74, outside the I-465 beltway, on the southeastern side
of the Indianapolis area. See map below.



ORGANIZERS: Charlie Sears (317-535-4829), csears at doe dot state
dot in dot us. Jeff Hammer (317-244-8492), jghammer at indyunix dot
iupui dot edu. Stu Huffman (812-988-7558), shuffman at doe dot state
dot in dot us. ADMISSION: $1.

>>> ANSWERS TO FREQUENTLY ASKED QUESTIONS <<<

Q: Who is this show for?
A: All Atarians.

Q: Does that include me? I have a ______ [FILL IN NAME] Atari
[CHOOSE ONE] computer / game machine / other product.

A: Yes.

Q: Can other people attend? For example, people interested in
buying state-of-the-art or antiquarian computer products from the
various vendors represented at the show?
A: Yes.

Q: Do I have to be an Atarian to attend the show?
A: No. Your dollar is as good as any other dollar.

Q: Are there other things to do in exciting Indianapolis while
I'm there for the MIST show?
A: You'd be surprised.

Q: Why am I seeing this message more than once?
A: Because there's more than one Atari newsgroup.

Q: Why is this message posted on all the Atari newsgroups?
A: Because it's an Atari show.

Q: But which newsgroup is it really appropriate for?
A: All of them.

Q: So why isn't it crossposted to all of them simultaneously?
A: In that case many people wouldn't see this message at all.
Filters commonly weed out messages with multiple crosspostings.

Q: Why is this the last show?
A: If everybody reading this shows up, maybe it won't be.

(This message posted independently by Erasmus at the eskimo hut.
Send flames to Erasmus, not to the show organizers.)

188. Re: "Zoop" clone..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: Marius Diepenhorst <marius@atari.demon.nl>
Message-ID: <01bc8cb3$89101b20$47e79fc2@default>
Source record: 71908

> Anyone interested? anyone want to write some music for it? :)

Ofcourse!!!! Hi I'm Marius Diepenhorst and I'm a student at the Rotterdams Conservatory (Netherlands; 4th grade). I wrote some ATARI 8bit music files (in .CMC format). I'd like to write some music for your game! Perhaps I should re-write the original music from Zoop? Or perhaps you like to hear a whole new composition (or more...)

Let me know; again I'd like to work at it!

Marius

189. John Harris' MAE11 on umich archive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <868482603.2437@dejanews.com>
Source record: 71909

In which format is the mae11 file on UMICH? I tried running it
as an executable, unzipping it, unarcing it, and un-DCMing it.
No luck. It looks like some sort of archive or disk format...?

cowpoke

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

190. come to see

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: redraven@infonie.fr
Message-ID: <5q14qq$1vq$1@vulcain.infonie.fr>
Source record: 71910

_REDRAVEN can be found at :
http://www.infonie.fr/public_html/redraven

Mailto:redraven@infonie.fr
Christian Delelis FRANCE

It is my atari page in french or in english

Please come to see and make comments

Thanks

RED

191. Re: Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970709215601.RAA27806@ladder01.news.aol.com>
Source record: 71911

In article <5pq84egvv1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:

>Let's have a vote. I'm wondering if I should leave the smaller TXT files >as TXT, and unARC any small TXT files that are ARCed (thus making it one >less step to get to the information), or should I ARC everything >(for faster download speeds).

My opinion, I guess it depends on how bad you need to free up storage space. With today's modems having good data compression, in the end it may not make that much difference in download time between the .TXT or .ARC file. With the different platforms having their own favorite compression programs, I would vote for the .TXT option.

192. Keys

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: Chuckie@Chelseamusic.com
Message-ID: <Chuckie-ya023680000907971447140001@news.telalink.net>
Source record: 71912

Greetings people,
I just purchased an Atari 800 that works fine, but is missing an (0) -
zero key.. where can I get a replacement zero key?

Also, how do I get the top off to see how much RAM is onboard?

Please respond here or E-Mail reply, making sure to remove the nospam from
the address.

** remove "nospam." from e-mail address to reply. **

Michael Bagnall - Unofficial Tony Carey & Planet P Website -
Chuckie@Chelseamusic.com - http://www.tranquilitybase.com -
---
8 Bit Computer Advocate - Commodore, Apple, Atari, Tandy, Texas Inst.
Adventure Construction Set Archive - ftp://tranquilitybase.com

193. BASIC Versions in the atari scene

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6$WM5TLpzHB@peter.soemtron.sb.sub.de>
Source record: 71913

Howdy !

I have now some different BASIC versions on disk but dunno how to use
them. If anyone has some info's about those Basics please E-Mail me:

- BASIC XL (OSS?)
- Microsoft Atari 800 Basic 1.0 (WOW! Bill Gate$ was here ;-))
- BASIC A+

They are quite useless if I have no documentations.

I would love to see some instruction manuals or at least some short
desciptions.

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

194. What's the deal with Yogi's gzips?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-09 00:00:00 UTC
From: jogar@bigfoot.com
Message-ID: <868486175.7110@dejanews.com>
Source record: 71914

http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/ATR/

There's tons of Atari 8-bit binaries at this location, gzipped,
but for some reason I can't open any of them. I'm using
a DOS port of gzip 1.2.4, and have been able to unzip any
gzips I've gotten off the Net... except for here. Does anyone
know what's going on?

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

195. how to make .bin files a atr file

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: C.Jodrie@connriver.net
Message-ID: <5q3fc4$ka1@snews2.zippo.com>
Source record: 71825

```
i have a ton of atari bin files can some one tell me how to make them a
atr or xfd file so i can use them on a emu
```

196. atari emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: C.Jodrie@connriver.net
Message-ID: <5q3f7n$ka1@snews2.zippo.com>
Source record: 71826

can some one tell me which emu is better pc xformer or xl_it

197. Re: Atari Dos 2.0D

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: starfleet@springnet1.com
Message-ID: <33c75dc5.1944454@news.springnet1.com>
Source record: 71827

david moeser <erasmus@one.net> wrote:

> On 1 Jun 1997 dklugh@iwaynet.net replied to a posting where I had
>written:
>->>> I've never seen any difference between Atari Dos 2.0D and its
>->>> much more common cousin 2.0s, except of course that it works in
>->>> double density and has a density-change option on its menu.
>
Sorry, but we do HAVE the MASTER DISK of ATARI DOS 2.5, not the NEW
one tthey made to replace 3.0.

It was supplied with Percom Double Density Disks and does have the
MENU option to switch density. ALL Percom compatible Double Density
drives suppoorted this software switching, ie, with MY-DOS, R-DOS,
SmartDos, etc..

We have every ATARI released DOS right from the 1.0 up to the 1450XLD
4.0 Master.

The original 2.5 DOS was shipped with Percom Masters after they used
OS/2 DOS from OSS.

198. Re: $$$$ EASY AND LEGAL $$$$

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: starfleet@springnet1.com
Message-ID: <33ca64fa.3789110@news.springnet1.com>
Source record: 71828

Warning: Not for the humor-impaired. :-)
[stuff deleted]

My name is Dave Rhodes. In September 1988 my account was taken away, and System Administrators were hounding me like you wouldn't believe. I was logged off and all of my free accounts had been closed. The only escape I had from the pressure of failure was my computer and my modem. I longed to turn my advocation into my vocation.

This January 1989 my family and I had accounts at sites all over the world.

I am currently sysop of my own site on the West Coast of Florida, with a private spool, boat SLIP connections, and a beautiful gif of the bay. I will never have to crack again. Anyone can do the same.

In October 1988, I received a letter in e-mail telling me how I could gather 50,000 passwords or more whenever I wanted. If you believe that someday you deserve that lucky break that you have waited for all your life, simply follow the easy instructions below. Your dreams will come true.
Sincerely yours, Dave Rhodes

INSTRUCTIONS

Follow these instructions EXACTLY, and in 20 to 60 days you will have received well over 50,000 passwords, all yours.

1) Immediately e-mail your password to the first 5 (five) addresses below starting at number 1 through number 5. Enclose a note with each letter stating: "Please post my name to comp.security.unix"

2) Remove the name that appears number 1 on the list. Move the other 9 names up one position. Place your name, address, zip code, and e-mail address in the number 10 position.

3) Post the new letter with your name in the number 10 position into 10 (Ten) separate bulletin boards in the message base or to the file section, call the file, I.AM.AN.IDIOT.

4) Within 60 days you will receive over 50,000 passwords. Keep a copy of this file for yourself so that you can use it again and again whenever you need passwords, and so that the authorities will have hard evidence.

NOTE: Make sure you retain EVERY Name, Address, and password sent

to you, either on computer or hard copy, but do not discard
the
names and notes they send you. This is PROOF that you are
truely
providing a service and should the IRS or some other
Government
Agency question you, you can provide them with this proof!
That
way they know who else to go after...

1. Dave Rhodes
Florida State Penitentiary
imaloser@state.pen.florida.com

SERIOUSLY: They Postal Law they cite, call the ifnormation line,
makes this ILLEGAL. Through the mail, it's mail fraud, over the
phone, it becomes wire fraud.

Please note, make sure the poster has notified the IRS and his state
of his 'new' business and is paying the taxes on that $50,000.00 he's
making every 90 days....

199. software/hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: "Larry Richardson"
Message-ID: <5q3o50$iu7@drn.zippo.com>
Source record: 71829

I need to make room on the shelves! Here is a list of some Atari 8-bit software/hardware that I have for sale.

There are prices marked for each item. If you are interested in buying, just E-Mail me with a list of the items that you want. I will find out how much shipping for those items are (please include your address) and E-Mail you back with the total price, including shipping. E-Mail me a confirmation message, and send a money order for the amount. When I get the money order, I will ship the items to you.

Larry Richardson
lizr@crestviewfl.com

Atari 8-bit software/hardware sale

* All software is on disk, unless otherwise noted.

Software with Original Packaging & Documentation ($1 each)
==========
British Heritage Jigsaw Puzzles Vol 1 (Cassette) Thorn EMI Video
British Heritage Jigsaw Puzzles Vol 2 (Cassette)
European Scene Jigsaw Puzzles Vol 1 (Cassette)
European Scene Jigsaw Puzzles Vol 2 (Cassette)
Super Cubes & Slip (Cassette)
Run for the Money Thunder Mountain
Temple of Apshai (Cassette & Disk 16K) Epyx

Software with Original Packaging & Documentation ($5 each)
==========
Decision in the Desert Microprose
Drag Ke-Soft
Elektraglide Mastertronic
F-15 Strike Eagle Microprose
Gauntlet Mindscape
Infiltrator Mindscape
Meltdown Cosmi
Ninja Mastertronic
Orbit - A Trip to the Moon Antic Software
Super Huey Cosmi
Tobot/Bros Ke-Soft
Trailblazer Mindscape
Triple Pack (Raid over Moscow, Beach-Head, Beach-Head II)
Access Software

Software with Original Packaging & Documentation ($10 each)
==========

Animation Station (with drawing pad) Suncom
Autoduel (XL/XE systems only) Origin Systems
Flight Simulator II with 2 scenery disks SubLogic
(Star scenery disk and scenery disk #5)
Party Quiz (with 4 party quiz controllers) Suncom
Star Fleet I Interstel

Software with documentation $8 each
==========
Action! (Cart) OSS
Action! Non-Commercial Runtime Library OSS
Mac/65 (Cart) OSS
Microsoft Basic Microsoft

Software (no documentation) $3 each
==========
Basic (Cart) Atari
Galactic Avenger (Cassette) Cosmi
Galaxian (Cart) Atari
L.A. Swat/Panther Mastertronic
Qix (Cart) Atari
The Crypts of Plumbous (Cassette) Cosmi

Documentation - $1 each
==========
Deadline Infocom
Gateway to Apshai Epyx
Homepak Batteries Included
SAM - The software automatic mouth Don't Ask Software
Snooper Tropps Spinnaker
Ultima II Sierra On-Line

Books $3 each
==========
Assembly Language Programming for the Atari Computers
Mark Chasin
Atari 400/800 Basic Reference Manual Atari
Atari 400/800 Operating System User's Manual Atari
(Contains Assembly of OS)
Atari Basic Wiley - Albrecht, Finkel,
and Brown
Compute's First Book of Atari Compute!
Compute's 2nd Book of Atari Compute!
Compute's 3rd Book of Atari Compute!
Compute's First Book of Atari Graphics Compute!
Compute's 2nd Book of Atari Graphics Compute!
Compute's 2nd Book of Machine Language Compute! - Richard
Mansfield
Mapping the Atari (2 copies) Compute! - Ian Chadwick

Hardware
==========

Atari 800 (48 K) $20
Atari 800 (16 K) - Nonworking $5
AT88 Drive (with docs) - Nonworking $5
410 Program Recorder $7
1010 Program Recorder (with power supply) $7
Microprint - 8-bit parallel printer interface $5
Graphix AT (w/docs) - 8-bit parallel printer interface $5

200. Video Easel rom needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33C5BB04.4BB9@worldnet.att.net>
Source record: 71830

I've been looking all over the video easel rom image; i want to use it with xl-it. in my searches i've added about 5 megs to my collection, but not this one. Help!

Keith

201. w:some ASM examples

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6$$O0EsKzHB@peter.soemtron.sb.sub.de>
Source record: 71831

Howdy !

I'm just learning 6502 assembler again. To do so I selected FTEs MAC65.
But I need some help. I'm not absolutely sure in using MAC65. The manual
is good, but there aren't any good and simple examples.

My questions:

How to assemble programs and start them within MAC65?
How can I produce executables files for use in DOS2.5?
Have you some beginner tips in using MAC65?
Are there any other macro libraries on FTP sites?

thx for any help!
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

202. Re: Wanted: Syquest 44

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6$$N-HW$zHB@peter.soemtron.sb.sub.de>
Source record: 71832

```
In article <Re: Wanted: Syquest 44>, rely@ix.netcom.com (Robert Smith Ely) wrote:

Howdy Robert,

> > @ @ @ ------------------------------------ @ @ @
> > @ @ @ James King - jeking@xmission.com @ @ @
> > @ @ @ ------------------------------------ @ @ @
> > Atari 8bit Hobbyist by choice, IT Professional by Accident!
> James,
> Have you looked at the Iomega ZIP drives? I couldn't live wothout mine!
```

in use with your XE?
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

203. Re: BASIC Versions in the atari scene

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1007972248170001@port114.bitstream.net>
Source record: 71833

In article <5q2eum$3ki@dfw-ixnews7.ix.netcom.com>, Robert Smith Ely
<rely@ix.netcom.com> wrote:

> In article <6$WM5TLpzHB@peter.soemtron.sb.sub.de>,
> peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:
> >
> >Howdy !
> >
> >I have now some different BASIC versions on disk but dunno how to use
> >them. If anyone has some info's about those Basics please E-Mail me:
> >
> >- BASIC XL (OSS?)
> >- Microsoft Atari 800 Basic 1.0 (WOW! Bill Gate$ was here ;-))
> >- BASIC A+
> >

[snipped]

> Have you used Atari BASIC (that which is part of the XL/XE
series? If so, BASIC XL is an extension of that. A very good one! I
believe manuals for BXL/BXE and MS BASIC are available at B&C
ComputerVisions http://www.myatari.com. MS BASIC is an early version of
BASIC used on the PCs. BASIC A+, I believe, is an extension of Atari
BASIC. You might want to check out

[more snipped]

BASIC A+ was the predecessor of BASIC XL which was in turn the predecessor
of BASIC XE. All were created by OSS (as was Atari BASIC) and are
backward-compatible with one another.

BASIC A+ was disk-based, and there was also a version of it for the Apple
II (the manual covered both versions). The biggest drawback of BASIC A+
was it's heavy RAM requirement--quite a bit less memory was available for
user programs than with its cartridge-based siblings.

Aside from being cartridge-based, BASIC XL added a few enhancements,
including a "fast mode" and better support for Player/Missile Graphics.

BASIC XE enhancements were mainly related to utilizing the extra memory of
the 130xe.

Both BASIC XL and BASIC XE are "supercartridges"--bank-select carts which
contain 16k of ROM, but fit in 8k of address space. It is practically
impossible to run these off a disk. (Some emulators can run them as ROM
images, though.)

OSS also created its own enhanced versions of Atari DOS (which it also wrote) for these products: OS/A+ for BASIC A+ (also for Apple II); DOS XL for BASIC XL; and DOS XE for BASIC XE. BASIC A+ pretty much requires OS/A+ to run. The others can run with just about any DOS.

Mark

204. Re: Looking for Rainbow 1.4

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1007972303330001@port114.bitstream.net>
Source record: 71834

In article <33C399E8.51EE@bgnet.bgsu.edu>, pierced@bgnet.bgsu.edu wrote:

> I have a Mac Quadra 800 and I want to get a copy of Rainbow 1.4. I have
> surfed the web looking for a copy, but every link to Rainbow 1.4 has
> been bad. (The links usually go to
> http://www.cityscape.co.uk/users/jx91/rainbow.html) I have a demo copy
> of Rainbow 1.3 already. Does anyone have a working location where I can
> get Rainbow 1.4? Please reply to my e-mail address.
>
> Dennis Pierce pierced@bgnet.bgsu.edu

Try http://www.shenleyfields.demon.co.uk/rainbow.html

The site moved a couple of months ago, but very few links to it have been
updated. (www.emulation.net usually is the most up-to-date.)

Mark

205. Keys

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <868638330.19366.4.nnrp-5.9e9882d2@news.demon.co.uk>
Source record: 71835

Whilst reading the rubbish I usually find here, Michael R. Bagnall wrote so=
mething interesting about "Keys"

Hello Michael,

MRB> I just purchased an Atari 800 that works fine, but is missing an
MRB> (0) - zero key.. where can I get a replacement zero key?

Another 800? :-)

MRB> Also, how do I get the top off to see how much RAM is onboard?

It's difficult to explain, but here goes:

Under the cartridge bay lid are two tag, on at left, one at right. Push
those so they no onger hold the lid down. Now push the lid back slighty,
and tilt up. It should now come away. Refitting is reverse of removal.

Note that it isn't actually necessary to do that. Type PRINT FRE(0) at the
ready prompt, and you'll be presented with a number. Divide by 1024, to ge=
t
it in kilobytes, add 8k (for the bit that BASIC sucks up), plus a wee ibt
for DOS, if you're using it. Then basically, round to the nearest 16k. =
Chances are that you've got 48k of RAM anyhow.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. Well you tried it just the once, found out it's alright for kicks.
Orgasm Addict; The Buzzcocks

206. Incorrect Screen Colour on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: Barbara & Hal Akulick <akulickb@ntl.sympatico.ca>
Message-ID: <33C46C35.1F83@ntl.sympatico.ca>
Source record: 71915

After reading the postings in this news group for a little over a year I decided to get out my ATARI 130XE and start using it again. I have the 130XE with two 1050 drives. The machine boots from the floppy drives fine but, I am sure that the screen display is incorrect. The background is RED not BLUE. I was sure that it should be blue.

After reading through the manuals I was not able to find any setting that could be made to change the background colour. I had the machine hooked to the TV using the regular cable connection. I then made up a video cable and hooked it to the TV through the video input with the same results.

Is there something I can check internally to see if I have a component failure of some sort? I do not have the hardware service manuals for a 130XE and I know that the TV is working properly.

Any help you could offer would be appreciated.

By the way ... which DOS is used the most SPARTADOS or MYDOS?

Thanks
Hal

207. Re: Incorrect Screen Colour on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5q2fje$ff2@dfw-ixnews5.ix.netcom.com>
Source record: 71916

In article <33C46C35.1F83@ntl.sympatico.ca>,
Barbara & Hal Akulick <akulickb@ntl.sympatico.ca> wrote:
>After reading the postings in this news group for a little over a year I
>decided to get out my ATARI 130XE and start using it again. I have the
>130XE with two 1050 drives. The machine boots from the floppy drives
>fine but, I am sure that the screen display is incorrect. The
>background is RED not BLUE. I was sure that it should be blue.
>
>After reading through the manuals I was not able to find any setting
>that could be made to change the background colour. I had the machine
>hooked to the TV using the regular cable connection. I then made up a
>video cable and hooked it to the TV through the video input with the
>same results.
>
>Is there something I can check internally to see if I have a component
>failure of some sort? I do not have the hardware service manuals for a
>130XE and I know that the TV is working properly.
>
>Any help you could offer would be appreciated.
>
>By the way ... which DOS is used the most SPARTADOS or MYDOS?
>
>Thanks
>Hal
>

Hal,
SpartaDOS/MyDOS is a toss-up. I prefer SpartaDOS due to the fact it is very similar to MS-DOS in use/structure. In most cases it is compatible with other Atari DOSes. MyDOS on the other hand is a very extended version of AtariDOS 2.x. As such is completely compatible with everything Atari issued. Sparta seems to be a bit easier to use if you use MS-DOS and seems to be a bit more powerful.
Now for the video problem. On the 130XE, if you open the computer you will be able to change the color. Carefully, remove the metal shield, commect and power-up the computer, then locate a round control near the front left. Be careful with this control. It is a variable resistor and coule easily break off. This adjusts the color base frequency. I don't remember how much adjustment you have on this.
Hope this helps.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

208. Re: BASIC Versions in the atari scene

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5q2eum$3ki@dfw-ixnews7.ix.netcom.com>
Source record: 71917

In article <6$WM5TLpzHB@peter.soemtron.sb.sub.de>,
peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:
>
>Howdy !
>
>I have now some different BASIC versions on disk but dunno how to use
>them. If anyone has some info's about those Basics please E-Mail me:
>
>- BASIC XL (OSS?)
>- Microsoft Atari 800 Basic 1.0 (WOW! Bill Gate$ was here ;-))
>- BASIC A+
>
>They are quite useless if I have no documentations.
>
>I would love to see some instruction manuals or at least some short
>desciptions.
>
>--
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !
>
Peter,
Have you used Atari BASIC (that which is part of the XL/XE series? If so, BASIC XL is an extension of that. A very good one! I believe manuals for BXL/BXE and MS BASIC are available at B&C ComputerVisions http://www.myatari.com. MS BASIC is an early version of BASIC used on the PCs. BASIC A+, I believe, is an extension of Atari BASIC. You might want to check out gopher://gopher.archive.umich.edu:7055/11/atari/8bit for TurboBASIC XL. Another very good extension of Atari BASIC. The docs are included with the archive files.
There is an excellent book called "Your Atari Computer a Guide to the 400/800 (XL edition)" bu Lon Poole. This is like an Atari BASIC Bible. Loads of info, tutorials and demos. Another good one is Inside Atari BASIC from Atari. It's small, but good. I taught myself BASIC from that book back in 1982.

```
If you have OSS/ICD BASIC XL on disk, I WANT A COPY!!!!! I have the cart, but that's no
good on PC Xformer. There's no cart slot on the PC... Heh... The runtime of BXL is OK, but
to program, you need the complete language.
```


```
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
```

```
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

209. WTB: Atari 1090XL Expansion Chassis

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: ryan.goolevitch@bbs.trideja.com
Message-ID: <868553314@bbs.trideja.com>
Source record: 71918

```
-> I am a very motivated collector who is looking to buy a pristine 1090XL.
-> The unit must be complete with top cover. Please let me know what you
-> have to offer.

-> I would also be interested in any or all expansion cards that you may
-> have for the the 1090XL chassis.

Good luck! :-P
```

210. Re: Incorrect Screen Colour on 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33c51976.1790989@news-west.sony.com>
Source record: 71919

Near the GTIA chip you should find a Pot that adjusts the color tint
produced by the GTIA. Turn this until you get the correct screen
colors, of course your GTIA could be bad also.....but I doubt it.

jj

On Thu, 10 Jul 1997 00:59:33 -0400, Barbara & Hal Akulick
<akulickb@ntl.sympatico.ca> wrote:

>After reading the postings in this news group for a little over a year I
>decided to get out my ATARI 130XE and start using it again. I have the
>130XE with two 1050 drives. The machine boots from the floppy drives
>fine but, I am sure that the screen display is incorrect. The
>background is RED not BLUE. I was sure that it should be blue.
>
>After reading through the manuals I was not able to find any setting
>that could be made to change the background colour. I had the machine
>hooked to the TV using the regular cable connection. I then made up a
>video cable and hooked it to the TV through the video input with the
>same results.
>
>Is there something I can check internally to see if I have a component
>failure of some sort? I do not have the hardware service manuals for a
>130XE and I know that the TV is working properly.
>
>Any help you could offer would be appreciated.
>
>By the way ... which DOS is used the most SPARTADOS or MYDOS?
>
>Thanks
>Hal

211. Re: "Zoop" clone..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5q36u3$6v0$1@nuke.csu.net>
Source record: 71920

Marius Diepenhorst (marius@atari.demon.nl) wrote:

: Ofcourse!!!! Hi I'm Marius Diepenhorst and I'm a student at the Rotterdams
: Conservatory (Netherlands; 4th grade). I wrote some ATARI 8bit music files
: (in .CMC format). I'd like to write some music for your game! Perhaps I
: should re-write the original music from Zoop? Or perhaps you like to hear a
: whole new composition (or more...)

Woah! A CMC artist AND a 4th grader? I'm guessing you're 10 or 11 years
old, right? Or is the grading stuff in the Netherlands different? :)

Anyway... as for CMC.. do you (or anyone else) know how to **safely**
incorporate CMC music into ActioN! code? Anyone who knows how Action!
works and/or is familiar with CMC want to try to help figure this part
out? :)

BTW, CMC is "Chaos Music Composer", a very popular music editor for the 8bit.
(MANY MANY demos use CMC music)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

212. Re: John Harris' MAE11 on umich archive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5q3784$6v0$2@nuke.csu.net>
Source record: 71921

cowpoke1@hotmail.com wrote:
: In which format is the mae11 file on UMICH? I tried running it
: as an executable, unzipping it, unarcing it, and un-DCMing it.
: No luck. It looks like some sort of archive or disk format...?

You mean "mae11.arc", right? Well, it's an ARC file! :)

When I do an "arc -v mae11.arc" from Unix, I get:

```
Name Length Stowage SF Size now Date Time CRC
============ ======== ======== ==== ======== ========= ====== ====
HYP.ARC 4266 -- 0% 4266 30 May 97 11:58p 42fe
MAE.COM 16561 -- 0% 16561 30 May 97 11:40p 9442
CONFIG.COM 3562 Crunched 42% 2076 27 May 97 11:18a ec0e
COL40.OBJ 7 -- 0% 7 10 Jan 88 10:07a c26b
HAND64.OBJ 1254 Crunched 4% 1210 27 May 97 11:23a 96db
HAND80.OBJ 1098 Crunched 7% 1026 27 May 97 11:23a bdaa
HAND64X.OBJ 1254 Crunched 4% 1206 27 May 97 11:22a 5984
HAND80X.OBJ 1098 Crunched 7% 1027 27 May 97 11:22a 98ec
COL64A.FNT 1024 Crunched 45% 572 8 Jan 88 7:57p 53b5
COL64B.FNT 1024 Crunched 47% 546 10 Jan 88 9:47a 4d84
COL80B.FNT 1024 Crunched 53% 487 10 Jan 88 9:36a 0098
COL80A.FNT 1024 Crunched 52% 497 10 Jan 88 9:49a c124
MACROS. 2184 Crunched 42% 1277 11 Feb 78 3:40a ca47
DEBUG80. 22 -- 0% 22 11 Jan 95 12:39p 82b0
INSTALL.DOC 4756 Crunched 43% 2739 28 May 97 7:55p e619
MAE.DOC 18571 Crunched 49% 9474 28 May 97 10:03p 6b98
ASM.DOC 23400 Crunched 51% 11544 18 May 97 9:46p 8ae8
DEBUG.DOC 21773 Crunched 50% 10994 16 Feb 97 7:33p 14e3
HISTORY.DOC 15774 Crunched 49% 8186 10 Feb 78 4:40p 45ad
==== ======== ==== ========
Total 19 119676 39% 73717
```

So... after unARCing, you should get these files!

Are you sure you DL'd it correctly? (Be sure to read "00.WEB.USERS.README"!)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

213. Get ProTracker 1.5!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5q37j0$6v0$3@nuke.csu.net>
Source record: 71922

I just got ProTracker 1.5 (by Profi/Madteam(?)) which was written this year.
It's an AWESOME MOD tracker..

In otherwords, it loads MODs (MODs, not MD8s! no conversion is needed!),
it plays MODs (they sound pretty damned good even on a POKEY, but there's
support for "COVOX", which I assume is some other sound chip you can
install on the Atari), and it even EDITS MODS!!!!!

You *need* upgraded RAM. I've began placing some MOD files (ones I know
work) on Umich. I'll keep them to a minimum, because MOD's are usually
big (up to 200+K! usually 30-100K from what I've seen), and since MOD's
are really platformless files.

For those who don't know exactly WHAT MOD's are, they're music files which
contained sampled sound. (They're like MIDI but cooler :))

They were originally made on the Amiga.

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

214. Re: Get ProTracker 1.5!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970710191401.PAA00612@ladder02.news.aol.com>
Source record: 71923

Im having problem editing MOD files with PT15, after switching the
insturments
and press the keys , makes weird sounds. This problem dosnt happen with
V1.0 of the protracker.. I agree the Protracker is awesome!! and the
only editor
we have for the 8bit.. Have you tried to loaded samples in yet? :)

215. http://www.love.com

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-10 00:00:00 UTC
From: randy97
Message-ID: <33c52b30.1@pgh.nauticom.net>
Source record: 71924

```
Looking to find people in your area that enjoy the same things
as this newsgroup?

Check out http://www.love.com

It's free, it's new, and it's awesome.

Rand
```

216. Re: Keys

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970710232932.15600A-100000@fissure.scar>
Source record: 71836

On Wed, 9 Jul 1997, Michael R. Bagnall wrote:

> Greetings people,
> I just purchased an Atari 800 that works fine, but is missing an (0) -
> zero key.. where can I get a replacement zero key?
>
> Also, how do I get the top off to see how much RAM is onboard?
>
> Please respond here or E-Mail reply, making sure to remove the nospam from
> the address.

In basic just type ? fre(0)
If you get 37902 (or something like that, without dos loaded in, you
probably have 48K of ram), anything less, like 13300 or so, means you
hgave 16K of ram, and anything in the middle could mean 32K.

If you are checking for a ramdisk, (i.e. Axlon 128k ramdrive) you may need
to open in the 800 up..

Alan

217. Re: atari emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970710233628.15600B-100000@fissure.scar>
Source record: 71837

On 10 Jul 1997, chris jodrie wrote:

> can some one tell me which emu is better pc xformer or xl_it

Depends what you need it for..

On my 486Dx33, I have found PC Xformer is almost always be faster than XlIT 0.20.. BUT Xlit 0.20 runs more software and has superior sound emulation. But there is some stuff that runs on Xformer but NOT on XLIT.. My opinion! GET BOTH of them!

If the 8bit stuff doesn't run on either of them, then it must suck.. :) <grin>

Alan

218. Re: how to make .bin files a atr file

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5q547u$c5n@dfw-ixnews9.ix.netcom.com>
Source record: 71838

In article <5q3fc4$ka1@snews2.zippo.com>,
C.Jodrie@connriver.net (chris jodrie) wrote:
>i have a ton of atari bin files can some one tell me how to make them a
>atr or xfd file so i can use them on a emu
>
>

Chris,
If the .BIN files are executable AND you are running APE or PC Xformer v3.60 (ones I know), simply rename the files to have an .EXE extension. Boot PCXf 3.60 with a DOS boot image as D1: and enter the .exe file as D2...D8:. This will boot the emulator with DOS and the exe file as the next drive.

Ex. C:\XFORMER\>xformer -j -s sd33-1.atr mybinfil.exe

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

219. Re: atari emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5q54dv$29u@dfw-ixnews12.ix.netcom.com>
Source record: 71839

In article <5q3f7n$ka1@snews2.zippo.com>,
C.Jodrie@connriver.net (chris jodrie) wrote:
>can some one tell me which emu is better pc xformer or xl_it
>
>

Chris,
That depends on your application. XL-It doesn't do 130XE emulation, hense the XL in XL-It. So programs designed to run with the 130XE extra ram won't. Some programs with soung work better under XL-It. Your best bet is to get both and use the one that works best for the application. Also, don't forget about Rainbow. That's another choice in emulators.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

220. Re: atari emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5q54i6$aat@sjx-ixn4.ix.netcom.com>
Source record: 71840

In article <Pine.GSO.3.95.970710233628.15600B-100000@fissure.scar>,
Alan Christie <94chrisv@scar.utoronto.ca> wrote:
>On 10 Jul 1997, chris jodrie wrote:
>
>> can some one tell me which emu is better pc xformer or xl_it
>
>Depends what you need it for..
>
>On my 486Dx33, I have found PC Xformer is almost always be faster than
>XlIT 0.20.. BUT Xlit 0.20 runs more software and has superior sound
>emulation. But there is some stuff that runs on Xformer but NOT on XLIT..
>My opinion! GET BOTH of them!
>
>If the 8bit stuff doesn't run on either of them, then it must suck.. :)
><grin>
>
>Alan
>
>
>
Alan,
If it doesn't run, try a different DOS. SpartaDOS, MyDOS, or AtariDOS can make the
difference between running and not. Also 800, XL and 130XE mode could make a difference.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

221. Re: Wanted: Syquest 44

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5q54ur$dec@dfw-ixnews9.ix.netcom.com>
Source record: 71841

In article <6$$N-HW$zHB@peter.soemtron.sb.sub.de>,
peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:
>In article <Re: Wanted: Syquest 44>, rely@ix.netcom.com (Robert Smith Ely) wrote:
>
>Howdy Robert,
>

>> James,
>> Have you looked at the Iomega ZIP drives? I couldn't live wothout mine!
>
>in use with your XE?
>--
> 6502 R&SC power! ||| &ntel Outs&de! | ,- _ C64 II - alternate
> *(MEGA) 8-b&t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b&t power !
>

James,
I have heard that the SCSI version should work. I haven't tried it myself. The reason I suggested the ZIP is because the ZIP disks hold more, and are more stable in transport than the SQ-44s.
I have the Parallel ZIP on my PC and use it with PC Xformer. Works great! I want to try it with APE and my 130XE next.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

222. Re: ATTENTION ALL CODERS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <v7yg1tmkxjk.fsf@trotsky.co.umist.ac.uk>
Source record: 71842

> Dammit! How many times do I have to ask? I KNOW you're out there!
> I KNOW you want to write a game! WHat's stopping you!? :) TELL ME!

time, (and energy!)

223. Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1107971415340001@199.166.204.230>
Source record: 71843

I started this project about a year ago, now I want to finish it...

Has anyone reading this every played Omnitrend's Universe for the Atari 8-bit? Did any of your friends have it or play it? If anyone reading this has, or knows someone that has, could you please have them drop me a note?

I'm writing a web page on "classic" space games, everything from shoot-em-ups like Space War, to the play by mail games like Star Web, to "adventure" games like Universe and Elite.

The reason I want to know about Universe is to see if it predates Elite. Everyone's heard of Elite, but very few know of Universe. This is a shame!

If you're a reader of this forum, drop me a line here - if not, e-mail is OK (please, I get lots already though!).

Maury

224. I love ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <c17f01be.1a40.284b@raukamp.dame.de>
Source record: 71844

```
... Atari!
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //
```

225. Looking for Atari 8 Bit Computer and Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: Staff <clauss@mail.oric.com>
Message-ID: <01bc8e31$6fb7a7e0$0927bbc6@pcsupport>
Source record: 71845

Hello,

I am looking for the following system(s).

Atari 800, 800xl, and/or 1200xl.
Also disk drives for above.

I am and old Atari Enthusiast, and would like to replace a system that was thrown away many years ago.

Any system must be in working order, and must be in good condition. Please CC your reply to my regular mail address which is clauss@mail.oric.com.

Thanks!

Chris

226. web page

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: redraven@infonie.fr
Message-ID: <868662717.635634@mars>
Source record: 71846

```
at :
http://www.infonie.fr/public_html/redraven
come to see.
```

227. For Sale: Atari Hardware, Software, Books, Etc.

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5q6dt0$ik4$1@kelly.teleport.com>
Source record: 71847
Cross-posted to: pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

I've Added more stock to my Atari catalogs. So check it out.

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is. Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. Everything mentioned on this list is on this list because I have multiples of these Items and I thought I'd list them for you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: SLM 804 Laser Printers, Spectre GCR Macintosh Emulators, MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks,
Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at

www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

228. Thanks for the assist !!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: Barbara & Hal Akulick <akulickb@ntl.sympatico.ca>
Message-ID: <33C6FEA6.3468@ntl.sympatico.ca>
Source record: 71848

I would just like to say thanks to all those who replied to my request on how to adjust the default background screen colour on my 130XE. I was able to get the proper settings.

Just so you know some suggested that I should disassemble the machine to make the adjustment and some said I would find an adjustment access hole on the bottom of the machine. Well I lucked out and there was indeed an access point on the bottom of the machine.

Its great to know that there is still a large user community for the machine I started out on and will now continue to use.

Thanks again !!
Hal

229. >>>Entrepreneurs Needed<<<

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: fer@cyberbundle.net
Message-ID: <5q64os$2u0$4@its.hooked.net>
Source record: 71849

>>>>>>>>>ENTREPRENEURS NEEDED!<<<<<<<<<<

We are currently searching for motivated ENTREPRENEURS to
assist us in selling our Internet Marketing Software.
60% COMMISSIONS. Great earning potential!
Come check out the details!

http://www.cyberbundle.com/dealer.html

---------->>>>>>>>>>> HOT, HOT, Summer Specials!

For a limited time, become a DEALER for FREE! Thats right, up to
$125.00 in savings!! When you print out the dealer form, just write
NEWSGROUP SPECIAL in the total, and become a DEALER for FREE!
All you have to do, is fax or mail it in and start making HUGE profits!

So go check it out today! http://www.cyberbundle.com/dealer.html

230. Best price on the net CD-R 74 Minute Gold $2.99 Retail package - no rebates no gimmics no surcharges

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-11 00:00:00 UTC
From: Dan Harley <netpro@op.net>
Message-ID: <5q587d$284$6610@picasso.op.net>
Source record: 71850

NetPro Computer Services, Inc.
http://www.netprocs.com

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for a prompt quotation!

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we will not be undersold on geniune Intel products

Dan the Disc and DAT man brings you the best prices on the net:

^^
Wholly KAO ~ best price on the net!

KAO 74 Minute CD-R 680MB 2x/4x compatible
highest quality. The J & J of Japan! $2.99 kick off special (retail)
$2.79 Spindle pack of 50
^^
Verbatim 74 Minute / 680 MB / 2x / 4x certified
White / clear jewel case, white J card, individually wrapped, master case
of 50, 5 inner boxes of 10. $3.69 each

Memorex 74 Minute GOLD generic package - white j Card,
individually wrapped in white/clear jewel case.
25 to a master carton (can break up) $ 3.39

Ricoh ReWritable 74 Minute CD-RW $22.00

HP 6020ES recorder (external SCSI 2x/6x) $529.00
HP 6020 recorder (internal SCSI 2x/6x) $429.00

JVC 2x/6x Internal kit $389.00 + free shipping!!!
* Adaptec EZ CD Pro V. 2.11 PC & Mac, Dos Ver 3.5 software
* kit includes PressIT CD labler software, 100 CD Blank lables, CD filled
with templates, clipart - templates compt. with Pagemaker, Illus, P/S.
* 16 bit SCSI controller, cables, drivers
* 2 pieces blank media
* Highest quality kit COMPAC pales in comparision
* your satisfaction assured or you may return for full credit.
* JVC Inventor of VHS makes a SUPERIOR mechanism - read the trade mags!

Ricoh 6200 spi4 ReWritable Internal kit $519.00
* Authoring software now with variable packet writing - treats
R/W as a floppy drive!
* Adaptec EZ CD Pro V 2.11, Toast CD for Mac
* 16 bit SCSI controller, cables, drivers
* one CD-R, one rewritable CD-RW

231. Re: BASIC Versions in the atari scene

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <ED6qt0.Jo5@iglou.com>
Source record: 71851

In message <marksim-1007972248170001@port114.bitstream.net>,
marksim@bitstream.net (Mark L. Simonson) wrote:
>OSS also created its own enhanced versions of Atari DOS (which it also
>wrote) for these products: OS/A+ for BASIC A+ (also for Apple II); DOS XL
>for BASIC XL; and DOS XE for BASIC XE. BASIC A+ pretty much requires OS/A+
>to run. The others can run with just about any DOS.
>
I don't think there was such a close relationship between DOS versions and
Basic versions. DOS XE was made for the XF-551 disk drive, but it wasn't
finished in time, so most 551s were shipped with Atari DOS 2.5. I think
DOS XL was sold with Happy disk drive upgrades, or you could buy it
separately.

--
Bill Marcum bmarcum at iglou dot com
'"The Nineties" lasted for five weeks in the summer of 1996 when some people
actually danced the Macarena. The current decade is known as "The Future."'
--Matt McIrvin

232. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <5q6vrn$3ea$1@newbabylon.rs.itd.umich.edu>
Source record: 71852
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 151 Jul 7 04:12 ./8bit/Text/Editors/mferea11.blurb
-rw-r--r-- kendric 1308 Jul 7 04:01 ./8bit/Demos/Mega/partros.blurb
-rw-r--r-- kendric 137 Jul 7 04:10 ./8bit/Graphics/Converters/bmp2hip.blurb
-rw-r--r-- kendric 392 Jul 7 03:42 ./8bit/Sound/0subs.Sound
-rw-r--r-- kendric 79 Jul 7 03:45 ./8bit/Sound/Editors/pt15.blurb
-rw-r--r-- kendric 234 Jul 7 03:58 ./8bit/Info/Routines/effects.blurb
-rw-r--r-- kendric 56 Jul 7 04:02 ./8bit/Info/Hardware/flipsidecopy.blurb
-rw-r--r-- kendric 2666 Jul 7 03:48 ./8bit/Info/Hardware/flipsidecopy.txt
-rw-r--r-- kendric 637 Jul 7 03:38 ./8bit/00.CHANGES.97.06.04
-rw-r--r-- kendric 1228 Jul 7 04:14 ./8bit/00.CHANGES
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

233. Re: atari emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: chris@shenleyfields.demon.co.uk
Message-ID: <chris-1207970919000001@shenleyfields.demon.co.uk>
Source record: 71853

In article <5q3f7n$ka1@snews2.zippo.com>, C.Jodrie@connriver.net (chris jodrie) wrote:

> can some one tell me which emu is better pc xformer or xl_it

HAve a look at Rainbow 95 (needs Windows 95 and Direct X) from my website!

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: chris@shenleyfields.demon.co.uk
WWW: http://www.shenleyfields.demon.co.uk/
---

234. Info Needed on Atari 810 Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <868698757.25997.4.nnrp-3.9e9882d2@news.demon.co.uk>
Source record: 71854

Whilst reading the rubbish I usually find here, Larry Anderson & Diane Hare=
wrote something interesting about "Info Needed on Atari 810 Floppy Drive"

Hello Larry,

LAD> I beg to differ on that point you can do all the disk basics with=
a
LAD> 64 and drive WITHOUT any disk (format, load, save, get directories,
LAD> etc.) On the 800/1200 all you will get is boot error. You NEED a
LAD> disk to use the drive for the 8-bit Atari.

There's a way round the BOOT ERROR. Turn on the drive after the Atari. =
There's not a lot of point, I know, but you'll get no boot error. :-)

--

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. What will you do when the gas-taps turn? Where will you be when the
bodies burn? - The Gasman Cometh; Crass

235. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: "Luis R. pena" <lrpena@insc.net>
Message-ID: <33C78038.C2927733@insc.net>
Source record: 71855

800xl no power supply $10.00 works fine

luis r. pena
cybrchld@hackerz.com

236. CMC music (Was: Re: "Zoop" clone..)

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <5q806t$s79$1@news0.xs4all.nl>
Source record: 71856

In article <5q36u3$6v0$1@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Marius Diepenhorst (marius@atari.demon.nl) wrote:
>
>BTW, CMC is "Chaos Music Composer", a very popular music editor for the 8bit.
>(MANY MANY demos use CMC music)

Would it be possible to write a program for the PC that could play CMC sound?
It could use the POKEY emulator code used in XL-IT (and perghaps a few other
emulators). Perhaps, it could support other formats, and even music hacked
from games. This sort of thing has already been done with the Atari ST's
soundchip sound.

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

237. Re: Info Needed on Atari 810 Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: John McGowan <jmcgowan@shell.inch.com>
Message-ID: <5q87j4$129$1@sleepy.inch.com>
Source record: 71857

In comp.sys.atari.8bit Brad Rogers <brad@pianosa.demon.co.uk> wrote:

> LAD> I beg to differ on that point you can do all the disk basics with a
> LAD> 64 and drive WITHOUT any disk (format, load, save, get directories,
> LAD> etc.) On the 800/1200 all you will get is boot error. You NEED a
> LAD> disk to use the drive for the 8-bit Atari.

> There's a way round the BOOT ERROR. Turn on the drive after the Atari. There's not a lot of point, I know, but you'll get no boot error. :-)

(hmmm... does not the BOOT ERROR message appear if you have a disk without DOS in the drive? As opposed to having it just SPIN if there is no disk?... is not the boot error message actually on the DISK in a short boot code that just prints that message if DOS is not installed?)

Well... the OS does have a routine to read a sector (a user defined sector) (of 128 or 256 bytes). Not to manipulate files (DOS.SYS uses the OS code, modified in SpartaDOS for high speed, to read the sectors corresponding to the directory and VTOC to determine which sectors are free and which sectors are the starting sectors of files -- in Atari DOS and MYDOS -- a different structure in SpartaDOS) but to read in sectors. It is not hard to invoke (a short ML programme) to read in sectors from the drive. Compute! one time gave a short type in programme to save BASIC to the first few sectors on a disk (overwriting what was there) and another to read them back in. It was to be used if you booted without the drive and spent hours working on a programme and then realized you had no way to save it! It enabled saving on a blank disk and recovery after rebooting with DOS.

238. How to get access to some old "owner's manuals" ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: Laurent Delsarte <ladelsarte@skynet.be>
Message-ID: <33C7ACBB.6E7EE1F6@skynet.be>
Source record: 71858

I bought my very first 800xl (in France, Secam format) plus 1010 and 1050 drives back in 1984. Over the past few years, I felt a new interest in these machines and I started to buy some 2nd hand (hard to find "new" stuff anyway) peripherals and machines (800xl Pal, Touch tablet, 1050 drives, ...). The only trouble is that for many of the items I find, there are no "owner's manual". The content of these books is often really interesting. For some peripherals, there are superb colour glossy papers. I do miss these manuals. Does anybody know a ressource on the net where I could find electronic versions of these documents ?

Thanks in advance.
mailto:ladelsarte@skynet.be

239. Flight Simulator II image?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: Fielding Mellish <f.mellish@bananas.com>
Message-ID: <01bc8ee6$548bc680$a5fe4ac2@fivvwrpw>
Source record: 71859

Hey all

Anyone know of a Flight Simulator II image I could use with an emulator?

I have the original disks (so please don't waste bandwidth with a useless flame war) but the .ATR image I made for use with the Rainbow emulator blanks out the screen after approx. 40 seconds of use.

The program knows its a copy because it only bothers to load up the Chicago area and the WW1 game (omitting New York, Seattle etc) and then must be setting up some kind of decrementing counter which blanks the screen after those precious 40 seconds. Interestingly, accessing the editor or pausing the game also pauses this counter indefinitely (or until you return to the game).

Seems like it would probably be a fairly easy job to discover the counter and NOP it out but to do that with ease you'd need a pop-up monitor of some sort and I don't have one!

Anyone have a working image? Or a scheme for removing the protection? Your ideas gratefully accepted...

Fielding

240. Atari Computers - hardware & software

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5q8d8n$a0s$1@news3.voicenet.com>
Source record: 71860
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

Atari Items for Sale plus shipping

Atari 800 Computer (one missing key) w/power supply. $59 added 6/21/97
Atari 1050 disk drive and power supply..... $49 added 6/21/97
Ape Face Model XLP Digital Device..... $39 added 6/21/97
Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) (3)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (3 sets)..... $12 each
WICO Command Control Joysticks - rough..... $12 pair
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
Cranston Manor Adventure (no box)
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Sesame Street Astro-Glover (3-6)

Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations -- added 6/21/97
Success with Math - Quadratic Equations -- added 6/21/97
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Printer Driver Construction Set from APX
Summer Games - added 6/21/97
The Quest - added 6/21/97
Touchdown Football - added 6/21/97
Walt Disney Picture Show - Cave Lord

Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor
Basic Language Computing - added 6/21/97
Galaxian - added 6/21/97

Music Composer
Pacman - added 6/21/97
Pitstop - added 6/21/97
Popeye - added 6/21/97

.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Clowns & Balloons for 400/800
Curse of Ra -- added 6/21/97
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Frogger
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
Sargon II -- added 6/21/97
Star League Baseball
States & Capitals
Temple of Apshai from Epyx (2)

The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown (2)
Atari Program Exchange - A guide to Effective Programming
Atari 400/800 Basic Reference Manual -- added 6/21/97
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide (2)
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide (2)
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS -- added 6/21/97
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)

08053-0209

241. Anyway we can make this a MODERATED group?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5q8j40$l1g$1@nuke.csu.net>
Source record: 71861

I used to be much more active in this newsgroup back before the web existed. Now that I'm here again, I notice how much SPAM we have to wade through.

How could we, or would we even want to, make this newsgroup a moderated one?

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

242. Re: Get ProTracker 1.5!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5q8jbl$l1g$2@nuke.csu.net>
Source record: 71862

GUY1015 (guy1015@aol.com) wrote:

: Im having problem editing MOD files with PT15, after switching the
: insturments
: and press the keys , makes weird sounds. This problem dosnt happen with
: V1.0 of the protracker.. I agree the Protracker is awesome!! and the
: only editor
: we have for the 8bit.. Have you tried to loaded samples in yet? :)

I've never used 1.0, but I did notice the ... odd... noises it makes.

Not knowing Polish(?), I don't know really HOW to use the program, and
I haven't even BEGAN thinking about using it to edit MODs yet.

Anyone have English translated docs to it? :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

243. Phantasie I and II

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970712122331.20475C-100000@fissure.scar>
Source record: 71863

Has anyone played this RPG game for the Atari 8bit? I was very addicted to it on my 800XL a few years ago and I was wondering has anybody seen this in .XFD or .ATR form?

Yogi's site is inaccessible from myst.slcc.edu/~atari so I am at a lost where to find it.

Anybody??

Alan
University of Toronto
Computer Science and Management

244. Re: atari emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970712121923.20475A-100000@fissure.scar>
Source record: 71864

On Fri, 11 Jul 1997, Robert Smith Ely wrote:

> In article <Pine.GSO.3.95.970710233628.15600B-100000@fissure.scar>,
> Alan Christie <94chrisv@scar.utoronto.ca> wrote:
> >On 10 Jul 1997, chris jodrie wrote:
> >
> >> can some one tell me which emu is better pc xformer or xl_it
> >
> >Depends what you need it for..
> >
> >On my 486Dx33, I have found PC Xformer is almost always be faster than
> >XlIT 0.20.. BUT Xlit 0.20 runs more software and has superior sound
> >emulation. But there is some stuff that runs on Xformer but NOT on XLIT..
> >My opinion! GET BOTH of them!
> >
> >If the 8bit stuff doesn't run on either of them, then it must suck.. :)
> ><grin>
> >
> >Alan
> >
> >
> >
> Alan,
> If it doesn't run, try a different DOS. SpartaDOS, MyDOS, or AtariDOS can make the
difference between running and not. Also 800, XL and 130XE mode could make a difference.

I have noticed more items run under the Atari 800 emulation than any
other. Even though some of the titles were Xl/XE specific.. yet they
don't run under XE emulation but run fine under 800 emulation with
AtariOSB.ROMs... weird...

Alan

245. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970712122102.20475B-100000@fissure.scar>
Source record: 71865

On Fri, 11 Jul 1997, Maury Markowitz wrote:

> I started this project about a year ago, now I want to finish it...
>
> Has anyone reading this every played Omnitrend's Universe for the Atari
> 8-bit? Did any of your friends have it or play it? If anyone reading
> this has, or knows someone that has, could you please have them drop me a
> note?
>
> I'm writing a web page on "classic" space games, everything from
> shoot-em-ups like Space War, to the play by mail games like Star Web, to
> "adventure" games like Universe and Elite.
>
> The reason I want to know about Universe is to see if it predates
> Elite. Everyone's heard of Elite, but very few know of Universe. This is
> a shame!
>
> If you're a reader of this forum, drop me a line here - if not, e-mail
> is OK (please, I get lots already though!).
>
> Maury

I have played Universe... those space-adventure games on the 8bit like Galactic Adventures, Quest for the Space Beagle, Universe, Jupiter Mission 1999, I don't know, I never had the patience to play those games, yet I loved to play Phantasie I and II and Alternate Reality, which is deep in depth games but tonnes of fun to play.

Alan

246. Dos XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970712122603.20475D-100000@fissure.scar>
Source record: 71866

I have an original dos XE ver 1.00 (c) 1988 (Well it's actually been sold, just waiting for the money order)

My question is was there any other releases apart from Ver 1.00?? I mean it is a nice dos in principal, close to DOS 2.x menu driven, support for the Xf551 drive, but it is terribly slow and cumbersome, and it was a hog on RAM. (despite the name DOS XE, it ran on ANY 64k Atari XL/XE.)

I beleive the author of DOS XE was the same guy that worked for OSS and made other Atari DOS'

Supposedly DOS XE would support huge ramdisks and 16 MEG partitions, i.e. hard disk support, but this version doesn't do anything like that.

Except a 130XE ramdisk...

Alan

247. Re: Info Needed on Atari 810 Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <ED84np.Ez4@iglou.com>
Source record: 71867

In message <5q87j4$129$1@sleepy.inch.com>,
jmcgowan@shell.inch.com (John McGowan) wrote:
>(hmmm... does not the BOOT ERROR message appear if you have a disk without
>DOS in the drive? As opposed to having it just SPIN if there is no
>disk?... is not the boot error message actually on the DISK in a short
>boot code that just prints that message if DOS is not installed?)
>
The BOOT ERROR message just takes a little longer if you have an unformatted
disk, no disk, or the drive door open. Looking at a Mydos disk with a
sector editor, I didn't see "BOOT ERROR" in the first three sectors. Of
course, disks formatted by Spartados have the "Error: No DOS" message.

--
Bill Marcum bmarcum at iglou dot com
'"The Nineties" lasted for five weeks in the summer of 1996 when some people
actually danced the Macarena. The current decade is known as "The Future."'
--Matt McIrvin

248. XL/XE Games'-Top5

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <36f3df79.9780.7d69@raukamp.dame.de>
Source record: 71868

Hi together!

Here's teh first Atari 8Bit Games' Top5 list:

1. Alternate Reality / 8 votes
2. Star Raiders / 5 votes
3. M.U.L.E / 2 votes.
Rescue On Fractalus / 2 votes

The follwing are a lot of games with just 1 vote:

Protector II, BlueMax, Planetfall, Ballblazer, Bounty Bob Strikes Back, Pole Position, Rainbow Walker, DropZone, Akkanoid, Ghostbusters, ComputerWar, Gauntlet, PacMan, The Eternal Dagger, Mail Order Monsters, Temple Of Apshai Trilogy, Pooyan, Burried Bucks, Leaderboard Golf, International Karate, Silent Service, Atari Tennis, The Guild Of Thieves, Mercenary - Escape From Targ, Spindizzy

When more 8Bit-freaks take part, the list could be much better - although it's already interesting what people like, I think.
In the next list (if more people take part) I will make a difference between the 2 versions of Alternate Reality ... maybe then we have another picture.

So take the chance to take part :) Thanks :)

The list already reminds me of some of the games I have on disc but never played - I have to check them out ...
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

249. Atari 8bit Web & FTP Sites

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <199707122128.RAA09132@sparticus.bright.net>
Source record: 71869

Come visit the Closer To Home Web Page. Closer To Home, also known as CTH, has
long been associated with atari 8bit support. Many people will remember the old CTH dial
up bbs. It began in 1987, and remained in continious service until April 1997. It was ran
completely on Atari 8bit equipment. It does not exist any longer. It has been replaced by
the CTH web server and ftp server. These servers have been in operation since May of 1997.

The CTH web page offers a brief background of the history of Closer To Home
Enterprises. It also offers a Java chatroom, java 8bit message bases, tons of current
a8 links, and of course a link to the ftp server.

The CTH ftp server contains many mirrors. Most people don't know this, but the
"original" sites of which these are mirrors contain files which their composers downloaded
off of the old CTH dial up bbs. Yes, some of them spent DAYS downloading the files.
These files were uploaded to the CTH dial up by countless a8 users. So, they really aren't
anybody's mirrors. "They just are." If you missed out on the atari 8bit bbs scene, you
missed out on A LOT.

Even though the CTH web pages are java intensive, I am not insensitive to the needs
of lynx users. I spent years surfing the web with my a8, using one of the anonymous lynx
servers. If you are an Atari 8bit user with a modem, and have access to telnet, you can
try out one of these anonymous lynx servers to access the web:

sunsite 152.2.22.93 port 23
sailor 192.188.199.5 port 23

The best anonymous lynx server is Sailor. It allows you to download from any ftp
site, including the one at CTH, by using the kermit protocol. There used to be a site
that allowed you to uuencode and email files to your email account using the "P"rint function,

but I do not remember which one it is/was.

CTH is also offering FREE web space to anyone that wants to put up a web page that
features the atari 8bit in some way.

The URL for web browsers to access The Closer To Home Web Page is:
http://CloserToHome.dyn.ml.org . From there you can jump to any of the features. Also, if
anyone has bookmarked specific directories in the ftp site, they probably won't work anymore.
This is because I've restructured the directories. They best way to enter the ftp site is
from the link on the CTH web page.

Quote for today:

Dumont- "Look, the I/O tower is lighting up! Every tower is lighting up!"

250. NAS 97!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: bertil.jagard@straight.ct.se
Message-ID: <ftn_2.203.221$fidonet.org_c6f4c803_Bertil.Jagard@straight.ct.se>
Source record: 71870

```
The Swedish Atari Users' Association (SAK) 970601
and NoCrew proudly present...

Latest update: ------------------------------------------------------
T H E N O R D I C A T A R I S H O W ' 9 7
----------------------------------------------------------------------
Where: LUNDBY GYMNASIUM, GOTHENBURG.
When: 13th -- 15th of June 1997.
Opens 12 pm on Friday, closes 18 pm on Sunday.
What: Exhibition, seminars, hacker convention,
Internet cafe and much more.
Cost: 150 SEK for three days, 80 SEK for single days.
Info: More updated info at http://www.tripnet.se/sak/nas
or from Rolf Johansson (rojo@tripnet.se), tel. 070-6695235

----------------------------------------------------------------------
Index: 1. WHEN AND WHERE?
2. WHAT WILL IT COST?
3. EXHIBITION
4. HACKER CONVENTION
5. SEMINARS
6. OTHER ACTIVITIES
7. GENERAL RULES AT THE SHOW
8. WHY SHOULD I ATTEND NAS?
9. HOW YOU CAN FIND OUT MORE
----------------------------------------------------------------------

Dear Atari friends,

It's once again time for the Nordic Atari Show, the annual get together
which has rapidly become a fixture for all Atari users.

Third time lucky, so they say, and as we arrange the show for the
third straight year we hope to fulfill everyone's expectations and that
this will result in the best possible atmosphere. We've gotten a certain
amount of criticism, both positive and negative, from those who have
attended the shows in '95 and '96. We've taken heed of the suggestions
made and we're once again off and running!

1 - WHEN AND WHERE?

This year the show will begin on Friday, June 13 and end on Sunday,
June 15. This is the weekend following the beginning of the summer school
holidays as well as the weekend prior to the Swedish Midsummer
celebrations. We'll open at 12 p.m. on Friday and close at 6 p.m. on
Sunday.
```

NAS97 will be held at a school called LUNDBY GYMNASIUM at HISINGEN, GOTHENBURG. Hisingen is a large island very close to the main parts of Gothenburg. There are a lot of local transportations there.

A map for the route description can be found at www.tripnet.se/sak/nas

GOING BY TRAIN
The train arrives at Centralstationen. Take tram 2 (destination Biskopsgarden) at Nordstaden and get off at the stop Rambergsvallen. Signs will lead your way to LUNDBY GYMNASIUM.

GOING BY BOAT
Boats arrive near the tram stop Masthuggstorget. Take tram 3, 4 or 9 to Brunnsparken, then change to tram 2 (destination Biskopsgarden) or 5 (destination Lansmansgarden) and stop at Rambergsvallen. Signs will lead your way.

GOING BY PLANE
Take the airport bus to Centralstationen. Follow the instructions as under "going by train".

GOING BY CAR
Please have a look at the map, LUNDBY GYMNASIUM is nearby a large road and should not be hard to find.

2 - WHAT WILL IT COST?

If you intend to attend all three days, you cheapest solution is the Three Day Pass otherwise a Single Entry ticket will do:

* Three Day Pass ... SEK 150:- (about UKP 12,75)
* Single Entry ..... SEK 80:-

These prices include full access to all the activities being held during NAS97.

3 - EXHIBITION

The exhibition hall is open:
Friday 12-18, Saturday 11-20 and Sunday 11-18.

At the exhibition you can see:

DISK1 (Sweden)
Will be showing Jaguar games and other fun stuff for Atari.

Daggskimmer/Tom Thomason (Sweden)
Bo Leuf and Tom Thomason will be demonstrating Papyrus, Interface and other shareware products. Tom will also be handling registrations for those.

Peter Segerdahl
One of the authors of Zero-X, the fantastic sample editing program, shows how to use Zero-X the best way.

Thorsten Butschke (Germany)
As last year, Thorsten is here and showing and taking registrations for

shareware products and the magazine Atari Computing.

16/32 systems (England)
Nic Harlow has always been at NAS, so why any different this year?
He's showing CD:s for Atari, games and more.

Line Audio
Roger J?nsson shows the different JAM products and more for the musican.

SAK and SAK/Skane
The Swedish Atari Users' Association and the local department in Skane are here too, to show different programs and computer systems in action. SAK will sell T-shirts, PD-disks, have a soldering corner and a swap meeting too for those who whises to sell, buy or trade single items of interest.

4 - HACKER CONVENTION

Demogroups and other programmers can gather for competitions and swap demos and all kinds of code. NoCrew is the Swedish demo group who will see to it that everybody takes part and enjoy themselves. Those of you hungry after rewards in the form of prizes will be well taken care of. Exactly WHAT prizes these will be hasn't been established, as yet.

These are the competitions:
Wild compo
Unlimited demo compo

More detailed information will be sent out to all demogroups by NoCrew. You can also make contact directly to them at their homepage at www.nocrew.pp.se

5 - SEMINARS

Last years seminars were very much appreciated, something of which we naturally have taken notice.

The SEMINARS will be held from 12 p.m. on Saturday and hopefully some of them even on Friday or Sunday. But - please attend on Saturday if you don't want to miss any of them.

- Peter Rottengatter
- About STiNG and Internet
Peter is the author of STiNG (the follow-up to STiK), and he will talk about installation and practical use of this program, plus some general talk about Internet and software for Atari.

- Martin Graiter
- Hardware seminar
Martin is a hardware specialist with long practical experience repairing and servicing Atari computers.

- Mille Babic
- HTML and Internet access

Mille will talk about HTML, and show how this cryptical language
really works. He also gives a lesson about going through the net,
practically, with you Atari.

- Claes Holmerup
- The hardware behind digital recording
Claes was here last year also, and talked about digital mastering.
Now he shows a bit more about all that hardware that's required
to make a digital recordning. Claes will also show how CD burning
can be done with an Atari computer.

- Rolf Johansson
- Layout with Calamus SL
What is Calamus SL, and how can one use it? Rolf shows how the
club magazine is done, special functions and regulars in
the software plus a bit about the new version SL96.

- Ulf Hogberg, Rolf Johansson and others
- General Atari Questions
We will also have a little "chat" seminar where you can ask questions
about everything - and we'll try to answer them. Maybe this also
can become some form of a debate, we don't know right now. Please
attend, as we might need you help.

6 - MORE ACTIVITIES

* Minor competitions such as "A-Z on the Keyboard" (a much appreciated
contest last year), hard disk throwing (this year it WILL happen!),
network games, juggling, etc. Everything depends on our finding
volunteers to act as game leaders and referees. There will be prizes
for the winners.

* A refreshment stand will sell non-alcoholic drinks, sweets, chips,
etc. We CAN arrange quantity discounts at the local pizzeria, and
will take orders for this.

* Internet cafe, with possibilities to surf on the Internet, chat,
telnet or whatever that is legal. The cafe will be nearby the
"normal" cafe, or refreshment stand as written above.

7 - GENERAL RULES AT THE SHOW

* No smoking inside the building or by windows and doors.

* No alcohol, beer or anything like drugs will be tolerated inside
the show. Please have fun with that outside in the city, but not
at NAS97. All such things found will be confiscated.

* Keep a good attitude against other people and show your tickets
to the staff if asked for it.

Anyone breaking these rules or acting violently will be thrown
out of the show.

8 - WHY SHOULD I ATTEND NAS?

The answer is simple: because you care about the TOS platform. We Atari owners are becoming fewer and fewer and a get-together like NAS is a simple way of seeing what's happening in the Atari world (no, it's not dead!) and meeting like-minded Atarians and hearing what kind of tips, ideas and visions they have.

9 - HOW CAN I FIND OUT MORE?

Information will be distributed regularly in the same way as this text file. In addition, we have a number of other sources of information where you can find out more about the show depending on your own resources.

* Our mailing list (e-mail). This will provide the very latest information to those on the list. To have yourself put on the list you MUST have an e-mail address. Send us a message on "nas-users-request@tripnet.se" with "subscribe nas-users" in the body of the text. Don't forget to include your e-mail address.

* Our home page on the World Wide Web. This has been in existence since last year and we'll try to update it as often as the information for the mailing list. The home page will contain more detailed information concerning times, schedule of events, directions on how to get there, competitions and housing.

The address is "www.tripnet.se/sak/nas".

* STraight BBS. This is the Swedish Atari Club's home BBS. Information concerning NAS will be included in the SAK menu. You can also use this BBS to ask any questions you may have. The telephone number is:
+46 31-336 39 73.

* Our club magazine, "AtariMagasinet", will contain adverts with more detailed information concerning NAS97 in issues 1/97 and 2/97. This is the largest mailshot we will send to our (SAK's) members.

* Our show co-ordinator is Rolf Johansson. He's supposed to know everything there is to know about NAS97. If you have questions to which you've been unable to get answers anywhere else you can send him a message at "rojo@tripnet.se" and you'll get your answers. If you wish to get into direct contact with him, he can be reached on his mobile phone on
+46 70-669 52 35.

KEEP THE TOS PLATFORM ALIVE.
WE ARE LOOKING FORWARD TO SEE YOU AT THE NORDIC ATARI SHOW 1997!

==
= E-Mail: bertil.jagard@straight.ct.se STraight BBS, Sweden =
= Phone: +46-(0)31-3363973. FidoNet 2:203/221, NeST 90:1101/104 =
==

251. Where did XL-IT go ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: Martin Sermak <sermm0@uleth.ca>
Message-ID: <33C828CB.40A6320F@uleth.ca>
Source record: 71871

```
Where did the XL-IT homepage move to?
Anyone know Markus Gietzen's new webpage?

thanks..
```

252. Re: Anyway we can make this a MODERATED group?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1207971956080001@nntp.netgate.net>
Source record: 71872

In article <5q8j40$l1g$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

> I used to be much more active in this newsgroup back before the web
> existed. Now that I'm here again, I notice how much SPAM we have to
> wade through.
>
> How could we, or would we even want to, make this newsgroup a moderated one?

This group has far less spam than most.

Personally, I wouldn't favor strict moderation, especially in a newsgroup which only gets maybe 25 articles a day. Preferably, everything would be relevant, but as long as spam and flames with excessive personal insults or profanity were removed I'd be happy.

I used to despise services which censored their forums. In these days, with spam, flames and WebTV around, I'm rethinking my position a bit. Problem is, I doubt that an online service could carry enough traffic to justify carrying a group similar to c.s.a.8.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

253. Info Needed on Atari 810 Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <868800696.14603.2.nnrp-2.9e9882d2@news.demon.co.uk>
Source record: 71873

Whilst reading the rubbish I usually find here, John McGowan wrote somethin=
g interesting about "Info Needed on Atari 810 Floppy Drive"

Hello John,

>> There's a way round the BOOT ERROR. Turn on the drive after the Atari.
>> There's not a lot of point, I know, but you'll get no boot error. :-)
JM> (hmmm... does not the BOOT ERROR message appear if you have a disk

Err, yes.

My word, this is worrying, it's so long sincce I've used my 8-bit, I'm
starting to forget everything I knew.

JM> without DOS in the drive? As opposed to having it just SPIN if there=
is
JM> no disk?... is not the boot error message actually on the DISK in a

Egads! You're right. Time for me to put the other foot in my mouth. :-(

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. In the back door with dirty magazines. And your mother wants to know
why all the stains on your jeans? - Orgasm Addict; The Buzzcocks

254. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-12 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1207972307350001@port122.bitstream.net>
Source record: 71874

Daniel Klugh wrote:

>In article <marksim-0507972136350001@port167.bitstream.net> you wrote:
>: Another way to use a modern RGB monitor with an 8-bit...
>
>: If you have a computer such as a Mac with AV capability, you can use its
>: monitor with the Atari 8-bit by plugging the composite video and sound
>: outputs into the video and sound inputs on the Mac. This is how I have
>: mine set up at the moment. Works great--the picture is very sharp compared
>: to a TV or composite monitor, though the colors bleed somewhat and some
>: colors (like yellow) don't show up well. This should work on a Wintel PC
>: with video input capability, I would think. (It's too bad nobody's done
>: something like APE for the Mac...)
>
>Does colour artefacting work with that?
>Does Lode runner and Ultima come out in two colours?

Yes. The Mac AV hardware is designed to display conventional NTSC video in
a window and the 8-bits output conventional NTSC video. The only problem
is that the 800xl video seems to be somewhat oversaturated, so some
lighter colors come out almost white. I have noticed a similar problem
when the 800xl is hooked up to my composite monitor. Colors bleed
unpleasantly. My older 800 (R.I.P.) did not have this problem and looked
beautiful on the composite monitor. Haven't tried an 800 or other model
with the Mac, so I don't know if the colors would similarly be better.

>
>Well the SIO2PC cable will work with the Mac.At least if the Mac lets you
>use modems (I've heard that it doesn't even have a RS232 port).
>It's just a matter of software.

The Mac's ports are RS422, but are compatible with most RS232 devices.
Unfortunately, the SIO2PC cable is one of the exceptions since it is
design requires the RS232 ring detect line, which is not present on the
Mac's ports. Perhaps there is a way to modify the SIO2PC's design and
accomplish the same thing without using that line, but I don't understand
what it's used for. Perhaps it's not possible, I don't really know. Maybe
someone out there knows...

Mark

255. Re: atari emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <33c82979.16380291@news.world-net.net>
Source record: 71775

On 10 Jul 1997 20:04:07 GMT, C.Jodrie@connriver.net (chris jodrie)
wrote:

>can some one tell me which emu is better pc xformer or xl_it
>
Overall, I prefer XL-it, of the two. But in my opinion, APE is hands
down superior to either one of those. James

256. Re: $$$$ EASY AND LEGAL $$$$

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5q9jtb$4dd$2@triglav.iwaynet.net>
Source record: 71776

On 1997-07-10 starfleet@no.spam.net said:
>SERIOUSLY: They Postal Law they cite, call the ifnormation line,
>makes this ILLEGAL. Through the mail, it's mail fraud, over the
>phone, it becomes wire fraud.

Did he actually claim anything that wasn't true?
I mean could his scheme actually work?
Does he actually make out like a bandit while everyone else loses?
Or does everyone get money?

Net-Tamer V 1.09 - Test Drive

257. Re: "Zoop" clone..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5q9jt6$4dd$1@triglav.iwaynet.net>
Source record: 71777

On 1997-07-09 marius@atari.demon.nl said:
>> Anyone interested? anyone want to write some music for it? :)
>Ofcourse!!!! Hi I'm Marius Diepenhorst and I'm a student at the
>Rotterdams Conservatory (Netherlands; 4th grade). I wrote some
>ATARI 8bit music files (in .CMC format). I'd like to write some
>music for your game! Perhaps I should re-write the original music
>from Zoop? Or perhaps you like to hear a whole new composition (or
>more...)

What music would that be?
I have ZOOP for the Super Nintendo and Sega Genesis and each has it's own
music.

>Let me know; again I'd like to work at it!
>Marius

Didn't I meet you on a asteroid?

Net-Tamer V 1.09 - Test Drive

258. Re: Get ProTracker 1.5!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970713053500.BAA29707@ladder02.news.aol.com>
Source record: 71778

Get PT1.0 from Taquart Ftp site, then load a great MOD file..
You can switch insteruments and make music right from the keyboard..
It sounds awesome. The Problem with PT1.0 is that if the mod is to big
theres a buffer overflow and the system will hang. Also check out the
Inertia
Mod player by the same programer MADTEAM.

See Ya!

259. Re: 1010 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: Carl Andersson <zaphodb@swipnet.se>
Message-ID: <33C884AA.1475@swipnet.se>
Source record: 71779

Josh Spatz wrote:
>
> I just got a loose 1010 and was wondering if anyone could tell me the
> power supply specs for it.
>
> Thanks

Think it's supposed to be 9V AC.....

Greetz, ZB

260. To whoever is running an 8-Bit Website with plenty of disk space....

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: Carl Andersson <zaphodb@swipnet.se>
Message-ID: <33C8867E.C63@swipnet.se>
Source record: 71780

I am currently converting quite a big library of Atari 8-bit software to .ATR images. Since I've been on the 8-bit scene for quite a few years myself, I wouldn't mind sharing all this software with the rest of you fellow Atarians! :-)

If you are running a Web site with plenty of disk space, drop me a line if you are interested in putting the collection online.

It's about 250+ disks of which many are double density ones filled with file versions of many popular games, most good utilities....

In the years 1984-1990, I used to be quite active hacking on the 8-Bit together with a friend, using the handle of "CAKE"...

Greetz, ZB

P.S

If anyone has a cheap 1050 Drive in Good condition, please drop me a line, since I'd like to have one again. Right now I use an Atari 600XL with a borrowed 1050 Drive.... Would also be interested in a 1200XL if the price is reasonable....

D.S

261. Lottery FANS! Read This!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: lottery@sade.com
Message-ID: <5qa7md$dkt@news1.rcsntx.swbell.net>
Source record: 71781

Check this program out! Do you want to receive FREE instant scratcher lottery tickets up to the THOUSANDS EVERY month? then go here
http://www.sunridge.net/index.phtml?id=22250
it will only take you a second!
This is a great opportunity for lottery fans!!

262. Dead ATARI 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: Paulo Alexandre Rodrigues <nop25450@mail.telepac.pt>
Message-ID: <01bc8f79$5965f480$16f341c2@host.telepac.pt>
Source record: 71782

I have two damaged 130xe, however, my 1050 drive and XC11 tape recorder are fine.
I also have zillions of disks and cassettes filled with games and utilities, and a P133 PC.
The only way is to link the 1050 drive and tape rec. to my PC with an emulator running.

Can anyone help me ??????!!!!

Thank you,

Paulo

263. Re: Where did XL-IT go ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33C8F11C.EE5@worldnet.att.net>
Source record: 71783

Martin Sermak wrote:
>
> Where did the XL-IT homepage move to?
> Anyone know Markus Gietzen's new webpage?
>
> thanks..

it shosted out of a school computer, down for the summer.. :-)

264. Re: Dos XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970713135100.JAA13179@ladder02.news.aol.com>
Source record: 71784

> My question is was there any other releases apart from Ver 1.00?? I
mean
> it is a nice dos in principal, close to DOS 2.x menu driven, support for
> the Xf551 drive, but it is terribly slow and cumbersome, and it was a
hog
> on RAM. (despite the name DOS XE, it ran on ANY 64k Atari XL/XE.)

Version 1.00 is the only version I know of ever released.

> I beleive the author of DOS XE was the same guy that worked for OSS and
> made other Atari DOS'

Yes, Bill Wilkinson (I THINK that was the name!), who wrote the original
Atari Basic, Basic XL, Basic XE, DOS XL, OS/A+, etc.

> Supposedly DOS XE would support huge ramdisks and 16 MEG partitions,
i.e.
> hard disk support, but this version doesn't do anything like that.

The original specification was for support of 16 meg partitions, but it
has been so long since I have even worked with it that I don't even
remember the actual size. I do know it doesn't even come close to the
original spec of allowing 8 meg file sizes, with 375,000 bytes being the
absolute maximum size allowed by the directory design.

> Except a 130XE ramdisk...

That I don't even want to speculate, I switched to SpartaDOS long before
doing my first XL memory upgrade.

265. I'm back!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: rgorexxx@aol.com
Message-ID: <19970713152201.LAA17274@ladder02.news.aol.com>
Source record: 71785

Hello 8-bit fans, after a long absence I'm back on the Internet.

I'm Richard Gore, originator of several 8-bit programs and I'm still
providing support
and selling commercial software here in the UK.

Okay so I'm using AOL and I'll probably get flamed for it but here's my
new e-mail
address.

RGorexxx@aol.com

266. Re: I'm back!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33C91995.130E@worldnet.att.net>
Source record: 71786

RGorexxx wrote:
>
> Hello 8-bit fans, after a long absence I'm back on the Internet.
>
> I'm Richard Gore, originator of several 8-bit programs and I'm still
> providing support
> and selling commercial software here in the UK.
>
> Okay so I'm using AOL and I'll probably get flamed for it but here's my
> new e-mail
> address.
>
> RGorexxx@aol.com

ok, what programs did you make ?

267. Re: Wanted: Syquest 44

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5qasds$4o8@xmission.xmission.com>
Source record: 71787

Robert Smith Ely <rely@ix.netcom.com> wrote:
: James,
: I have heard that the SCSI version should work. I haven't tried it myself. The reason I suggested the ZIP is because the ZIP disks hold more, and are more stable in transport than the SQ-44s.
: I have the Parallel ZIP on my PC and use it with PC Xformer. Works great! I want to try it with APE and my 130XE next.

I'm partial to the Syquest drives.. and I intend to use it on my 8bit via
my Black Box. Have two already, and wanted a third so I could transport
the data to my office, where I intend to setup a fully functional Atari
8bit.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

268. Asian Ladies

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: jacob <jacob@friesl.net>
Message-ID: <5qb9ud$rtk@halley.pi.net>
Source record: 71788

I've found the pefect site with nude Asian ladies.
Much more than you can find in any newsgroup.

http://home.pi.net/~sappie/playboy.htm

269. Atari 2600 items/Double-Ender...[UPDATE 10]

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: ad300@sfn.saskatoon.sk.ca
Message-ID: <5qbcaghlh2@missing.link.ca>
Source record: 71789
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit,alt.forsale

```
---------------------------------------------------------------
Atari 2600 items/8-bit Auction #4B
---------------------------------------------------------------
Hi Everyone. Here is my listing and a few simple rules:
Bidders must supply full name, address, and phone number.
Otherwise, bids will not be accepted. I've had to many
people agree to buy an item and then pull-out.
Buyer pays post office shipping from Canada.
All prices in USD. Canadians can pay in equivalent $CDN.
I will keep you posted on the current high bid(s).
All items are in good working condition(unless noted)
but sold AS IS.

Auction ends 11:59 PM CST July 31st, 1997.

NOTE: Please bid on individual items, no bulk bids.

Thanks.
David
-------------------------------------------------------------------------
-------------------------------------------------------------------------
Cartridges(Atari 2600)
-------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min> -----------
Pitfall! $2 <min> -----------

Atari
-----
Asteroids $1 <min> -----------
Centipede $1 <min> -----------
Defender $1 <min> -----------
Maze Craze $1 <min> $1 mrupp

Coleco
------
Donkey Kong $2 <min> -----------

Epyx
----
California Games $4 <min> -----------

M-Network
---------
```

Football $1 <min> -----------
Tron Deadly Discs $1 <min> -----------

XONOX

Robin Hood/Sir Lancelot DOUBLE ENDER $10 <min> -----------

Atari 8-bit Cartridge(metal/plastic casing)

Asteroids $3 <min> --------
Basic $3 <min> --------
PAC-MAN $3 <min> --------

Misc.

Bentley Compu-Vision System $15 <min> --------
This is a PONG clone with more features!

I also have for sale:
Atari ST 16/32 bit MIDI Computer hardware/software
IBM hardware/software
GI JOE/TRANSFORMERS/GOBOTS(NEW in packaging)
Philips/Magnavox CD-I unit/DVC/games(NEW).
Please email for a listing. Thanks.
Updated 07/13/97

--End--

270. $$ NEW SYSTEM, BETTER THAN "ADD ME TO YOUR MAILING LIST" $

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: a7@a.a
Message-ID: <33c92256.0@news.unibe.ch>
Source record: 71790

I have participated in the standard "Please put me on your mailing list" letter and found it to be worth
my time (I get 1 or 2 handfulls or letters every day) but I also found that it's results were nowhere
near what I expected due mainly to people not sending in the money but rather spreading the letter
without paying for it. I participated in that mainly as an experiment and found that there are a
tremendous amount of people willing to do it. I thought about how to, first, eliminate the "non-pay"
problem and, second, to create a monthly income. I came upon the solution and decided to start a new
program. I decided that there were 3 things that this new program needed in order to work for everyone
and they were: 1.) It needed to be very simple and easy for anyone to do, and, 2.) It needed to be
inexpensive enough for even the poorest of people, and, 3.) It needs to be DUPLICATABLE. I think you
will find this program to meet those requirements. I have put lots of thought into it and I ask that you
PLEASE do NOT modify it. This WILL WORK if you follow it. This system is based on the unconditional
"loaning" of money to people. Simply say, "I am loaning you this $2 as an act of goodwill to help you in
your financial need, you may pay me back if and when you can." You should find 5 or more people who will
send $2 to the 5 needy people on this list AND MAINTAIN 5 or more people who will do the same. You
should put your name on postition number 5 and move each of the other names up one position. The name
originally on position number 1 gets removed. You should be able to contact each of your 5 or more
people to see if they are going to be active this month. If not then you need to find one or more people
to be active in order to maintain at least 5. I am not speaking about the 5 people on the list but
rather the 5 new people you have found. I would highly suggest having more than 5 in any given month.
Now I know that this would be extremely easy to do since I can think of at least 20 people myself who
will do this consistently. The key is to maintain at LEAST 5 active people. If you don't then you can't
expect for the rest of the people to do it either and you can't expect for this system to work. This

system is a no-brainer, and if someone can't afford the $10 + stamps for this then they truly ARE in
need! It is OK to use the internet to find people but I think it would be easier to find them through
people that you know. This way it will be easier for you to contact them every month to ask about their
being active, unless someone is willing to give you their e-mail address. Here are some numbers:

Monthly income model per level and total for maintaining 4 active members @ $2 each:

Level 1: $2 x 4 people = $8, Total now $8
Level 2: $2 x 16 people = $32, Total now $8 + $32 = $40
Level 3: $2 x 64 people = $128, Total now $8 + $32 + $128 = $168
Level 4: $2 x 256 people = $512, Total now $8 + $32 + $128 + $512 = $680
Level 5: $2 x 1024 people = $2048, Total now $8 + $32 + $128 + $512 + $2048 = *** $2728 ***

Yearly income: $2728 x 12 months = $32,736

Monthly income model per level and total for maintaining 5 active members @ $2 each:

Level 1: $2 x 5 people = $10, Total now $10
Level 2: $2 x 25 people = $50, Total now $10 + $50 = $60
Level 3: $2 x 125 people = $250, Total now $10 + $50 + $250 = $310
Level 4: $2 x 500 people = $1000, Total now $10 + $50 + $250 + $1000 = $1310
Level 5: $2 x 2500 people = $5000, Total now $10 + $50 + $250 + $1000 + $5000 = *** $6310 ***

Yearly income: $6310 x 12 months = $75,720

Monthly income model per level and total for maintaining 6 active members @ $2 each:

Level 1: $2 x 6 people = $12, Total now $12
Level 2: $2 x 36 people = $72, Total now $12 + $72 = $84
Level 3: $2 x 216 people = $432, Total now $12 + $72 + $432 = $516
Level 4: $2 x 1296 people = $2592, Total now $12 + $72 + $432 + $2592 = $3108
Level 5: $2 x 7776 people = $15552, Total now $12 + $72 + $432 + $2592 + $15552 = *** $18660 ***

Yearly income: $18660 x 12 months = $223,920

Monthly income model per level and total for maintaining 7 active members @ $2 each:

Level 1: $2 x 7 people = $14, Total now $14
Level 2: $2 x 49 people = $98, Total now $14 + $98 = $112
Level 3: $2 x 343 people = $686, Total now $14 + $98 + $686 = $798
Level 4: $2 x 2401 people = $4802, Total now $14 + $98 + $686 + $4802 = $5600
Level 5: $2 x 16807 people = $33614, Total now $14 + $98 + $686 + $4802 + $33614 = ***

$39214 ***

Yearly income: $39214 x 12 months = $470,568

Keep in mind that it does not matter what day of the month that someone chooses to be active. It DOES
matter that they are active on that day EVERY month. The key to this is DUPLICATION! You must treat this
as a business. If you treat it like a hobby that is how it will treat you. You could even organize small
meetings with your people and their prospects and work with your leaders.
Think of how easy this would be for you, how reasonable this is, and of how good the chances are of it
working for you. You may need to hire someone to open all the envelopes.

NOTE: I decided on $2 instead of $1 because it is more feasible and it won't matter much for someone to
send $2 as opposed to $1. Also I was against $5 as that becomes too expensive to duplicate.

Mail $2 every month with a piece of paper saying "I am loaning you this $2 as an act of goodwill to help
you in your financial need, you may pay me back if and when you can" to the following needy people:

#1 Robert Jezil
114 Jefferson Ave.
Slidell, LA 70460

#2 Phil Walther Jr.
9495 Annapolis Lane North
Maple Grove, MN 55369

#3 C. E. Burkman
170 University Ave. W
Suite 12-129
Waterloo, Ontario
N2L 3E9

#4 A. Bailey
1207 Reeves Road
Plainfield, IN 46168

#5 J. Martin
P.O. Box 2292
Reston, Va. 20195

271. $$$ LOAN BUSINESS, EASY MONTHLY INCOME, NO BRAINER $$$

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: a4@a.a
Message-ID: <33c9226b.0@news.unibe.ch>
Source record: 71791

I have participated in the standard "Please put me on your mailing list" letter and found it to be worth
my time (I get 1 or 2 handfulls or letters every day) but I also found that it's results were nowhere
near what I expected due mainly to people not sending in the money but rather spreading the letter
without paying for it. I participated in that mainly as an experiment and found that there are a
tremendous amount of people willing to do it. I thought about how to, first, eliminate the "non-pay"
problem and, second, to create a monthly income. I came upon the solution and decided to start a new
program. I decided that there were 3 things that this new program needed in order to work for everyone
and they were: 1.) It needed to be very simple and easy for anyone to do, and, 2.) It needed to be
inexpensive enough for even the poorest of people, and, 3.) It needs to be DUPLICATABLE. I think you
will find this program to meet those requirements. I have put lots of thought into it and I ask that you
PLEASE do NOT modify it. This WILL WORK if you follow it. This system is based on the unconditional
"loaning" of money to people. Simply say, "I am loaning you this $2 as an act of goodwill to help you in
your financial need, you may pay me back if and when you can." You should find 5 or more people who will
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will do this consistently. The key is to maintain at LEAST 5 active people. If you don't then you can't
expect for the rest of the people to do it either and you can't expect for this system to work. This

system is a no-brainer, and if someone can't afford the $10 + stamps for this then they truly ARE in
need! It is OK to use the internet to find people but I think it would be easier to find them through
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$39214 ***

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meetings with your people and their prospects and work with your leaders.
Think of how easy this would be for you, how reasonable this is, and of how good the chances are of it
working for you. You may need to hire someone to open all the envelopes.

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send $2 as opposed to $1. Also I was against $5 as that becomes too expensive to duplicate.

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N2L 3E9

#4 A. Bailey
1207 Reeves Road
Plainfield, IN 46168

#5 J. Martin
P.O. Box 2292
Reston, Va. 20195

272. Re: Where did XL-IT go ????

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EDA24w.7By@iglou.com>
Source record: 71792

Keatah (Keatah@worldnet.att.net) wrote:

: it shosted out of a school computer, down for the summer.. :-)

...and not only that, but there's a second site, that's a mirror of sorts.

Most everyone knows about this one.

http://myst.slcc.edu/~markus/cgi/dl.cgi

However, it was announced earlier that someone was providing a bit of
space for those who wanted to download it. You may have missed it.

http://ch.twi.tudelft.nl/~sidney/atari

Both are in my homepage, as well as other links.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

273. Re: Atari 8bit Web & FTP Sites

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qbm2bjoo1@nuke.csu.net>
Source record: 71793

Tom Hunt Sr. (tomhunt@bright.net) wrote:

: The CTH web page offers a brief background of the history of Closer To
: Home Enterprises. It also offers a Java chatroom, java 8bit message bases,
: tons of current a8 links, and of course a link to the ftp server.

<sarcasm mode>

Tom... are you implying there's an Atari 8-bit web browser capable of Java? :)

Oh of course you aren't. :) There isn't even an Atari 8-bit web browser
PERIOD.

So... are you implying that there's a terminal-based web browser, like Lynx,
but capable of Java?

Hmmm.. I didn't think so.

<end sarcasm mode>

Tom - WHY did you pick Java!? <:^((BTW, I admit, although most of my
complaint is because 8-bitters with dialup accounts won't be able to access
any Java-based information, a good chunk of my complaint is just a personal
dislike for Java on the web ;))

Tom continued:

: Even though the CTH web pages are java intensive, I am not
: insensitive to the needs of lynx users. I spent years surfing the web
: with my a8, using one of the anonymous lynx servers. If you are an Atari
: 8bit user with a modem, and have access to telnet, you can try out one of
: these anonymous lynx servers to access the web:

<snip>

Well, yeah cool... but still!! What if I want to chat through Lynx? :(

(pst, btw, I happen to have a great Lynx-compatible chat room program
available for free for Unix webservers ;))

Anyway... don't take me too seriously... obviously I don't have too much of
a right to whine, since my Atari material on the web is a grain of sand
compared to yours. (and, unfortunately, I don't even have a modem on my
8-bit.. but hey, my PC can't run Netscape, so I'm still stuck with Lynx,
even if it's not on an Atari! ;))

Maybe I just _hate_ java and don't know it yet. ;)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

PS - my chat room software's at:
http://zippy.sonoma.edu/kendrick/nbs/unix/www/freechat/
if.. you know.. you care. :)

274. Re: Get ProTracker 1.5!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qbm7jjoo2@nuke.csu.net>
Source record: 71794

GUY1015 (guy1015@aol.com) wrote:

: Also check out the Inertia Mod player by the same programer MADTEAM.

Where can I get this? At Taquart's site? Is it like ProTracker but it
doesn't edit? Cool, if so! :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

275. Year 2000 and R-Time8

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.ocm>
Message-ID: <33C96F2D.2CBE@ix.netcom.ocm>
Source record: 71795

I just checked my R-Time8 to see what it would do at 12-31-1999
23:59:59. It turns over to 01-01-00 00:00:01. This is NOT good, but not
a major deal for the 8-bits. Does anyone know of a replacement for the
R-Time8 that supports 4-digit year?

Robert S Ely
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
==========|||==========
=========Atari User ||| Since 1982========
==========/ | \==========
========== / | \ ==========

276. your dead computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-13 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33C9C16B.5FFD@worldnet.att.net>
Source record: 71796

I got bored so I thought I'd repost something silly :-)

Isn't emulation kind of like messing with the spirits from your long-dead computer??

Dead because you poured soap in the cartridge slot to wash out the proliferating ant farm. Dead because you used it as a pulltoy for your kid sister?? Dead because we put more power into it hoping to get faster graphics?

In spirit because you have to sit infront of the SEE prompt and type in the summoning codes. And we KNOW its ghostly because its here and yet a flip of your power switch and its gone. Nowhere to be found. Not even its corporeal shell exists.

Isn't it against your religion to summon demons like this? Might there be a hidden price. I mean isn't this re-incarnation in its truest form? You have a old and dead computer, An Atari-400 for example. Its shell is rotted and decayed and keys are all gummed up. Water corrosion has attacked the pcb pretty bad. I'd call it dead..

With emulation you have somehow taken the very essence and lifeblood of that machine and transported it into a new shell. One that's superior in every respect. You've given LIFE to something from yanked from the grave. Isn't that a little voodoo-istic? might it be best if we left the deceased alone? What happens when it goes sour? Trifiling with something we don't understand might be dangerous. With a hidden price tag which might be too high.

Our emu programmers are the priests and popes. We must follow their scripture. With only the original designers achieving Godhood; we follow.. Today's Reading is From the Book of AtariXL.rom Version 2.5, option -oldmode. Section 4, Games_1.ATR .. ..

Keatah

277. Re: ATTENTION ALL CODERS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qe5en$74v$1@nuke.csu.net>
Source record: 71725

Jack Follansbee (jack@threeindians.com) wrote:

: Bill,

: Why don't you post your ideas here and see what comes of them, hmmm?

Alright... something like Mega Man. A platformish game with lots of
neat weapons.

Something like Doom / Maze of Agdagon... esp. if it supported multiplayer
like MoA does. :) (See my upcoming post on Game Link II)

Perhaps a nice fast fighting game... use character graphics for the
fighters... perhaps do it kind of Street Fighter II - ish... very large
cartoonish guys... simple graphics, lots of fast action to make up for it.

Somebody'd need to do the art, of course... and we'd need to figure out
how to make up for a lack of firebuttons. But hey, there were a number
of very good karate games for the Atari... (I just don't find them
intense enough, I guess :))

Ummm.. what else have I been thinking of... Perhaps something like
Slime World, that old multiplayer Lynx game. Kind of mazish, but still
a side-scroller. Multiplayer using Game Link II or something similar.
(Can you tell I'm on a multiplayer kick here? :))

On a simpler note, I had an idea for a game where you're an alien in a UFO.
You'd go through different levels, each with a different task and slightly
different game play. (Collect Cows, Harrass Humans, etc. :) Kind of
teenage pranks, but they're aliens.. I think I got this idea from that
explanation of "Teasers" from Hitchiker's Guide To The Galaxy ;))

Oh... and Star Raiders III. (And IV.. and V.. and VI... I imagine a
series of different but very story-related games, kind of like all of those
Star Wars games Lucas Arts put out... for example, a Zylon Training
game where you play a Zylon instead of an Atarian. >:^))

Those are some of my ideas (the ones I can remember right now :))

Anyone with good coding skills want to help actually IMPLEMENT them?
(Man, I feel such a loser having to ask... but I guess the Atari's just
too restricted of a machine for me to handle... or maybe it's just I need
to learn 6502 :))

Thanks!

-bill!
Bill Kendrick

/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

278. Re: Carina BBS Software. Where ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5qerth$o8a@nntp02.primenet.com>
Source record: 71726

The mortal MSmith wrote:
: While reading a recent copy of the 8 Bit FAQ's, I noticed that it skips
: right over the Carina software, making a vague reference to it. I know
: that the Shadow supports this software, but is there a technical
: dissemination posted anywhere. I would like to know it's features and
: what hardware it supports.

: I am very interetsted in restarting my BBS, and would like to use the best
: available software.

I want you to listen to me and listen well.

Shadow (David Hunt) does _not_ support Carina. He simply keeps it frozen in a time warp and spouts a lot of rhetoric. I am certain he is either totally inept or has a mental problem, probably the latter.

Whatever he says about its current and future features, do not accept unless verified. Any evidence you bring to his attention that his claims are untrue will be scoffed at in favor of various lame excuses (pilot error, mystery testimonials, etc..)

Carina hasn't really evolved a heck of a lot since he bought the package.

Compared to BBS Express PRO! (or even Forem XEPRO) it has the following limitations which grow ever more severe as we approach the year 2000:

1) No support for color PC-ANSI.

2) Although it will support high speed connects, actual real-world throughput maxes out at 2400-baud uncompressed levels. Those who attempt to Run Carina at high speed on a Black Box will bang hard against the hardware flow control and most likely lose characters during file transfers. Plus, the data compression may wreak havoc during file transfers, especially if you run without hardware flow control. There is absolutely zero advantage in using a high speed modem with Carina at this point--it's more of a liability than an asset. Using high speed screen handlers don't seem to improve matters any. The bottleneck is due to the quality of the ML core and the reliance on too much BASIC vs. ML.

3) It's modules are something like 17K in size. Atari Basic is the language it uses. Basic XL should work with it but Basic XE's expanded environment is incompatible. This means that user-written modules have to be pretty slow. Basic XL doesn't really speed up operations any. Turbo doesn't matter.

4) The file transfer protocols are minimal. I don't even think it supports Y-batch, at least not for upload.

Need I go on?

Shadow had a lot of things planned for Carina 3 which was already overdue when I was waiting for it over 4 years ago. He had Tom Hunt (probably one of the best, last 8-bit programmers around) who was ready to rewrite the M/L core but Shadow freaked out and never gave Tom the source code and never really followed up on directing Tom on how to proceed.

The idea for a BBS based on a BASIC core is a sound one, a paradigm which was much better supported by Forem XEPro, a BBS with a clunkier interface but better high speed support and better features. Since Forem was built around the much more advanced and bigger Basic XE, larger and more powerful code could be generated, even by the novice. This helped Forem be a snappy BBS because it had far fewer module loads than Carina or BBS Express PRO! (which used its minicomputer-like overlays to stay within the 65K LCD memory footprint). The only problem with Forem was that since it was a program cobbled together by several authors over time and free, it was never very easy to set up and not easy to understand its inner-workings. Included documentation left much to be desired, but I still think it was giving Pro! a run for its money when I was still 8-bit-BBSing, especially when the PRO/Forem networking bridge became a reality. Forem still had plenty of potential left in it.

The single greatest part about Carina was its command line interface. That interface was a work of art! But everything else was a mess.

The only programming Shadow accomplished during my stint as a Carina sysop was the PCPursuit (Rest In Peace) networking software which still cost me a bundle to beta test with him over the phone. However, when it worked, it was pretty neat.

279. Re: BASIC Versions in the atari scene

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5qes50$oc2@nntp02.primenet.com>
Source record: 71727

The mortal Mark L. Simonson wrote:
: BASIC XE enhancements were mainly related to utilizing the extra memory of
: the 130xe.

Basic XE is the only (to my knowledge) programming language that
automatically handles banked RAM to transparently allow for larger
programs.

Action! really should have provided similar functionality but I suppose
it's trickier to do with an assembler.

280. Re: BASIC Versions in the atari scene

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5qes19$o9b@nntp02.primenet.com>
Source record: 71728

Basic XL is a fantastic language. Leagues above AtariBasic in features and due to banked ROM, not really any larger a footprint.

Basic XE with the extensions are even greater if you have expanded RAM.

If you must use AtariBasic, you should make sure you have a Revision C chip inside. Most XLs have Revision B (B for buggy).

281. Re: ATTENTION ALL CODERS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5qesec$oe6@nntp02.primenet.com>
Source record: 71729

I still think that a good novice program for the Atari 8-bit would be to clone Atari 2600 Adventure and then go on to make sequels based on the same engine. 64K and the additional throughput of the Atari8 should be able to provide a much more expansive environment.

It would be much easier to write this on an Atari 8 than a 2600 but it _should_ be possible to get the graphics emulated 1:1 on an 8-bit Atari.

That was one of the last things I was talking to Bill about (I think) when I left the Atari8 scene and I still think it is worth doing.

BTW, the source to Adventure (or at least a well commented disassembly) is floating around so the hows and whys of how it handles its real-time environment are no longer a secret.

282. $$$$$ EARN EXTRA CASH $$$$$

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: sl3zk@cc.usu.edu
Message-ID: <Wd$tPSMgc6bu@cc.usu.edu>
Source record: 71730

A little while back, I was browsing these newsgroups, just like you are now, and came across an article similar to this that said you could make thousands of dollars within weeks with only an initial investment of $5.00! So I thought, "Yeah, right, this must be a scam," but like most of us I was curious, so I kept reading. Anyway, it said that you send $1.00 to each of the 5 names and addresses stated in the article. You then place your own name and address in the bottom of the list at #5, and post the article in at least 200 newsgroups. (There are thousands) No catch, that was it.

So after thinking it over, and talking to a few people first, I thought about trying it. I figured what have I got to lose except 5 stamps and $5.00, right?

Like most of us I was a little skeptical and a little worried about the legal aspects of it all. So I checked it out with my country Post Office, and others had with US Post (1-800-725-2161) and they confirmed that it is indeed legal!

Then I invested the measly $5.00.............

Well GUESS WHAT!!... within 7 days, I started getting money in the mail! I was shocked! I still figured it would end soon, and didn't give it another thought. But the money just kept coming in. In my first week, I made about $20.00 to $30.00 dollars. By the end of the second week I had made a total of over $1,000.00!!!!!! In the third week I had over $10,000.00 and it's still growing. This is now my fourth week and I have made a total of just over $42,000.00 and it's still coming in ....

It's certainly worth $5.00, and 5 stamps, I spent more than that on the lottery!! Let me tell you how this works and most importantly, Why it works....also, make sure you print a copy of this article NOW, so you can get the information off of it as you need it. The process is very simple and consists of 3 easy steps:

STEP 1: Get 5 separate pieces of paper and write the following on each piece of paper "PLEASE PUT ME ON YOUR MAILING LIST." Now get 5 $1.00 bills and place ONE inside EACH of the 5 pieces of paper so the bill will not be seen through the envelope to prevent thievery. Next, place one paper in each of the 5 envelopes and seal them. You should now have 5 sealed envelopes, each with a piece of paper stating the above phrase and a $1.00 bill. What you are doing is creating a service by this. THIS IS PERFECTLY LEGAL!

Mail the 5 envelopes to the following addresses: (MAKE SURE YOU MAIL $1 cash to EACH of these people or it WILL NOT WORK.....If you follow these directions carefully......you willl recieve LOTS of money....if you don't follow the directions...you will no recieve jack.
YOU CAN USE A FAKE NAME FOR PRIVACY AND SECURITY REASONS....AND/OR RENT A P.O BOX AT YOUR POST OFFICE OR A MAIL SERVICE CENTER IF YOU DO NOT WANT ALL THIS CASH COMING TO YOUR HOUSE......BUT IT IS PERFECTLY FINE TO USE YOUR HOME ADDRESS.....MOST DO.

#1 Chad Sprague
1116 E. Hobson
Sapulpa, OK 74066

#2 TB
4093-A Hollenden Dr.
Raleigh, NC 27616

#3 K Grubbs
7130 Ducketts Ln #304
Elkridge, MD 21075

#4 R Smith
1961 Peach St.
St. Peters, MO 63376

#5 TR
10 Hillside Circle #1
Logan, UT 84321

STEP 2: Now take the #1 name off the list that you see above, move the other names up (5 becomes 4, 4 becomes 3, etc...) and add YOUR Name as number 5 on the list.

STEP 3: Change anything you need to, but try to keep this article as close to original as possible. Now, post your amended article to at least 200 newsgroups. (I think there is close to 25,000 groups) All you need is 200, but remember, the more you post, the more money you make!

Don't know HOW to post in the newsgroups? Well do exactly the following: (OR YOU MAY BE ABLE TO USE THE "COPY AND PASTE" METHOD.)
FOR NETSCAPE USERS:
1) Click on any newsgroup, like normal. Then click on "To News", which is in the top left corner of the newsgroup page. This will bring up a message box.

2) Fill in the SUBJECT with a flashy title, like the one I used, something to catch the eye!!!

3) Now go to the message part of the box and retype this letter exactly as it is here, with exception of your few changes. (remember to add your name to number 5 and move the rest up)
4) When your're done typing in the WHOLE letter, click on 'FILE' above the send button. Then, 'SAVE AS..' DO NOT SEND YOUR ARTICLE

UNTIL YOU SAVE IT. (so you don't have to type this 200 times)

5) Now that you have saved the letter, go ahead and send your first copy! (click the 'SEND' button in the top left corner)

6) This is where you post all 200! OK, go to ANY newsgroup article and click the 'TO NEWS' button again. Type in your flashy subject in the 'SUBJECT BOX', then go to the message and place your cursor here. Now click on 'ATTACHMENT' which is right below the 'SUBJECT BOX'. Click on attach file then find your letter wherever you saved it. Click once on your file then click 'OPEN' then click 'OK'. If you did this right, you should see your filename in the 'ATTACHMENT BOX' and it will be shaded.

NOW POST AWAY!

FOR INTERNET EXPLORER:
It's just as easy, holding down the left mouse button, highlight this entire article, then press the 'CTRL' key and 'C' key at the same time to copy this article. Then print the article for your records to have the names of those you will be sending $1.00 to.

Go to the newsgroups and press 'POST AN ARTICLE' type in your flashy subject and click the large window below. Press 'CTRL' and 'V' and the article will appear in the message window. **BE SURE TO MAKE YOUR ADDRESS CHANGES TO THE 5 NAMES.** Now re-highlight the article and re-copy it so you have the changes.... then all you have to do for each newsgroup is 'CTRL' and 'V' and press 'POST'. It's that easy!! THAT'S IT! All you have to do is jump to different newsgroups and post away, after you get the hang of it, it will take about 30 seconds for each newsgroup!
REMEMBER, THE MORE NEWSGROUPS YOU POST IN, THE MORE MONEY YOU WILL MAKE!! BUT YOU HAVE TO POST A MINIMUM OF 200

If these instructions are too complex to follow, try Forte's "Free Agent." It is freeware for noncommercial use. To download it, simply use a search utility and type "Forte Free Agent". You should be able to find it.

That's it! You will begin receiving money from around the world within days! You may eventually want to rent a P.O. Box due to the large amount of mail you receive. If you wish to stay anonymous, you can invent a name to use, as long as the postman will deliver it.

JUST MAKE SURE ALL THE ADDRESSES ARE CORRECT.

Now the WHY part: Out of 200 postings, say I receive only 5 replies (a very low example). So then I made $5.00 with my name at #5 on the letter. Now, each of the 5 persons who just sent me $1.00 make the MINIMUM 200 postings, each with my name at #4 and only 5 persons respond to each of the original 5, that is another $25.00 for me, now

those 25 each make 200 MINIMUM posts with my name at #3 and only 5 replies each, I will bring in an additional $125.00! Now, those 125 persons turn around and post the MINIMUM 200 with my name at #2 and only receive 5 replies each, I will make an additional $626.00! OK, now here is the fun part, each of those 625 persons post a MINIMUM 200 letters with my name at #1 and they each only receive 5 replies, that just made me $3,125.00!!! With a original investment of only $5.00! AMAZING! And as I said 5 responses is actually VERY LOW! Average is probable 20 to 30! So lets put those figures at just 15 responses per person. Here is what you will make:

at #5 $15.00

at #4 $225.00

at #3 $3,375.00

at #2 $50,625.00

at #1 $759,375.00

When your name is no longer on the list, you just take the latest posting in the newsgroups, and send out another $5.00 to names on the list, putting your name at number 5 again. And start posting again. The thing to remember is that thousands of people all over the world are joining the Internet and reading these articles everyday, JUST LIKE YOU are now!! So can you afford $5.00 and see if it really works?? I think so... People have said, "what if the plan is played out and no one sends you the money? So what! What are the chances of that happening when there are tons of new honest users and new honest people who are joining the Internet and newsgroups everyday and are willing to give it a try? Estimates are at 20,000 to 50,000 new users, every day, with thousands of those joining the actual Internet. Remember, play FAIRLY and HONESTLY
and this will work. You just have to be honest. Make sure you print this article out RIGHT NOW, also. Try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly.

Remember, HONESTY IS THE BEST POLICY. You don't need to cheat the basic idea to make the money!!

GOOD LUCK to all and please play fairly and reap the huge rewards from this, which is tons of extra CASH. **By the way, if you try to deceive people by posting the messages with your name in the list and not sending the money to the rest of the people already on the list, you will NOT get as much. Someone I talked to knew someone who did that and he only made about $150.00, and that's after seven or eight weeks! Then he sent the 5 $1.00 bills, people added him to their lists, and in 4-5 weeks he had over $10k.

This is the fairest and most honest way I have ever seen to share the wealth of the world without costing anything but our time!!!

Don't listen to the people that don't trust it and continue to say
it's illegal and don't work... They are just too skeptical.

283. Carina BBS Software. Where ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: msmith@aol.com
Message-ID: <19970714024501.WAA01665@ladder01.news.aol.com>
Source record: 71797

While reading a recent copy of the 8 Bit FAQ's, I noticed that it skips right over the Carina software, making a vague reference to it. I know that the Shadow supports this software, but is there a technical dissemination posted anywhere. I would like to know it's features and what hardware it supports.

I am very interetsted in restarting my BBS, and would like to use the best available software.

Thanks,
Mark Smith
MSmith@aol.com

284. Re: ATTENTION ALL CODERS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: jack@threeindians.com
Message-ID: <33d59472.15369008@news.mv.net>
Source record: 71798

On 9 Jul 1997 07:52:21 GMT, kendrick@zippy.sonoma.edu (William
Kendrick) wrote:

>Dammit! How many times do I have to ask? I KNOW you're out there!
>I KNOW you want to write a game! WHat's stopping you!? :) TELL ME!
>
>I'm interested in working on projects on the Atari to make some good
>high-quality games.
>
>My coding abilities suck, because I'm too much of a whimp to handle the
>constraints of 64K / 6502 / Action!
>
>My ideas (although most of them are based on existing games for other
>platforms) are good though! :) (unlike many of the better demo coders...
>how many damned mouse-based puzzle games do we NEED!? :) And Hard Soft..?
>Your only game so far is a PONG CLONE!? :))
>
>Please e-mail me or follow-up to this post so we can brainstorm, and so
>I can tell you my ideas. BTW, I'm happy to do all of the graphics as long
>as you do the code and music ;)
>
>HELP!
>
>Thanks!
>
>-bill!
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/kendrick/
>http://zippy.sonoma.edu/kendrick/demoville/ <-- check out demoVille!

Bill,

Why don't you post your ideas here and see what comes of them, hmmm?

Crackerjack

285. Re: What's the deal with Yogi's gzips?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: jack@threeindians.com
Message-ID: <33d697cc.16226916@news.mv.net>
Source record: 71799

On Wed, 09 Jul 1997 20:27:48 -0600, jogar@bigfoot.com wrote:

>http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/ATR/
>
>There's tons of Atari 8-bit binaries at this location, gzipped,
>but for some reason I can't open any of them. I'm using
>a DOS port of gzip 1.2.4, and have been able to unzip any
>gzips I've gotten off the Net... except for here. Does anyone
>know what's going on?

Worked for me!

Crackerjack

286. Re: Info Needed on Atari 810 Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5qcart$cj4@freenet-news.carleton.ca>
Source record: 71800

Bill Marcum (go_spam_yourself@iglou1.iglou.com) writes:
> In message <5q87j4$129$1@sleepy.inch.com>,
> jmcgowan@shell.inch.com (John McGowan) wrote:
>>(hmmm... does not the BOOT ERROR message appear if you have a disk without
>>DOS in the drive? As opposed to having it just SPIN if there is no
>>disk?... is not the boot error message actually on the DISK in a short
>>boot code that just prints that message if DOS is not installed?)
>>
> The BOOT ERROR message just takes a little longer if you have an unformatted
> disk, no disk, or the drive door open. Looking at a Mydos disk with a
> sector editor, I didn't see "BOOT ERROR" in the first three sectors. Of
> course, disks formatted by Spartados have the "Error: No DOS" message.

The BOOT ERROR message is contained within the Atari OS. If the OS
detects a drive configured as drive 1 is present, it tries to boot it. If
they boot fails displays the BOOT ERROR message and keeps trying.

If it fails to detect a drive at all it just goes on with its
business, heading to basic, self-test, etc.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

287. Re: Get ProTracker 1.5!!! Or Inertia!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970714045100.AAA09741@ladder01.news.aol.com>
Source record: 71801

Yes its at Taquart, I belive the file was misspelled and maybe something like this
Initia.com But its the Inertia MOD player, It has better sound then Protracker but no editor. It also looks or second pokey chip if found will play in true stereo.
otherwise mono.

288. 850 Interface FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5qcb09$cn7@freenet-news.carleton.ca>
Source record: 71802

Atari 850 Interface w/ PS and SIO Cable. $30 + $5 shipping.

Reply via e-mail

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

289. Re: How to get access to some old "owner's manuals" ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qd426$1eq@sjx-ixn10.ix.netcom.com>
Source record: 71803

In article <33C7ACBB.6E7EE1F6@skynet.be>,
Laurent Delsarte <ladelsarte@skynet.be> wrote:
>I bought my very first 800xl (in France, Secam format) plus 1010 and
>1050 drives back in 1984. Over the past few years, I felt a new interest
>in these machines and I started to buy some 2nd hand (hard to find "new"
>stuff anyway) peripherals and machines (800xl Pal, Touch tablet, 1050
>drives, ...). The only trouble is that for many of the items I find,
>there are no "owner's manual". The content of these books is often
>really interesting. For some peripherals, there are superb colour glossy
>papers. I do miss these manuals. Does anybody know a ressource on the
>net where I could find electronic versions of these documents ?
>
>Thanks in advance.
>mailto:ladelsarte@skynet.be
>
>
>
>

Laurent,
Believe it or not, the owners ,anuals were basicly just info on how to connect them together, and not much else. I'd recommend looking for other sources of info. There should be a list of books in the Atari FAQ. Stuff like: Inside Atari BASIC, De Re Atari, Atari Reference Manuals, Mapping The Atari, Your Atari Computer, a guide to the 400/800 (XL/XE edition), etc.
Most of these are available at B&C Computervisions, California, US (http://www.myatari.com).

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

290. Re: Anyway we can make this a MODERATED group?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qd47i$pdi@sjx-ixn8.ix.netcom.com>
Source record: 71804

```
In article <5q8j40$l1g$1@nuke.csu.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>I used to be much more active in this newsgroup back before the web
>existed. Now that I'm here again, I notice how much SPAM we have to
>wade through.
>
>How could we, or would we even want to, make this newsgroup a moderated one?
>
>-bill!
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/kendrick/
>
>

Bill,
There have only been a few annoyances in here. I'd say leave it alone for the time being.
If it starts getting bad then...

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

291. Re: your dead computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qd51o$t0@dfw-ixnews8.ix.netcom.com>
Source record: 71805

In article <33C9C16B.5FFD@worldnet.att.net>,
Keatah <Keatah@worldnet.att.net> wrote:
>I got bored so I thought I'd repost something silly :-)
>
>Isn't emulation kind of like messing with the spirits from your long-dead
>computer??
>
>Dead because you poured soap in the cartridge slot to wash out the
>proliferating ant farm. Dead because you used it as a pulltoy for your
>kid sister?? Dead because we put more power into it hoping to get faster
>graphics?
>
>In spirit because you have to sit infront of the SEE prompt and type in
>the summoning codes. And we KNOW its ghostly because its here and yet a
>flip of your power switch and its gone. Nowhere to be found. Not even its
>corporeal shell exists.
>
>Isn't it against your religion to summon demons like this? Might there be
>a hidden price. I mean isn't this re-incarnation in its truest form? You
>have a old and dead computer, An Atari-400 for example. Its shell is
>rotted and decayed and keys are all gummed up. Water corrosion has
>attacked the pcb pretty bad. I'd call it dead..
>
>With emulation you have somehow taken the very essence and lifeblood of
>that machine and transported it into a new shell. One that's superior in
>every respect. You've given LIFE to something from yanked from the
>grave. Isn't that a little voodoo-istic? might it be best if we left the
>deceased alone? What happens when it goes sour? Trifiling with something
>we don't understand might be dangerous. With a hidden price tag which
>might be too high.
>
>Our emu programmers are the priests and popes. We must follow their
>scripture. With only the original designers achieving Godhood; we
>follow.. Today's Reading is From the Book of AtariXL.rom Version 2.5,
>option -oldmode. Section 4, Games_1.ATR .. ..
>
>Keatah
>
Keatah,
Actually... NO! I have a fully functional 130XE at home. I use PC Xformer at work as a extension of the 130XE. Granted, it's not perfect, but it works pretty well. All I'm missing is the cart slot for my BASIC XE and SpartaDOS X carts. This majes good use of an otherwise poorly designed OS---Windows/MS-DOS.

LONG LIVE THE ATARI 8-BIT COMPUTERS!!!!!!!!!!!!!!!!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

292. Re: Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qd55r$mbr@dfw-ixnews10.ix.netcom.com>
Source record: 71806

In article <5qci7l$82t$1@spitting-spider.aracnet.com>,
"The Shadow" <shadow01 @aracnet.com> wrote:
>
> > This is about the UMich Archive (btw, I've made some
>changes! :)
> > Check 00.CHANGES for them)
> >
> >
> > Let's have a vote. I'm wondering if I should leave the
>smaller TXT files
> > as TXT, and unARC any small TXT files that are ARCed
>(thus making it one
> > less step to get to the information), or should I ARC
>everything
> > (for faster download speeds).
> >
> > I have this feeling that a LOT of you are accessing the
>net and would
> > probably be reading these documents on a PC or Mac. A
>lot of the files
> > I've been getting lately are also ASCII (not AtASCII) and
>in 80 columns...
> > (remember, get Itay Chamiel's col80, an AWESOME 80col
>text reader!)
> >
> > Personally, I'd stick with TXT, rather than ARCing them.
> >
> > What do you people say?
> >
> > Thanks!
> >
> > -bill!
> > kendrick@zippy.sonoma.edu
> > http://zippy.sonoma.edu/kendrick/
>
>
>Just change the .TXT extenders to the Atari standard, .ATA
>for Atascii, and .ASC for ascii, and you should be fine.
>That way everyone will know which ones are easily readable
>on any given machine. Please do separate the descriptions,
>so people will have more to go on than just a filename.
>Even some sort of index file would be nice, a single file
>with descriptions for each file available.
>

>The Shadow
>
I agree!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

293. Re: Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5qci7l$82t$1@spitting-spider.aracnet.com>
Source record: 71807

> This is about the UMich Archive (btw, I've made some
changes! :)
> Check 00.CHANGES for them)
>
>
> Let's have a vote. I'm wondering if I should leave the
smaller TXT files
> as TXT, and unARC any small TXT files that are ARCed
(thus making it one
> less step to get to the information), or should I ARC
everything
> (for faster download speeds).
>
> I have this feeling that a LOT of you are accessing the
net and would
> probably be reading these documents on a PC or Mac. A
lot of the files
> I've been getting lately are also ASCII (not AtASCII) and
in 80 columns...
> (remember, get Itay Chamiel's col80, an AWESOME 80col
text reader!)
>
> Personally, I'd stick with TXT, rather than ARCing them.
>
> What do you people say?
>
> Thanks!
>
> -bill!
> kendrick@zippy.sonoma.edu
> http://zippy.sonoma.edu/kendrick/

Just change the .TXT extenders to the Atari standard, .ATA
for Atascii, and .ASC for ascii, and you should be fine.
That way everyone will know which ones are easily readable
on any given machine. Please do separate the descriptions,
so people will have more to go on than just a filename.
Even some sort of index file would be nice, a single file
with descriptions for each file available.

The Shadow

294. WTB: 2-3 Mosaic 64K RAM boards

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <19970714065601.CAA15714@ladder01.news.aol.com>
Source record: 71808

Looking for 2 or 3 Mosaic 64K RAM Select boards complete with docs,
accessories, and (ideally but not necessarily) boxes.

Thanks in advance!

Richard
richczeta@aol.com

295. sell, buy, Trade games!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: N64 is awesome!! <cadams@cyberzone.net>
Message-ID: <33ca0f40.1@news.cyberzone.net>
Source record: 71809

I am looking to buy sega genesis games, n64, snes, nintendo, and all systems. email me want you want to sell.

N64 games only 35.00 each.
Mario 64

Sega genesis games only 10.00 each.
NHL hockey
Turion defender
Joe mtna ftbll 93
Altered Beast
madden 94
wrestle mania
buster douglas boxing
sports talk baseball
stargate
cyberball
Forgotten Worlds
wrestle Mania
Jeopardy Sports Edition
Altered Beast

Sega CD games only 10.00 each!!
cliff hanger
eternal chamions
demolition man
racing aces
terminator
Dracula
Robo Aleste
Surgical Strike
Rage in the cage
power rangers

Snes games only10.00 each.
shaq fu
Fighter's History
Madden 94

Nintendo games only 5.00 each.
ninja turtles 2
millans secret castle
smash tv
super mario 2
operation wolf
mario

mario
Low g man
mafia conspiricy
shatter hand
Hoops
mario
festers quest
mario
mario
mario
football
alien syndrom
ninja turtles
solar jetman
mario

Game Gear only 30 dollars!!

Go to http://users.cyberzone.net/cadams to see a full list of games
and much much more. Like tournaments, reviews, and great prices!!

296. Re: Sio2PC Cable Trouble

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <33C9DFE2.18F8@cbmpan.gdynia.pl>
Source record: 71810

http://www2.ebay.com/aw/itemfast.cgi?item=kgg0880

297. fs: Atari 800XL system

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5qdchc$ss4@bcrkh13.bnr.ca>
Source record: 71811
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,comp.sys.atari.8bit,comp.sys.atari.st

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies

Most of the items have manuals, orignal Boxes.

Everything is in excellent condition.

All for $130

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

298. Re: Carina BBS Software. Where ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Marius Diepenhorst <marius@atari.demon.nl>
Message-ID: <01bc9032$3bd7e360$47e79fc2@default>
Source record: 71812

> I am very interetsted in restarting my BBS, and would like to use the
best
> available software.

Wanna run a bbs on ATARI 8bit with the BEST (available) software? Use BBS
PRO!fessional (c) by BobKlaas (K-Products)

Unfortunately I had to quit my BBS; but this software RULEZZZZ.

I've seen Carina BBS, but PRO is MUCH better.

Ask BobKlaas for more information.

Marius

299. School Research Paper

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: gb899@cleveland.Freenet.Edu
Message-ID: <5qcrqc$a7u@alexander.INS.CWRU.Edu>
Source record: 71813

Hello. I need some input from as many of you people as possible.
I am working on a research paper for an Information Systems
Concepts class. This paper makes up half of my grade for the
quarter.
The topic I have chosen to research is Untapped Markets in the
Programming Industry, with an emphasis on retro-gaming and classic
computing. What I need from you readers are your thoughts and
suggestions on the following questions:

For classic video game systems such as the Atari 2600/5200/7800,
Intellivision, Colecovicion/Adam, and any others...

1: What types of games would you like to see produced for these
systems?

2: Do you feel there is a niche for a hand-held video game unit
that would play collections of the classics compiled onto small
cartridges?

3: How much would you be willing to pay for new cartridges for
classic systems or for the above hypothetical hand-held system
and its respective cartridges?

For classic computers such as the VIC-20, C=64/128, Atari (8-bit/ST),
Apple II series, etc...

1: What kinds of new games would you like to see developed?

2: What would you like to see in terms of new applications, system
software, internet/telecommunications tools, programming tools,
or any other items you can think of?

3: What price range would you consider to be reasonable for quality
games, tools, and applications?

4: What form of distribution/registration would you feel to be the
most effective for new packages?

a: Full Commercial (pay before play)
b: Traditional Shareware (try first, then send in your registration)
c: Commissionware (my own term... like shareware, only after you
pay the registration, you get a copy of the
program with your own unique registration number.
Then, any copies you distribute that have your
number on them will earn you a commission if the
person you gave the copu to registers)

5: What new hardware would you like to see produced for the various classic systems?

Finally, for statistical purposes, I would like to know what systems, both classic video game and classic computer systems, you use on a regular basis and which ones you would like to see supported.

Thank-you very much in advance for your participation and for your time...

CvO

300. Re: Anyway we can make this a MODERATED group?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33ca3b2e.0@news.carleton.edu>
Source record: 71814

In article <5q8j40$l1g$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>I used to be much more active in this newsgroup back before the web
>existed. Now that I'm here again, I notice how much SPAM we have to
>wade through.
>
>How could we, or would we even want to, make this newsgroup a moderated one?

I agree with the other comments that the problem is still relatively small in
this low-traffic newsgroup.

Another practical reason: it takes at least 100 YES votes to push such a change through the system, a number I think comp.sys.atari.8bit would have trouble coming up with even if agreement was unanimous among us.

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

301. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1407971112440001@199.166.204.230>
Source record: 71815

In article <5qd3ho$557@sjx-ixn7.ix.netcom.com>, Robert Smith Ely
<rely@ix.netcom.com> wrote:

> I played it briefly, but it kept formatting my disks. I hate
that in a game.
> There's a guy I know that has played and occassionally drops by
here. His name is Mike Hopkins. He's a gamer and can probably help with
your project. I forget his e-mail address, but he's a BBS SySop at (609)
346-1224 JACS BBS in South New Jersey.

Great, thanks!

Maury

302. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1407971112180001@199.166.204.230>
Source record: 71816

In article <Pine.GSO.3.95.970712122102.20475B-100000@fissure.scar>, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

> I have played Universe... those space-adventure games on the 8bit like
> Galactic Adventures, Quest for the Space Beagle, Universe, Jupiter Mission
> 1999

Well the first (Universe) is supposed to be a lot more in depth than the others you mention, although the other two are much more graphical if I remember correctly (actually, as I remember it Jupiter Mission was actually a collection of games strung together one after the other).

Universe is the one I'm interested in, because like Elite it was much more open ended that most other games - the game ended when you did xxx, but to get there you had a lot of different things you could do. It also came out at about the same time as Elite, and that's another interesting question - which came first?

Maury

303. Re: What's the deal with Yogi's gzips?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: sflater@vbe.com
Message-ID: <33ca8968.2027099@news.vbe.com>
Source record: 71817

On Wed, 09 Jul 1997 20:27:48 -0600, jogar@bigfoot.com wrote:

>http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/ATR/
>
>There's tons of Atari 8-bit binaries at this location, gzipped,
>but for some reason I can't open any of them. I'm using
>a DOS port of gzip 1.2.4, and have been able to unzip any
>gzips I've gotten off the Net... except for here. Does anyone
>know what's going on?
>
>----------------==== Posted via Deja News ====----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

Yes, there is alot of stuff out there, how do you get at it, I am
having trouble un-doing the (whatevers) also, please if anyone can
help, respond to this, thank you in advance.

304. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_868878884@rtfm.mit.edu>
Source record: 71818
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm
```

305. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qd3ho$557@sjx-ixn7.ix.netcom.com>
Source record: 71819

In article <maury-110797141534000l@199.166.204.230>,
maury@softarc.com (Maury Markowitz) wrote:
> I started this project about a year ago, now I want to finish it...
>
> Has anyone reading this every played Omnitrend's Universe for the Atari
>8-bit? Did any of your friends have it or play it? If anyone reading
>this has, or knows someone that has, could you please have them drop me a
>note?
>
> I'm writing a web page on "classic" space games, everything from
>shoot-em-ups like Space War, to the play by mail games like Star Web, to
>"adventure" games like Universe and Elite.
>
> The reason I want to know about Universe is to see if it predates
>Elite. Everyone's heard of Elite, but very few know of Universe. This is
>a shame!
>
> If you're a reader of this forum, drop me a line here - if not, e-mail
>is OK (please, I get lots already though!).
>
>Maury
>
Maury,
I played it briefly, but it kept formatting my disks. I hate that in a game.
There's a guy I know that has played and occassionally drops by here. His name is Mike Hopkins. He's a gamer and can probably help with your project. I forget his e-mail address, but he's a BBS SySop at (609) 346-1224 JACS BBS in South New Jersey.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

306. Re: Dos XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qd4hv$hcp@dfw-ixnews10.ix.netcom.com>
Source record: 71820

In article <Pine.GSO.3.95.970712122603.20475D-100000@fissure.scar>,
Alan Christie <94chrisv@scar.utoronto.ca> wrote:
>I have an original dos XE ver 1.00 (c) 1988 (Well it's actually been sold,
>just waiting for the money order)
>
>My question is was there any other releases apart from Ver 1.00?? I mean
>it is a nice dos in principal, close to DOS 2.x menu driven, support for
>the Xf551 drive, but it is terribly slow and cumbersome, and it was a hog
>on RAM. (despite the name DOS XE, it ran on ANY 64k Atari XL/XE.)
>
>I beleive the author of DOS XE was the same guy that worked for OSS and
>made other Atari DOS'
>
>Supposedly DOS XE would support huge ramdisks and 16 MEG partitions, i.e.
>hard disk support, but this version doesn't do anything like that.
>
>Except a 130XE ramdisk...
>
>Alan
>
>
>
Alan,
I don't remember it supporting those, but it is suppose to support the DSDD (360K) format. I personally use and prefer SpartaDOS for most applications. It's easy to use, is small, supports the 16MB hard drive partitions and ram disks. It seem to be very stable (v 3.2 and SDX) and is very similar in structure to MS-DOS. If you cab get your hands on a copy (SDX cart. recommended), by all means grab it!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

307. Re: ATTENTION ALL CODERS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qd61g$nh9@dfw-ixnews7.ix.netcom.com>
Source record: 71821

```
In article <33d59472.15369008@news.mv.net>,
jack@threeindians.com (Jack Follansbee) wrote:
>On 9 Jul 1997 07:52:21 GMT, kendrick@zippy.sonoma.edu (William
>Kendrick) wrote:
>
>>Dammit! How many times do I have to ask? I KNOW you're out there!
>>I KNOW you want to write a game! WHat's stopping you!? :) TELL ME!
>>
>>I'm interested in working on projects on the Atari to make some good
>>high-quality games.
>>
>>My coding abilities suck, because I'm too much of a whimp to handle the
>>constraints of 64K / 6502 / Action!
>>
>>My ideas (although most of them are based on existing games for other
>>platforms) are good though! :) (unlike many of the better demo coders...
>>how many damned mouse-based puzzle games do we NEED!? :) And Hard Soft..?
>>Your only game so far is a PONG CLONE!? :) )
>>
>>Please e-mail me or follow-up to this post so we can brainstorm, and so
>>I can tell you my ideas. BTW, I'm happy to do all of the graphics as long
>>as you do the code and music ;)
>>
>>HELP!
>>
>>Thanks!
>>
>>-bill!
>>kendrick@zippy.sonoma.edu
>>http://zippy.sonoma.edu/kendrick/
>>http://zippy.sonoma.edu/kendrick/demoville/ <-- check out demoVille!
>
>Bill,
>
>Why don't you post your ideas here and see what comes of them, hmmm?
>
>Crackerjack
>
```

All,
I'm no ML programmer, but love BASIC XE. Could someone fine a way to rewrite BASIC XE for use with the emulators? I'm sure I'm not the only one that would want it. Another is SpartaDOS X, again, usable under emulators. SD 3.3 works, but I miss some of the features of X.

Here's one,a database (X base compatible) something like Fox Pro for DOS 2.6, with a nice report generator and queries. I suppose it would have to be built for the 130XE, but what the heck.
Some sort of telecom that updates Bobterm.
A graphics conversion system to convert to/from all atari modes, IFF, GIF89, BMP, ect. JPEG may be difficult, but if possible...

Well, that's a few of my interests.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

308. Re: your dead computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EDBFrn.KqJ@iglou.com>
Source record: 71822

In message <33C9C16B.5FFD@worldnet.att.net>,
Keatah@worldnet.att.net (Keatah) wrote:
>I got bored so I thought I'd repost something silly :-)
>
>Isn't emulation kind of like messing with the spirits from your long-dead
>computer??
>
"Computer Sematary" (Sem-Atari?)
If you emulate an old Commodore computer, that would be a PET Sematary!

--
Bill Marcum bmarcum at iglou dot com
'"The Nineties" lasted for five weeks in the summer of 1996 when some people
actually danced the Macarena. The current decade is known as "The Future."'
--Matt McIrvin

309. Re: fs: Atari 800XL system

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5qdp7j$m0d$1@nnrp1.crl.com>
Source record: 71823
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,comp.sys.atari.8bit,comp.sys.atari.st

WHEN ARE YOU GOING TO GIVE THIS UP!???? LOWER THE PRICE TO $30 SO YOU CAN
FINALLY SELL THIS GOD DAMNED THING!

S. Khan (salimk@nt.com) wrote:

: Please send replies to johny@pipeline.com

: Atari 800XL

: Atari 1050 Floppy Drive

: Atari 1010 Program Recorder

: Atari 1027 Printer

: Joysticks and Paddles

: All with Power Supplies

: Most of the items have manuals, orignal Boxes.

: Everything is in excellent condition.

: All for $130
:

: Buyer Pays the shipping

: Salim Khan
: Norcross, Georgia (USA)
:
: Standard disclaimer applies ..... My employer has nothing to do
: with my opinoins or the matter in this post.

:
:

:

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

310. your dead computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-14 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <868912450.10278.5.nnrp-3.9e9882d2@news.demon.co.uk>
Source record: 71824

Whilst reading the rubbish I usually find here, Bill Marcum wrote something=
interesting about "your dead computer"

Hello Bill,

>> Isn't emulation kind of like messing with the spirits from your long-de=
ad
>> >computer?? =
BM> "Computer Sematary" (Sem-Atari?)

<groan>

BM> If you emulate an old Commodore computer, that would be a PET Sematary=
!

<double groan>

Somebody give me a razor blade. I've got to slash my wrists. :-)

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. So you seek to destroy. - Real Shocks; Swell Maps

311. Percom Data Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: gb899@cleveland.Freenet.Edu
Message-ID: <5qema1$1nk@alexander.INS.CWRU.Edu>
Source record: 71731

At Goodwill today, we picked up what appears to be an Atari compatible hard drive. One half of the unit is occupied by a regular floppy drive, but the other half looks just the right size to contain a hard disk (I don't really want to open it up and look inside). On the back there are the standard Atari SIO connectors as well as a little card with a chip on it sticking out. The card has what looks like a card-edge connector for a hard drive as well as another connector that looks like the type used to connect an MS-DOS drive to an IBM PC.

The label on the rear says AT-88 S1-PD, and the name plate on the front says Percom Data.

We paid $3.00 for this and would like to find more info on it.

Is this actually a hard drive or is it just another floppy drive?

If it is a hard drive, how do I access it to see what data and programs may still be on it?

Thanx

CvO

312. ICD MIOs for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: Saemus <saemus@bigfoot.com>
Message-ID: <01bc90cf$a87fa960$0424799c@xitaclan>
Source record: 71732

```
Interested in any MIOs for sales. Please reply
```

313. Re: School Research Paper

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5qesud$84p@freenet-news.carleton.ca>
Source record: 71733

Cat Vonotter (gb899@cleveland.Freenet.Edu) writes:
> Hello. I need some input from as many of you people as possible.
> I am working on a research paper for an Information Systems
> Concepts class. This paper makes up half of my grade for the
> quarter.

> For classic video game systems such as the Atari 2600/5200/7800,
> Intellivision, Colecovicion/Adam, and any others...
>
> 1: What types of games would you like to see produced for these
> systems?

Creative ones.

> 2: Do you feel there is a niche for a hand-held video game unit
> that would play collections of the classics compiled onto small
> cartridges?

Yes.

> 3: How much would you be willing to pay for new cartridges for
> classic systems or for the above hypothetical hand-held system
> and its respective cartridges?

Nothing. I already own them, why would I pay for them again? Just sell me
a RAM cart I can load up, dont be greedy.

> For classic computers such as the VIC-20, C=64/128, Atari (8-bit/ST),
> Apple II series, etc...
>
> 1: What kinds of new games would you like to see developed?

Creative ones.

> 2: What would you like to see in terms of new applications, system
> software, internet/telecommunications tools, programming tools,
> or any other items you can think of?

Fans of these computers are already filling the required niches by personal
effort. I doubt any profit based venture could add anything at all to
any of these platforms, with the exception of the Atari ST.

> 3: What price range would you consider to be reasonable for quality
> games, tools, and applications?

Too broad a question. Hows $1-$10,000 sound?

> 4: What form of distribution/registration would you feel to be the
> most effective for new packages?
>
> b: Traditional Shareware (try first, then send in your registration)

> 5: What new hardware would you like to see produced for the various
> classic systems?

Portable versions.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

314. How do I program for GameLink 2?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qf2e8oel1@nuke.csu.net>
Source record: 71734

Ok, I've asked this a dozen times and nobody seems to know right off..

So, I'll post a snippet of the docs to building one (from "GAMELNK2.DOC"
inside the Maze of Agdagon ARC, "agdav1c.arc", found at
http://umich.edu/~archive/atari/8bit/Games/Action/agdav1c.arc)

BTW, for those who don't know, Game Link 2 is a piece of cabling that
allows you to connect 2 or more (up to 8?) Atari 8-bits together.
A small number of games were created for this system, and I'd like to
see (and write) more!

Here's the info. Hopefully one of you can figure out what I need to do
to talk back and forth with a cable like this:

B) Temporary GameLink-II SIO Connections (2 nodes):

Realizing that users might want to try "Maze of AGDAgon" and the
GameLink II system before committing to building or buying a more
permanent connection, we offer the following directions. Follow
these for a quick, temporary method to connect two Atari 8-bit
computers together.

1) Scrounge up two or three paper clips (the smaller size) and a
rubber band.

2) Bend and cut the clips into the following shapes with the
dimensions shown below. Make sure the cut ends do not have any
burrs, as these could damage your SIO cables.

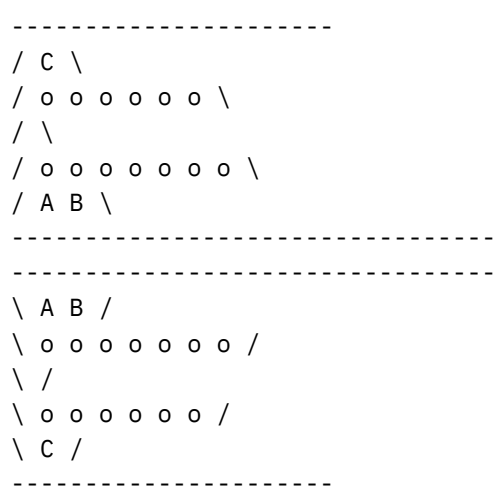
```
<--5/8"--> <--5/8"--> <---7/8"--->
---------- ---------- ------------
^ | | | | | | ^
| | | | | | | |
1/2" | | | | | | |
| | | | | | | 3/4"
v | | | | | | |
"A" "B" | "C" | |
| | v
```

3) Boot up the Host computer, load the AGDAgon.COM file, and
disconnect the serial cable from the disk drive. The other end
of the serial cable should still be connected to your Atari.

4) Get the other Atari ready (monitor or TV connected and turned
on, serial cable plugged in).

5) Take the free ends of the serial cables, and wrap the rubber
band around the two connectors, so that the free ends face you

like the diagram below:



6) Now take the first of the two smaller clips you made and gently push it into both pins marked "A" above. If you feel great resistance, do not try to force the pins in, as you may damage the connectors on your serial cable. Since the clips you have made are narrower than the standard Atari pins, they should not cause damage if inserted correctly. Be careful not to accidentally short together any other pins.

7) Take the second of the two smaller clips and push it into the pins marked "B" above. Try to push the two pins in an equal amount. It doesn't matter if the two clips touch each other.

8) Take the remaining (longer) clip you made and push it into the pins marked "C" above. Be careful not to short it against any other pins. The third clip was intentionally made longer so that it won't be touching the other two clips when installed correctly.

9) Place this assembly carefully on a table top and out of the way (don't leave it dangling from the two computers).

<snip>

C) GameLink-II SIO Connections (2 or 3 nodes):

The following directions give you some insight into how the GameLink II system works, and will allow you to create a more permanent connection for two or three player games. They are provided for the more technical user who has sufficient experience to assemble a small hardware project. Non-technical users who wish to buy a multi-node connection should skip to the next section.

1) The easiest way to construct a GameLink-II cable is to purchase a long (6 foot) SIO cable and cut it in half.

2) If more length is needed, the wires can be extended to around 6 feet per node (thus, from one computer to any other would be a maximum of 12 feet).

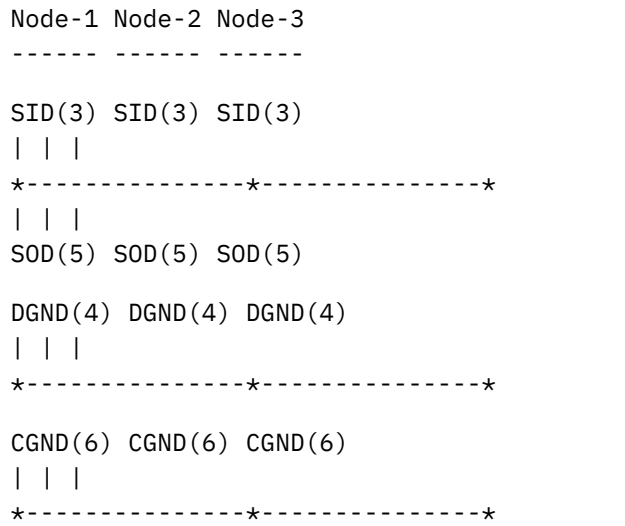
3) The connections are made according to the following list:

pin	name	connection	description
1	SCLK	not used	leave with no connection
2	OCLK	not used	leave with no connection
3	SID	PARALLEL	connected to all other SID & SOD
4	DGND	PARALLEL	connected to all other DGNDs
5	SOD	PARALLEL	connected to all other SID & SOD
6	CGND	PARALLEL	connected to all other CGNDs
7	COMMAND	not used	leave with no connection
8	MOTCTL	not used	leave with no connection
9	PROCEED	not used	leave with no connection
10	+5V	not used	leave with no connection
11	AUDIO IN	not used	leave with no connection
12	+12V/NC	not used	leave with no connection
13	INTERRUPT	not used	leave with no connection

4) Both grounds are connected between all systems.

5) Both the SID (Serial Input), and SOD (Serial Output) lines are connected together from all nodes. This allows any node to transmit data to all other nodes (including itself, if desired).

6) A graphical representation of a 3 node GameLink-II network is shown below, with wires indicated by dashes (-) and vertical bars (|). Junctions shown by asterisks (*)



7) Another method would be to buy SIO sockets, and mount them in a box, or PC board, and connect them as above. This would allow you to use unmodified SIO cables.

So, anyone out there (including Jeff Potter, who I believe was one of the designers of this system) want to help out!?

Thanks!!!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

315. Re: ATTENTION ALL CODERS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qf30boel2@nuke.csu.net>
Source record: 71735

Glenn Saunders (krishna@primenet.com) wrote:
: I still think that a good novice program for the Atari 8-bit would be to
: clone Atari 2600 Adventure and then go on to make sequels based on the
: same engine. 64K and the additional throughput of the Atari8 should be
: able to provide a much more expansive environment.

Hey! I remember that. I even found an old GIF that I had on my website
for "Adventure XL!" I wonder if I have the code anywhere.

Did I actually START coding it, I wonder? I remember I planned it.
I wanted to do all PMG for the baddies. AXL would have the same flickery
problem that Adv. had when you get too much stuff on the screen. I
figured I'd code it as a VBI...

Wow... the thought of annoying people with that bat is kinda cool. Hehehe..
whoever decided to add that bat to that game, and make it do what it did...
MAN, they were evil.. hehehe.. cool!

Hey, didn't someone start making an actual PORT of Adventure on the 8bit?
I SEEM to remember having a copy of it(!)... I remember it was pretty
accurate, but like 2+ times slower than the 2600 for some reason...

hmmm

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/ <-- not just a `home page!'

316. Does Atari Classics Magazine have a website?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qf3b6oel3@nuke.csu.net>
Source record: 71736

THe subject says it all.

Are they still around? I actually CAN afford to subscribe. (I should've
just subscribed anyway, money aside... but noooo... i'm a big dumbass!)

thanks!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

317. Re: Percom Data Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: "Brian C. Allen" <bca@udel.edu>
Message-ID: <33CB0D7B.7CCC@udel.edu>
Source record: 71737

Cat Vonotter wrote:
>
> At Goodwill today, we picked up what appears to be an Atari
> compatible hard drive. One half of the unit is occupied by a
> regular floppy drive, but the other half looks just the right
> size to contain a hard disk (I don't really want to open it
> up and look inside). On the back there are the standard Atari
> SIO connectors as well as a little card with a chip on it sticking
> out. The card has what looks like a card-edge connector for a
> hard drive as well as another connector that looks like the type
> used to connect an MS-DOS drive to an IBM PC.
>
> The label on the rear says AT-88 S1-PD, and the name plate on the
> front says Percom Data.
>
> We paid $3.00 for this and would like to find more info on it.
>
> Is this actually a hard drive or is it just another floppy drive?
>
> If it is a hard drive, how do I access it to see what data and
> programs may still be on it?
>
> Thanx
>
> CvO

If my memory serves me correct, that is the same type of drive that
I had. (I took mine to goodwill also).

Anyway, it is just a regular floppy drive, but it is true double
density and therefore can get 192K (I think) per disk.

The card on the back is a parallel printer port.

Considering it costs about $500 brand new (back in the day), $3.00
is a good bargain.

BCA

318. Re: 400/800 Only games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R1507970306080001@news.erols.com>
Source record: 71738

Blue Max works ok on an 800xl & 130xe.
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

319. Re: John Harris' MAE11 on umich archive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: jharris@sierratel.com
Message-ID: <33cc0c84.11299316@news.sierratel.com>
Source record: 71739

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>cowpoke1@hotmail.com wrote:
>: In which format is the mae11 file on UMICH? I tried running it
>: as an executable, unzipping it, unarcing it, and un-DCMing it.
>: No luck. It looks like some sort of archive or disk format...?
>
>You mean "mae11.arc", right? Well, it's an ARC file! :)

Bill, thanks for answering that. As a note, I never saw cowpoke's message here, and there are other reasons that cause me to believe the news server on this ISP is very incomplete. Messages expire really quick too.

If anyone has made some postings that I have not answered, please repost or EMail me. Thanks.

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

320. Re: How do I program for GameLink 2?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970715075401.DAA24745@ladder02.news.aol.com>
Source record: 71740

Hi

Jeff Potter is the President of our local Atari user group here in Orlando FL,
We had our last meeting yesterday and I spoke to him about his game Maze of Agdagon, After playing it with him for a while in network mode with just 2 XL, I asked him if there was any room left in the core for upgraded graphics and his reply was YES!!! This can be a Doom like game, will good wallpaper added and some weapons that swing while walking. Ill send you his Internet address tomorrow. Ill also be meeting with him next month. He brought a network Box that had 4 SIO ports for hookup of 4 8bits, the best part about this Network Box is that inside it sits only 1 CHIP!!! The whole network Box,chip, and SIO ports would only cost a few dollars. The Speed was great too.. Just as fast as playing DOOM with friends all with Pentiums. Potter has some good code there and outstanding networking box.

321. Re: ATTENTION ALL CODERS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970715073501.DAA24227@ladder02.news.aol.com>
Source record: 71741

We also need a NEW PINBALL game!!!!!!!! Im sick of Pinball Construction
Set
Mode 8 stuff, I have a Lot of Pinball games on the clone that can be
ported
over to the 8bit.

Look at the Flipper Demo! Looks good huh? I just wish I could play it
:)

Star Raiders III IV V Yes !! Yes !! You guys can do it thats for
sure,

Other Ideas

Draconus II
Zybex II
Rockman II
Joust II with Zybex like graphics :) and cool MPT/CMC sounds

And what about a New Flight Simulator - Im also tired of FSII

I was playing the other day VECTORMAN on the Sega, Its just a man made
from BOBS!! scroller with kool weapons, would be killer on the 8bit..
Call it BOBman!

But I realy need a HQ Pinball game BAD!!! for 8bit Atari!

322. sio2pc... aeh sio2st

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33CBC013.60BC@zeus.fh-pforzheim.de>
Source record: 71742

hi guys... a dream came true when i connected a sio2pc-interface
to the modem port of my atari st...

with the software called "800xldj", a virtuell drive-emulator, you can
"connect" 8 drives to an real xl like with ape, if i am right... i
dont have a pc...

the software is fully gem-konform and falcon-compatible and supports
many features which i can not explain right now... i will put some
infos on my webpage soon...(next week)... just short notes:

1. booting the xl from st-harddisk
2. access of the harddisk-directory even via dos 2.5!!!
3. up to 8 virtuell drives
4. disk-changes by simple-mousclicks
5. dynamic disk-images... format it in single, it will be single file,
format it quad... it will be quad... ;) and the format is packed... so
just used sectors are safed...comments possible to each disk, shown when
loaded into dj...
6. forbidden writing on st media by xl... for securance...
and many more...

i dont know how i could work without such a tool for so long...

bye, heaven/taquart

323. Re: John Harris' MAE11 on umich archive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qfh24$3l7$3@triglav.iwaynet.net>
Source record: 71743

On 1997-07-09 cowpoke1@hotmail.com said:
>In which format is the mae11 file on UMICH? I tried running it
>as an executable, unzipping it, unarcing it, and un-DCMing it.
>No luck. It looks like some sort of archive or disk format...?

Well tell us the full filename!
There's really no mystery,COM or OBJ are programmes.BAS is a
BASIC programme.DCM is a diskcomm file.EXE is a IBM PC programme.

Tell me the exact address you used to get to "UMICH",and I'll look for my self.
Did you FTP or Gopher the file?
Remember never to use "D" in Gopher to download a file
(unless it's a text file),just press RETURN to download the file.If RETURN just
views the file,then you're only meant to view that file,and downloading
a binary file that isn't meant to be downloaded will just result in a corupted
file.

Remember that unlike IBMs,the Atari actually checks to see if the file is a
binary load file,so there's no chance of acidentily loading a BASIC or IBM
programme and crashing the Atari.BASIC also does a similar,if imperfect,test.

Net-Tamer V 1.09 - Test Drive

324. Re: Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qfh2l$3l7$4@triglav.iwaynet.net>
Source record: 71744

On 1997-07-09 lenspencer@aol.com(Lenspencer) said:
>In article <5pq84egvv1@nuke.csu.net>, kendrick@zippy.sonoma.edu
>(William Kendrick) writes:
>>Let's have a vote. I'm wondering if I should leave the smaller
>>TXT files as TXT, and unARC any small TXT files that are ARCed
>>(thus making it one less step to get to the information), or
>>should I ARC everything (for faster download speeds).
>My opinion, I guess it depends on how bad you need to free up
>storage space. With today's modems having good data compression,
>in the end it may not make that much difference in download time
>between the .TXT or ..ARC file. With the different platforms
>having their own favorite compression programs, I would vote for
>the .TXT option.

I used to always complain when people would put up non-computer text files and
ZIP them.I mean I understand ZIPing the docs for a PC games,but if it's a BBS
game or has nothing to do with computers,then you cut out people who don't have
PCs.(though Amiga and ST now have ZIP capability)
You're only hope is to re-upload the file to your Internet UNIX host,and that
they have the Info-ZIP programme.
Of course many FTP servers support ZIPing and un-ZIPing of files when you
download them.
You might also ask your IUH to provide a arc programme for you.

Net-Tamer V 1.09 - Test Drive

325. My mail to you

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qfh12$3l7$1@triglav.iwaynet.net>
Source record: 71745

Two of my posts were instead mailed to single individuals.
Aparently,the REPLY command in TIN means to sends someone mail.You have to use
the FOLLOW command to reply to someone.
<sigh>
Leave it to these big computers to make some so simple so complicated.

Net-Tamer V 1.09 - Test Drive

326. Re: How to get access to some old "owner's manuals" ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qfh1l$3l7$2@triglav.iwaynet.net>
Source record: 71746

On 1997-07-12 ladelsarte@skynet.be said:
>I bought my very first 800xl (in France, Secam format) plus 1010 and

I don't know how SECAM differs from PAL and NTSC,but some programmes are affected by these differences.You might look into getting a PAL TV and Atari so that you can use the latest German(Deutche) and UK software.
But I've been told that PAL doesn't allow colour in GR.8 (320x192) mode,so a NTSC TV would also be needed to play games like Ultima and Lode Runner, unless SECAM DOES give you colour in GR.8.
(GR.0 (regular text mode) also gives you this "colour artefacting" as well but the character set has been designed especially to prevent this)
Like I said,I know nothing about SECAM.You could go into BASIC and try:

```
GRAPHICS 8
SETCOLOR 2,0,0
COLOR 1
DRAWTO 0,160
```

You should see a line made up of two colours if SECAM supports colour artefacting.Note that BASIC spells "colour" as "color".

>1050 drives back in 1984. Over the past few years, I felt a new
>interest in these machines and I started to buy some 2nd hand (hard
>to find "new" stuff anyway) peripherals and machines (800xl Pal,
>Touch tablet, 1050 drives, ...). The only trouble is that for many
>of the items I find, there are no "owner's manual". The content of
>these books is often really interesting. For some peripherals,
>there are superb colour glossy papers. I do miss these manuals.
>Does anybody know a ressource on the net where I could find
>electronic versions of these documents ?

Well we could tell you most of what you want to know.
I don't know what advantages the 1010 drive gives,but a 1050 gives you 50% more space (1040 sectors versus 720).
You need DOS 2.5 to take advantage of this,since DOS 2.0 only allows you to use 719 sectors.(that's right,sector#720 gets wasted)
But DOS 2.5 has the same limitations as DOS 2.0,in that the highest sector# that can be used is 1024.(DOS 2.0 arbitrarily limits you to 720 sectors)
So sectors 1025-1040 get wasted,as well as #720.And sector #1024 is used to keep track of the extra sectors past #720.

I'd advise MYDOS,since it can use any number of sectors.Where as DOS 2.5 has one format for 720-sector disks and another for 1040-sector disks,MYDOS has the same format for 720-sector disks (for compatibility),and another for everything else.(I'm not sure which it uses for RAMdisks,which usualy have LESS than 720)
It doesn't support the DOS 2.5 1040 (really 1024) sector format,though I'm

sure it could still read them.
(but writing out to a DOS 2.5 1024-sector disk with MYDOS would be BAD,since MYDOS doesn't understand the hack used to get the extra sectors past #720)

DOS 2.5 is really a dirty hack.Of course so is MYDOS,but MYDOS's hack allows access to 65535 sectors where as Atari's hack doesn't even let you use a whole 1050 disk!
If you use a sector editor to look at the VTOC (which keeps track of total and free sectors) of a DOS2.5 disk,it'll say that there are only 720 sectors.Sector #1024 keeps track of the rest.So if you do a directory with DOS 2.0 or MYDOS,it'll say that the 1024-sector disk only has 720.

Net-Tamer V 1.09 - Test Drive

327. Re: BASIC Versions in the atari scene

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qfomj$480@dfw-ixnews9.ix.netcom.com>
Source record: 71747

In article <5qes50$oc2@nntp02.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>The mortal Mark L. Simonson wrote:
>: BASIC XE enhancements were mainly related to utilizing the extra memory of
>: the 130xe.
>
>Basic XE is the only (to my knowledge) programming language that
>automatically handles banked RAM to transparently allow for larger
>programs.
>
>Action! really should have provided similar functionality but I suppose
>it's trickier to do with an assembler.
>

I'd like to see some sort of addition to PCXf/XL-It and/or Rainbow, of BASIC XE that works like a virtual cart. The mechanism programmed in a PC language (Visual BASIC/C...) that links into the emulator at the cart mem locations and provides access to the complete BXE language as if it was a real cart. SDX would be another one. I guess the authors of the emulators would have to add the hooks to allow this.
The command line would probably have to include a -c for use (virtual)cart and have you specify what "cart(s)" to access. This would mean still having only 8KB window and still be able to do stuff with the emulator.

Just a few thoughts/wishes... Hint... Hint...

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

328. Re: John Harris' MAE11 on umich archive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <868972823.31518@dejanews.com>
Source record: 71748

Bill,

Thanks for responding. I renamed the file to mae11.arc and was
able to unarc it. I obtained the file mae11 by GOPHER via
netscape (there is only 1 file beginning with mae11 in the
Languages/Assembly directory). However, via WWW, I see there
are two files: mae11.arc and mae11.txt. This must be a
gopher problem.

In netscape try this:

GOTO URL: gopher://gopher.archive.umich.edu:7055/11/atari/8bit/
CLICK Languages
CLICK Assembly

now tell me what you see that begins with mae11*

There should only be one file, namely "mae11".

I get the same results in lynx that I get in Netscape.

A long time ago, I read that GOPHER was the best means of getting
to the archive, and probably still is the recommended way of getting
there...since it is #2 on Michael's list. From my experience, I would
now argue otherwise.

Come to think of it, other things do not look so peachy under GOPHER.
For example, you recommended to view the file "00.WEB.USERS.README".
Well, this file doesn't appear via GOPHER - but "00.WEB.USERS" does...
now try clicking on that...it leads nowhere!

In response to dklugh@iwaynet.net, you now have the address you were
looking for...go look for yourself...it should answer all of your
questions and comments.

Again, Thanks Bill! (No relation to Bill Nye? =)

In article <5q3784$6v0$2@nuke.csu.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>
> cowpoke1@hotmail.com wrote:
> : In which format is the mae11 file on UMICH? I tried running it
> : as an executable, unzipping it, unarcing it, and un-DCMing it.
> : No luck. It looks like some sort of archive or disk format...?
>
> You mean "mae11.arc", right? Well, it's an ARC file! :)
>
> When I do an "arc -v mae11.arc" from Unix, I get:

>
> Name Length Stowage SF Size now Date Time CRC
> ============ ======== ======== ==== ======== ========= ====== ====
> HYP.ARC 4266 -- 0% 4266 30 May 97 11:58p 42fe
> ..
> HISTORY.DOC 15774 Crunched 49% 8186 10 Feb 78 4:40p 45ad
> ==== ======== ==== ========
> Total 19 119676 39% 73717
>
> So... after unARCing, you should get these files!
>
> Are you sure you DL'd it correctly? (Be sure to read "00.WEB.USERS.README"!)
>
> -bill!
> kendrick@zippy.sonoma.edu
> http://zippy.sonoma.edu/kendrick/

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

329. Re: Atari 8bit Web & FTP Sites

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qfvk9$7jf$1@triglav.iwaynet.net>
Source record: 71749

On 1997-07-13 kendrick@zippy.sonoma.edu(WilliamKendrick) said:
>Tom Hunt Sr. (tomhunt@bright.net) wrote:
>: The CTH web page offers a brief background of the history of
>Closer To : Home Enterprises. It also offers a Java chatroom, java
>8bit message bases, : tons of current a8 links, and of course a

8-bit message base? So you can send inverse characters?

>link to the ftp server.
><sarcasm mode>
>Tom... are you implying there's an Atari 8-bit web browser capable
>of Java? :)
>Oh of course you aren't. :) There isn't even an Atari 8-bit web
>browser PERIOD.
>So... are you implying that there's a terminal-based web browser,
>like Lynx, but capable of Java?
>Hmmm.. I didn't think so.
><end sarcasm mode>
>Tom - WHY did you pick Java!? <:^((BTW, I admit, although most
>of my complaint is because 8-bitters with dialup accounts won't be
>able to access any Java-based information, a good chunk of my
>complaint is just a personal dislike for Java on the web ;))

Why didn't you just set-up a MUD to chat in.You could make each room a
different subject.

>Tom continued:
>: Even though the CTH web pages are java intensive, I am not
>: insensitive to the needs of lynx users. I spent years surfing
>the web : with my a8, using one of the anonymous lynx servers. If
>you are an Atari : 8bit user with a modem, and have access to
>telnet, you can try out one of : these anonymous lynx servers to
>access the web:
><snip>
>Well, yeah cool... but still!! What if I want to chat through
>Lynx? :(
>(pst, btw, I happen to have a great Lynx-compatible chat room
>program available for free for Unix webservers ;))

I'd rather a telnetable programme.

>Anyway... don't take me too seriously... obviously I don't have too
>much of a right to whine, since my Atari material on the web is a
>grain of sand compared to yours. (and, unfortunately, I don't even
>have a modem on my 8-bit.. but hey, my PC can't run Netscape, so
>I'm still stuck with Lynx, even if it's not on an Atari! ;))

>Maybe I just _hate_ java and don't know it yet. ;)

Aparently they expect you to go out and buy Windows to be able to use their sites.I use Net-Tamer v1.09 on the PC and the Sega Saturn's Netlink.
I never understood the point of HTTP.Gopher has all the same features and runs much more smoothly.I tried NetScape with the Linux X11 interface,and it caused the hard drive to thrash so much that it took for ever.I upgraded to 16MB of RAM and even though this meant no more swapping,it still had these pauses.
I've been told that the Netscape file contains the same libraries that are already present on your system.

Net-Tamer V 1.09 - Test Drive

330. Re: Year 2000 and R-Time8

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qfvkd$7jf$2@triglav.iwaynet.net>
Source record: 71750

On 1997-07-13 rsely@dhs.state.nj.us said:
>I just checked my R-Time8 to see what it would do at 12-31-1999
>23:59:59. It turns over to 01-01-00 00:00:01. This is NOT good, but
>not a major deal for the 8-bits. Does anyone know of a replacement
>for the R-Time8 that supports 4-digit year?

Meaningless,since SpartaDOS will only see the "two digit" year.
6 bytes are used for the time-date in SpartaDOS.So the year could go up to 255.
I don't know about the R-Time8 cartridge.Year 00 would simply be 2000,and so
forth.It doesn't matter how it displays it,we'll know that a file marked 12 is
2012 and not 1912.It'd be nice if SpartaDOS took advantage of the fact that a
whole byte is used for the year to let the year go up to 2155.

Net-Tamer V 1.09 - Test Drive

331. FS: Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970715153000.LAA12576@ladder01.news.aol.com>
Source record: 71751

I still have a few magazines left (plus many more I found, including more Compute and Softside mags) and rather than auction them off I will instead sell them. Prices (US) are listed after each magazine. Shipping is extra. For more info email at:

SunSage@aol.com

****
Antic

Vol 4 #5 $3.00
Vol 4 #6 $3.00
Vol 4 #7 $3.00
Vol 4 #8 $3.00
Vol 4 #9 $3.00
Vol 5 #1 $3.00
Vol 5 #1 $3.00
Vol 5 #2 $3.00
Vol 5 #3 $2.00 (back cover torn)
Vol 5 #4 $3.00

****
Analog Computing

#23 $3.00
#24 $3.00
#25 $3.00
#26 $3.00
#27 $3.00
#28 $3.00
#29 $3.00
#30 $3.00
#31 $3.00
#32 $3.00
#33 $3.00
#34 $3.00
#35 $3.00
#36 $3.00
#37 $3.00
#38 $3.00
#39 $3.00

****
Compute!

#44 $3.00
#45 $3.00
#47 $3.00
#48 $3.00
#49 $3.00
#51 $3.00
#52 $3.00
#53 $3.00
#54 $3.00
#55 $3.00
#56 $3.00
#57 $3.00
#58 $3.00
#61 $3.00
#62 $3.00
#63 $3.00

****
Computer Gaming World

Vol 3 #6 $2.00
Vol 4 #4 $2.00

****
Softside (some great Atari stuff here)

#25 $5.00 (Gambler, Piazza Hotel)
#26 $5.00 (Space Rescue, Defender clone)
#27 $5.00 (Hexapawn, Outer Space Attack)
#28 $5.00 (Microtext part 1, Starbase 13)
#29 $6.00 (Solitaire, ANTIC & DLI part 1)
#30 $6.00 (Esc Dungeon of Gods, Sabotage)
#31 $6.00 (C.A.T.S. part 1, Tunein, ANTIC & DLI part 2)
#32 $6.00 (Op:Sabotage, C.A.T.S. part 2 & 3)
#33 $6.00 (Spiralgraphics, Fliker)
#34 $6.00 (Pokey Player part 1, ANTIC & DLI part 3)
#35 $6.00 (Hopper, Saucer Formation, ANTIC & DLI part 4)
#36 $5.00 (Pokey Player part 2, Munchkin Attack)
#37 $4.00 (DP Finance part 1, Car Race)
#38 $5.00 (DP Finance part 2, Pokey Player part 3, Space Mines)
#39 $5.00 (GTIA part 1, Flipit II, Trapped)
#40 $5.00 (GTIA part 2, Minigolf, Smokey)
#41 $5.00 (Player/Missle part 1, Poker Squares, Atari Blaster)
#42 $5.00 (Player/Missle part 2, Microtext part 2, Screamin Demon)
#43 $5.00 (Player/Missle part 3, Relaaax, Math Quiz)
#47 $4.00 (At the Codfish Ball)

****
Softline

Vol 1 #6 $2.00

Vol 2 #1 $2.00
Vol 2 #2 $2.00
Vol 2 #3 $2.00
Vol 2 #4 (March) $2.00
Vol 2 #4 (May/June) $2.00
Vol 2 #5 $2.00
Vol 3 #1 $2.00
Vol 3 #2 (Volume 4 on cover) $2.00
Vol 3 #3 (Volume 4 on cover) $2.00

****
ST Log

#21 $2.00
#23 $2.00

****
END

332. Re: How to get access to some old "owner's manuals" ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: Laurent Delsarte <ladelsarte@skynet.be>
Message-ID: <33CB927B.8DBEE4B3@skynet.be>
Source record: 71752

Thanks for your reply.

Since English is not my native language, I dread that my sentences did not express my thoughts. I have some technical information about the devices and the machines I own. I've got some technical books, I've got "De re Atari". But, still, I'm looking for some original "owner's manuals" because I miss them. I don't expect to get very exiting information in there but the quest for the books is part of the game for me.
Let me say a few words about the manuals. I've got three 1050 drives, all 3 with complete books and boxes. And the 3 drives come with 3 different manuals ... One is a really useless but superb A4-format color high quality paper with nice A4-photos. I really enjoy owning these books.

So I'm just looking for a resource on the net where I could find online version of these books or real books ...

If you know a site, please drop me a line.

Note 1 : 1010 is the Atari cassette player and recorder with the "xl" line design
Note 2 : I also appreciate MYDOS very much.

mailto:ladelsarte@skynet.be

333. FS: XE games system, and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: mlunde@geocities.com
Message-ID: <33CBB4B9.EF3@geocities.com>
Source record: 71753

I am posting this for a friend.
He has:

a an XE game system
reconditioned 1050 floppy drive
an atari daisy wheel printer
lots of carts and disks

if your interested, make an offer on what ever you want and email
me at mlunde@geocities.com
I will pass the mail on to him and you will deal with him. His name is
Erik.

334. Interest in 3 classic atari games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: Staff <clauss@mail.oric.com>
Message-ID: <01bc9149$84a8daf0$0927bbc6@pcsupport>
Source record: 71754

Hello,

I am looking for 3 Atari games. All are disk based for the 8-bit Atari.

Wizard's Castle - Find your way to save the princess in the Castle. Find the rock in the dessert to kill the snake. This is a very old graphic game from Sierra On Line. (About 1981?)

Nukewar - a text based game where you have two grids - yours and an enemy. Sort of like an advanced battleship.

Planet Miner (?) - I think this was from SSI. You have to travel through space and keep up production to dominate the galaxy. Also a text based game.

Please let me know if you can lay your hands on any.

Thanks
Chris

335. Re: How to get access to some old "owner's manuals" ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: Staff <clauss@mail.oric.com>
Message-ID: <01bc914a$2e4fcb40$0927bbc6@pcsupport>
Source record: 71755

Hello -

In my search for Atari info over the past few weeks, I stumbled accross the following web site...

www.myatari.com

These people seem to have a bunch of stuff.

Chris

336. Re: Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qggarlvn1@nuke.csu.net>
Source record: 71756

dklugh@iwaynet.net wrote:

: ZIP them.I mean I understand ZIPing the docs for a PC games,but if it's a BBS
: game or has nothing to do with computers,then you cut out people who don't have
: PCs.(though Amiga and ST now have ZIP capability)

Nope... Atari has unZIP. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

337. Re: Does Atari Classics Magazine have a website?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33cbc81d.0@news.carleton.edu>
Source record: 71757

In article <5qf3b6oel3@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>THe subject says it all.
>
>Are they still around? I actually CAN afford to subscribe. (I should've
>just subscribed anyway, money aside... but noooo... i'm a big dumbass!)

The most recent issue came out a couple months ago.

They don't have a web site that I know of.

-Michael

Atari Classics (Bob Woolley, Editorial Director)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@ix.netcom.com
mailto:75126.3446@compuserve.com
mailto:rwoolley@pacbell.net
Publisher: Atari Classics (print magazine)
Published no more than six times a year
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

338. XL/XE Games' Top 5

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <36f3df79.5b81.d0bd@raukamp.dame.de>
Source record: 71758

Hi together,

here's an updated Top5 list of Atari 8bit games:

1. Alternate Reality / 8 votes
2. Star Raiders / 7 votes
3. M.U.L.E. / 4 votes
4. Rescue On Fractalus / 3 votes
5. DropZone / 2 votes
International Karate / 2 votes

Any more StarRaiders-fans to get the no.1 position?
More votes are welcome :)
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

339. Re: What's the deal with Yogi's gzips?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: sidney@ch.twi.tudelft.nl
Message-ID: <33cbd75c.2622964@news.tudelft.nl>
Source record: 71759

On Mon, 14 Jul 1997 02:06:33 GMT, sflater@vbe.com (Steve Flater)
wrote:

>On Wed, 09 Jul 1997 20:27:48 -0600, jogar@bigfoot.com wrote:
>
>>http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/ATR/
>>
>>There's tons of Atari 8-bit binaries at this location, gzipped,
>>but for some reason I can't open any of them. I'm using
>>a DOS port of gzip 1.2.4, and have been able to unzip any
>>gzips I've gotten off the Net... except for here. Does anyone
>>know what's going on?

You may have ftp'ed the stuff in ASCII mode instead of the mandatory
BINARY mode. What exactly does gzip complain about?

Regards,
Sidney

340. Re: Percom Data Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5qgiqb$cth@freenet-news.carleton.ca>
Source record: 71760

"Brian C. Allen" (bca@udel.edu) writes:
> Cat Vonotter wrote:
>>
>> At Goodwill today, we picked up what appears to be an Atari
>> compatible hard drive. One half of the unit is occupied by a
>> regular floppy drive, but the other half looks just the right
>> size to contain a hard disk (I don't really want to open it
>> up and look inside). On the back there are the standard Atari
>> SIO connectors as well as a little card with a chip on it sticking
>> out. The card has what looks like a card-edge connector for a
>> hard drive as well as another connector that looks like the type
>> used to connect an MS-DOS drive to an IBM PC.
>>
>> The label on the rear says AT-88 S1-PD, and the name plate on the
>> front says Percom Data.
>>
>> We paid $3.00 for this and would like to find more info on it.
>>
>> Is this actually a hard drive or is it just another floppy drive?
>>
>> If it is a hard drive, how do I access it to see what data and
>> programs may still be on it?
>>
>> Thanx
>>
>> CvO
>
> If my memory serves me correct, that is the same type of drive that
> I had. (I took mine to goodwill also).
>
> Anyway, it is just a regular floppy drive, but it is true double
> density and therefore can get 192K (I think) per disk.

I thought the AT-88 series were all single density? I have a RFD series
drive that is double density/double sided. None of the AT-88 series
drives I have seen were double density, thought someone once mailed
me saying a DD upgrade existed, but it was not factory installed.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

341. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: rwc1@ct.net
Message-ID: <5qgbve$q35@news.ct.net>
Source record: 71761

On 1997-07-14 rely@ix.netcom.com said:
>Date: Mon, 14 Jul 1997 14:59:04 GMT
>Organization: Netcom
>Lines: 32
>References: <maury-110797141534000l@199.166.204.230>
>NNTP-Posting-Host: chl-nj2-14.ix.netcom.com
>X-NETCOM-Date: Mon Jul 14 4:46:00 AM PDT 1997
>X-Newsreader: NETCOMplete/3.2
>In article <maury-110797141534000l@199.166.204.230>,
>maury@softarc.com (Maury Markowitz) wrote:
>> I started this project about a year ago, now I want to finish it.
>.. >
>> Has anyone reading this every played Omnitrend's Universe for
>>the Atari 8-bit? Did any of your friends have it or play it? If
>>anyone reading this has, or knows someone that has, could you
>>please have them drop me a note?
>> I'm writing a web page on "classic" space games, everything from
>>shoot-em-ups like Space War, to the play by mail games like Star
>>Web, to "adventure" games like Universe and Elite.
>> The reason I want to know about Universe is to see if it predates
>>Elite. Everyone's heard of Elite, but very few know of Universe.
>>This is a shame!
>> If you're a reader of this forum, drop me a line here - if not,
>>e-mail is OK (please, I get lots already though!).
>>Maury
>Maury,
>I played it briefly, but it kept formatting my disks. I hate that
>in a game. There's a guy I know that has played and occassionally
>drops by here. His name is Mike Hopkins. He's a gamer and can
>probably h Robert S Ely --- Communications Systems Technician
>rsely@dhs.state.nj.us -or- rely@ix.netcom.com ====|||====Atari
>8-bit user since 1982====|||===== ===/ | \==130XE--Sparta DOS
>X--BASIC XE==/ | \====

"UNIVERSE" v. 1.2 (5-27-84). written by William G.H. Leslie III
and Thomas R. Carbone (C)opyright 1984 by Omnitrend Software.

"UNIVERSE" was first advertised in _A.N.A.L.O.G._ #14, Nov.-Dec.
1983, the last bi-monthly issue of this wonderful, and terribly
missed, rag. I haunted the computer store in 1983 awaiting, with
extreme impatience (bi-monthly mind you), _A.N.A.L.O.G.'s_
arrival. For several months, until my subscription finally
started, I made a 100 mile pilgrimage to purchase _Antic_.

I own an ATARI 400 (48k Austin Franklin, _Antic_ audio/video mod, and B-key keyboard [worn out and replaced with the original *INDESTRUCTIBLE* membrane]), a MEGA 2 ST, a 486 DOS/WIN3x, and a Cyrix 200+ WIN95 MACHINE. None of the later machines, _/*NONE*/_, at its best compares favorably with what was being done in 1984 on ATARI computers. Since I've owned an A8 I have been continually disappointed by the performance of other platforms. My reaction to the newer machines has been "Oh ... that's nice. I keep mistakenly expecting bigger, faster, and more expensive to be proportionately superior and this just hasn't happened. I still use my 8-bit, powered it up to check the abovementioned copyright, but it's getting to be a downright nostalgic experience. I'm sorry to say that, in my case, over the years intervening since 1983, I began computing using Uncle Clive's heretofore unmentioned wonder (T/S 1000, 1k indeed), a great deal of fun has been lost from computing.

--

Robert, lately some entity on the path upstream from ct.net has been mangling all of your posts.

--rwc

-R.-William-Clements---To-e-mail---	-7-bit ASCII-	-*bold*------
-remove-the-numeral-in-the-address-	-formatting--	-/italic/----
-We-must-stop-e-mail-spam!---rwc---	-conventions-	-_underline_-

Let's organize this thing and take all the fun out of it.

Net-Tamer V 1.09 - Test Drive

342. Anyone ever buy stuff from Compuclub??? early 80's???

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: "B. Sturk" <bsturk@nh.ultranet.com>
Message-ID: <33CBF389.48F5@nh.ultranet.com>
Source record: 71762

Just curious if anyone remembers that place based out of Natick Ma. Are
they still open??? Maybe selling PC software?
--
Brian Sturk
SW/Engineer

Curator of The Unofficial Borland C++ Builder Page
http://www.nh.ultranet.com/~bsturk

"Whatever happened to Pong?" Frank Black, The Pixies
"HOL, The Hardware Obstruction Layer" The NTChrist D Thurlow

343. E-mail fails :(

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <a797b3ee.7dc1.acfd@raukamp.dame.de>
Source record: 71763

Hi!

Does anyone here have the recent e-mai adresses of Steve (Stefan) Birmanns and Matthieas Belitz (developers of the MSC IDE-Harddisc-Controller) or are they fortunately reading here???

I already have the adresses from the "Vendors & Developers List", but Steve's adress seems to be unknown (I got all my mails back) and Matthias isn't answering at all :(

I'm *very* interested in their harddisc-controller ... if you're reading here, guys, please answer and give me and Michael Current your new e-mail adresses quick!!!
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

344. ANTIC & START Magazines F/S

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: A_J_S@juno.com
Message-ID: <868994160.20036@dejanews.com>
Source record: 71764

ANTIC Magazines
69 Issues spanning Dec 84 to July 90
All good condition - not ripped, wrinkled, sun dried, moldy, or soiled.
All issues from July 85 (vol 4 issue 3) through July 90 (vol 9 issue 2)
include original Antic Disks (56 disks).

Vol Issue
2 9
3 1,-,3,4,5,6,7,8,-,10,11,12
4 1,2,3,4,5,6,7,8,9,10,11,12
5 1,2,3,4,5,6,7,8,9,10,11,12
6 1,2,3,4,5,6,7,8,9,10,11,12
7 1,2,3,4,5,6,7,8,9,10,11,12
8 1,2,3,4,5,6,7,8
9 1,2

START Magazine (6 issues)
5 -,2,3,4,5,6,7

Also two books:
I Speak Basic to My Atari, Aubrey B Jones, Jr., Hayden '83
The Musical Atari, H Glickman/L Goodfriend, Datamost '84

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

345. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1507972129030001@199.166.204.230>
Source record: 71765

In article <5qgbve$q35@news.ct.net>, rwc1@ct.net wrote:

> "UNIVERSE" v. 1.2 (5-27-84). written by William G.H. Leslie III
> and Thomas R. Carbone (C)opyright 1984 by Omnitrend Software.
>
> "UNIVERSE" was first advertised in _A.N.A.L.O.G._ #14, Nov.-Dec.
> 1983

I remember a review of it in one of the mags, but I can't remember which. I do remember it had a picture of the manuals (a three-ring affair) open to a page showing - get this - ORBITAL PLOTTING! I've wanted to try it ever since, but I don't see it on Yogi's.

> the last bi-monthly issue of this wonderful, and terribly
> missed, rag.

It then went monthly? I have quite a few of them stashed somewhere, unless my folks tossed them. I found it to be a much better mag than Antic.

While on the topic, a friend of mine was recently involved in a terribly house fire, luckily no one was hurt. However all of his A8 stuff was drenched, including several disks containing some original games he wrote. He's vowed that if he can get the disks working, he'll post the games (and utilities) to the 'net so that a chance happening like this will no destroy irreplacable code.

> mod, and B-key keyboard [worn out and replaced with the original
> *INDESTRUCTIBLE* membrane]), a MEGA 2 ST, a 486 DOS/WIN3x, and a

I had a 400 with the membrane, it was rather destructable in my case. I was the only person I know to have this problem, but the glue on the left hand side of the keyboard came unstuck and the keys ended up "bubbled". Rather annoying. Still, I remember my 400 as being one of the best built computers I've ever had, solidly built with that huge Al chassis, parts that fit and clicked into place, that _wonderful_ serial port and all the rest. As good as my 400 was, my 520ST was bad - poor construction, cheap materials etc.

Maury

346. Re: Percom Data Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1507972309070001@port107.bitstream.net>
Source record: 71766

In article <5qema1$1nk@alexander.INS.CWRU.Edu>,
gb899@cleveland.Freenet.Edu (Cat Vonotter) wrote:

> At Goodwill today, we picked up what appears to be an Atari
> compatible hard drive. One half of the unit is occupied by a
> regular floppy drive, but the other half looks just the right
> size to contain a hard disk (I don't really want to open it
> up and look inside). On the back there are the standard Atari
> SIO connectors as well as a little card with a chip on it sticking
> out. The card has what looks like a card-edge connector for a
> hard drive as well as another connector that looks like the type
> used to connect an MS-DOS drive to an IBM PC.
>
> The label on the rear says AT-88 S1-PD, and the name plate on the
> front says Percom Data.
>
> We paid $3.00 for this and would like to find more info on it.
>
> Is this actually a hard drive or is it just another floppy drive?
>
> If it is a hard drive, how do I access it to see what data and
> programs may still be on it?

What you have is a Percom AT-88 double-density disk drive. The extra space is for an optional second drive, not a hard drive, though, considering how much it weighs, there could be anything in there, right? ;-) The card sticking out the back is for adding up to three "slave" drives--Percom drives with no controller circuit. Thus, the first drive cost more than other competing drives, but the slave drives were much cheaper. Alternatively, you could daisy-chain it with other conventional Atari drives via the SIO ports. You should be able to use it as is, just like any other Atari drive, assuming it's still functional.

Mark

347. Textprocessors and XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-15 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <3828574b.2cc1.4b23@raukamp.dame.de>
Source record: 71767

Hi all,

does anyone know of a textprocessor that uses the 80 columns of a XEP-80?
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

348. Re: How to get access to some old "owner's manuals" ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qid69$t3q@dfw-ixnews10.ix.netcom.com>
Source record: 71625

In article <01bc914a$2e4fcb40$0927bbc6@pcsupport>,
"Staff" <clauss@mail.oric.com> wrote:
>Hello -
>
>In my search for Atari info over the past few weeks, I stumbled accross the
>following web site...
>
>www.myatari.com
>
>These people seem to have a bunch of stuff.
>
>Chris
>
>

Yes. This is B&C ComputerVisions and YES, they have most of the original manuals. Contact them at http://www.myatari.com . Just click on the reference at the left if it is displayed as a link. otherwise use the URL as listed.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

349. FA: Atari EX system in auction!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: wshek@ibm.net
Message-ID: <33ccd653.0@news1.ibm.net>
Source record: 71626

In auction at Ebay right now.

http://www2.ebay.com/aw/itemfast.cgi?item=klx693

350. Classic Atari Programs / Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: Staff <clauss@mail.oric.com>
Message-ID: <01bc91f1$ae3a6660$0927bbc6@pcsupport>
Source record: 71627
Cross-posted to: alt.binaries.games,comp.sys.atari.8bit,rec.games.video.classic

Hello,

Second post about this. I don't know where the first one went.

I am looking for 3 Atari 8 bit computer games. One is probably public domain.

Nukewar - two grids - text mode - sort of like an advanced battleship.

Planet Miner (I think) - dominate the universe by mining planets and protecting them. I think this was from SSI.

Wizard's Castle - from Sierra On Line - A graphic adventure game. You type in commands to tell the computer what to do

Please CC clauss@mail.oric.com if you reply.

Thanks
Chris Clauss

351. ATARI CLASSICS July 1997 Volume 7

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33ccd354.0@news.carleton.edu>
Source record: 71628

Arrived in my mail yesterday!

ATARI CLASSICS July 1997 Volume 7

Letters
You

Editorial
Me

Answers, Tips and Relevant Information
Paul Alhart

Who Needs a PC?
Charles Cole

Infrared Gateway
David Deaven

Orphan Owner's Dilemma
Tom Andrews

Adding a Hard Disk to Your Atari 8-bit
William Moeller

The Nostalgia Column
Dean Garraghty

This issue also includes printed advertisements from:

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:stls88a@prodigy.com
mailto:vangelisv@aol.com
Vendor: commercial software

Dean Garraghty
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel/FAX: +44-1302-855-026 (9am to 6pm BST/GMT only please!!)
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
mailto:75126.3446@compuserve.com
Publisher: Atari Classics (print magazine)
"Published no more than six times a year"
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

352. Re: Help identify these Atari S-100 Boards

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: bo.schreurs@stack.nl
Message-ID: <869075903@stack.nl>
Source record: 71629

```
-> >I just discovered some *VERY* interesting S100 boards that I didn't
-> >realize I had in my box 'o S-100 boards. They seem to be some kind of
-> >Atari development/prototyping system. The boards are:
-> >
Hummm, why not place some photo's of those boards
on the Internet. Would be very interesting to see them!
I wouldn't mind if you emailed them to me: stack@xs4all.nl
Bo.
```

353. Attention Atari 800/XL/XE cart collectors!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5qitn3$10f$1@earth.execpc.com>
Source record: 71630
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Hello fellow collectors.

I am in the process of adding 2 new sections to the Atari 800/XL/XE cart list. I've enclosed the new sections below. You can get the entire list from: http://www.execpc.com/~krieg/VidGames.htm

The first section contains authorized duplicate carts (previously released titles). I know there are quite few more Atari titles that were re-released with RX... catalog numbers (originally released with CXL... numbers). Please check your carts and send any updates.

The 2nd new section contains all of the multiple revisions for some of the application carts. Please check if you have any other revs than what are already listed. I'm also not sure if I have all of the OSS/ICD/FTe revs labelled correctly. What exactly was the connection between these companies (especially ICD and FTe) and do my listings for them look accurate?

Finally, what games supported the Track Ball besides Missile Command?

```
================================================================================
= Duplicate Atari 800/XL/XE Carts (authorized reproductions) =
================================================================================
Rar-
Title Manufacturer Catalog # Yr Original Title ity [C][I][B]
------------------- ------------ --------- -- ------------------- --- - - -
Astrochase Parker Bros. 83 Astrochase R [x][ ][ ]
Centipede Atari RX8020 ?? Centipede C [ ][ ][ ]
Choplifter! [48] Atari RX8096 88 Choplifter! U [x][x][x]
K-razy Antiks CBS Software M8786 82 K-razy Antiks C [x][x][ ]
K-razy Kritters [*] CBS Software M8788 82 K-razy Kritters U [x][x][x]
K-razy Shoot-Out CBS Software M8784 82 K-razy Shoot-Out C [x][x][ ]

================================================================================
= Multiple Version Atari 800/XL/XE Cartridge List =
= =
= Each of these carts is only listed once in the Master List above. =
================================================================================
Rar-
Manufacturer Catalog # Yr Title ity [C][I][B]
--------------- --------- -- ----------------------------------- --- - - -
Atari 79 400/800 SALT Diagnostic cartridge ER [x][ ][ ]
Atari TE15644 82 400/800 SALT Diagnostic cart 2.05 ER [x][ ][ ]
Atari 400/800 SALT Diagnostic cart 2.07 ER [ ][ ][ ]
Atari 83 600/800XL SuperSALT Diag. cart 3.04 ER [ ][ ][ ]
Atari 83 600/800XL SuperSALT Diag. cart SE.02 ER [ ][ ][ ]
```

O.S.S. <none> 84 Action! [ver. ??] C [x][x][ ]
FTe <none> 84 Action! [ver. 3.7] C [ ][ ][ ]
Atari RX8036 82 AtariWriter [version A, brown] C [x][ ][ ]
Atari RX8036 84 AtariWriter [version C, silver] U [x][ ][ ]
Atari CXL4002 79 BASIC Computing Language [ver. A] C [x][x][ ]
Atari CXL4002 ?81 BASIC Computing Language [ver. B] ER [ ][ ][ ]
Atari CXL4002 85 BASIC Computing Language [ver. C] R [ ][ ][ ]
O.S.S. <none> Basic XL [ver. 1.0?] U [ ][ ][ ]
ICD Basic XL [ver. 1.02, orange] U [ ][ ][ ]
ICD Basic XL [ver. 1.03, black] U [ ][ ][ ]
Reevesoft Diamond GOS [ver. 1.0] R [ ][ ][ ]
Reevesoft Diamond GOS [ver. 2.0] R [ ][ ][ ]
Reevesoft Diamond GOS [ver. 3.0] ER [ ][ ][ ]
OrionMicro Express! [ver. ?] R [ ][ ][ ]
OrionMicro Express! [ver. ?] R [ ][ ][ ]
O.S.S. <none> 84 Mac/65 [ver. 1.00, orange] U [ ][ ][ ]
ICD 84 Mac/65 [ver. 1.01, black] U [ ][ ][ ]
FTe 84 Mac/65 [ver. 1.02, black] U [ ][ ][ ]
ICD SpartaDOS X (OS) [ver. ?] U [ ][ ][ ]
ICD SpartaDOS X (OS) [ver. ?] U [ ][ ][ ]
ICD SpartaDOS X (OS) [ver. ?] U [ ][ ][ ]
FTe SpartaDOS X (OS) (by ICD) [ver. 4.21] U [ ][ ][ ]
FTe SpartaDOS X (OS) (by ICD) [ver. 4.22] U [ ][ ][ ]
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

354. Re: Carina BBS Software. Where ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970716212601.RAA17502@ladder01.news.aol.com>
Source record: 71631

In article <5qerth$o8a@nntp02.primenet.com>, Glenn Saunders
<krishna@primenet.com> writes:

>The idea for a BBS based on a BASIC core is a sound one, a paradigm which
>was much better supported by Forem XEPro, a BBS with a clunkier interface
>but better high speed support and better features. Since Forem was built
>around the much more advanced and bigger Basic XE, larger and more
>powerful code could be generated, even by the novice. This helped Forem
>be a snappy BBS because it had far fewer module loads than Carina or BBS
>Express PRO! (which used its minicomputer-like overlays to stay within
the
>65K LCD memory footprint). The only problem with Forem was that since it
>was a program cobbled together by several authors over time and free, it
>was never very easy to set up and not easy to understand its
>inner-workings. Included documentation left much to be desired, but I
>still think it was giving Pro! a run for its money when I was still
>8-bit-BBSing, especially when the PRO/Forem networking bridge became a
>reality. Forem still had plenty of potential left in it.

Thanks for the words on Forem XE-Pro, and even I must take some blame for
some of its comparative sysop-unfriendliness. I had meant to write up a
full documentation on it, but we can all see where that went (I pulled the
plug on my BBS 2 years ago).

If anybody wants the FXEP package, please let me know and I will put the
best of what I have (including some of the better online games) on my web
page.

http://members.aol.com/lenspencer/

(The page ain't much right now, but it is still under construction and
revision.)

355. FA: Atari 800 Home Computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: Atariboy <atariboy@geocities.com>
Message-ID: <01bc921c$37d3d3a0$945a04d0@Thompson.gogebic.cc.mi.us>
Source record: 71632
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

You got it! Check it out here!
http://www2.ebay.com/aw/itemfast.cgi?item=ekx4664

Bidding starts low so bid on it now!!

Thanx :-)

356. major tech support site

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: Dan Aaronson <defaultuser@domain.com>
Message-ID: <33CD5700.A2D6B44B@domain.com>
Source record: 71633

Largest Computer site on the Net. Has technical support for all computer: PC, MAC, networks, software, & peripherals, FREE Delphi technical forums for our users. Check us out: http://www.supporthelp.com

357. Re: Anyway we can make this a MODERATED group?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: sommerer@schwandorf.de
Message-ID: <33cd1ddb.579674@news.sad-online.de>
Source record: 71634

On Sat, 12 Jul 1997 19:56:08 -0700, ziggy29@netgate.net (Tim Irvin)
wrote:

>In article <5q8j40$l1g$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
>Kendrick) wrote:
>
>> I used to be much more active in this newsgroup back before the web
>> existed. Now that I'm here again, I notice how much SPAM we have to
>> wade through.
>>
>> How could we, or would we even want to, make this newsgroup a moderated one?
>
>This group has far less spam than most.

In fact this group has virtually no spam (like every group that
doesn't have the word "sex" in it's name).
Normally spam is cancelled by people running so-called cancel-bots
(see the NetAbuse-FAQ for more info). But last week they were on
strike to show all people the increasing intensity of the spam
problem.
That's why it looked like as if there was an increased amount of spam
even in the "normal" groups...
On Monday the cancel-bots started again...

>Personally, I wouldn't favor strict moderation, especially in a
>newsgroup which only gets maybe 25 articles a day.

Me too!
Furthermore moderation isn't the solution. There were even cases, when
spammers were able to even spam into moderated newsgroups (by forging
the approved: header). And when the moderator retires and no one wants
to do the job, the group would be deserted...

>Preferably,
>everything would be relevant, but as long as spam and flames with
>excessive personal insults or profanity were removed I'd be happy.

Killfiles work wonders!
I don't want someone to decide what is best for me...
I want to choose what I want to see myself...

>I used to despise services which censored their forums.

Me too!

>In these days, with spam,

Yes, spam is an increasing problem!
But it is worked on and it is still far away from threatening the very
existence of usenet!

>flames

Flames have always been there...
That's nothing new!
Use killfiles to filter out the offending people!

>and WebTV around,

I haven't seen anyone posting from WebTV in that group, yet!
So I don't see the problem...

>I'm rethinking my position a bit. Problem is, I doubt that an online service could carry
enough
>traffic to justify carrying a group similar to c.s.a.8.

Well, I don't think you'd really want to give up this group and move
to an online service...
Most people who are posting into c.s.a.8. now wouldn't have any chance
to post into the forum on an online service. Online services are
always restricted. The great thing about the Internet/Usenet is it's
globality...

Don't think about giving up such a great thing as Usenet is just
because of the spam and bad manners!
Just filter them out, accept it or join the fight against spam!

Never forget:
The price of freedom is eternal vigilance!

--
Christian Sommerer E-Mail: sommerer@sad-online.de

358. Re: I love ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6$xY3oLpzHB@peter.soemtron.sb.sub.de>
Source record: 71635
Body handling: HTML body converted to readable text

In article , RAUKAMP@dame.de (THOMAS RAUKAMP) wrote:

Howdy THOMAS,

> ... Atari!

yeah, tell us something else we don't know ;-)
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

359. Re: Get ProTracker 1.5!!! Or Inertia!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199707162352.a51025@do2.maus.de>
Source record: 71636

G>Initia.com But its the Inertia MOD player, It has better sound then
G>Protracker but no editor. It also looks or second pokey chip if found
G>will play in true stereo. otherwise mono.

I agree the sound of this program is fantastic no matter if played in
mono or stereo.

Tschuess
Frank [PGP]

P.S.: Can anyone tell me how to copy the asskicker-demo? It works great
as an atr-file with sio2pc but I cannot copy it to a normal 5,25"
disk.

360. FS: 4 qty Atari 800XL's: $36 for all

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: bfrandse@rrnet.com
Message-ID: <869109005.22221@dejanews.com>
Source record: 71637
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

[Sorry if two copies appear...ISP problems..again]

Need to clear out some of my collection for sorely
needed space...

I have available for sale, 4 Atari 800XL computers.

All are the bare CPU, all work and have been tested.
You will need the appropriate power supply to run them.

They all have been cleaned inside and out, and the
keyboards are pretty clean. All are "slightly" different
based upon the case, keyboard or motherboard design
and components..apparently Atari used multiple vendors
for various parts.

Prefer to sell as a single package for $36, or I will sell a
pair for $20, or individually for $11 each. (I really want
to only pack+ship one box, thus the discount for all 4.)

Shipping is not included, I can ship via UPS ground or
USPS priority mail. (I can only ship to US addresses),
send me your zipcode so I can quote you the actual cost.

Prepayment in the form of money order or personal check.
Mutiple references available upon request.

Thanks in advance!
Bill

Check out my current auction of Atari 2600 carts on Auction Web:
http://www.ebay.com:8000/aw-cgi/seller-list.cgi?email=bfrandse@rrnet.com

-------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

361. FS: Commodore 1702 Composite Monitor..$35

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: bfrandse@rrnet.com
Message-ID: <869109144.22374@dejanews.com>
Source record: 71638
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.marketplace

[Sorry if two copies appear...ISP problems..again]

Trying to clear out parts of my collection as I sorely need
the space.

I have for sale a Commodore 1702 Composite Monitor that
works great when connected to any Atari or Commodore home
computers, or any VCR or the newer video game systems.

It has the two front jacks for composite video and audio, as
well as the rear jacks for separate LUMA/CHROMA and audio.

It has been cleaned inside and out, looks in good shape, however
has one minor flaw: It is blurry during the first 10 or so minutes
of being on. After that is is crystal clear for as long as it's left
on. So long as you let it warm up, it looks great--sharper than
most 13" TV's you might have your system connected to.

The picture is bright and full contrast, even with controls set
in the middle (it's not going dim or anything)

The cost is only $35.

Shipping is not included, I can ship via UPS ground,
send me your zipcode so I can quote you the actual cost.
(expect around $15 is my guess due to the weight of the tube)

Prepayment in the form of money order or personal check.
Mutiple references available upon request.

Thanks in advance!
Bill

Check out my current auction of Atari 2600 carts on Auction Web:
http://www.ebay.com:8000/aw-cgi/seller-list.cgi?email=bfrandse@rrnet.com

--------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

362. Re: Anyway we can make this a MODERATED group?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5qje0v$5ck@flood.xnet.com>
Source record: 71639

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: I used to be much more active in this newsgroup back before the web
: existed. Now that I'm here again, I notice how much SPAM we have to
: wade through.
:
: How could we, or would we even want to, make this newsgroup a moderated one?

It really wouldn't be as helpful as you might think.

Even moderated newsgroups fall prey to spam. It's harder for spammers to
do and is more frowned upon, but it happens all the same.

Until the problem becomes really significant (take a look at
comp.sys.atari.st), it's not worth worrying about.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine Anchor, Amiga Legacy
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
Move forward... ...was my friend's only cry

363. Re: BASIC Versions in the atari scene

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1607972326210001@port125.bitstream.net>
Source record: 71640

In article <5qfomj$480@dfw-ixnews9.ix.netcom.com>, Robert Smith Ely
<rely@ix.netcom.com> wrote:

[some discussion of BASIC XL/XE, snipped]

>
> I'd like to see some sort of addition to PCXf/XL-It and/or
Rainbow, of BASIC XE that works like a virtual cart. The mechanism
programmed in a PC language (Visual BASIC/C...) that links into the
emulator at the cart mem locations and provides access to the complete BXE
language as if it was a real cart. SDX would be another one. I guess the
authors of the emulators would have to add the hooks to allow this.
> The command line would probably have to include a -c for use
(virtual)cart and have you specify what "cart(s)" to access. This would
mean still having only 8KB window and still be able to do stuff with the
emulator.
>
> Just a few thoughts/wishes... Hint... Hint...

Well... Rainbow can already do this (run bank-select cartridges, that is).
The tricky part seems to be getting the ROM images themselves. Rainbow's
author, Chris Lam suggests using an EPROM blower. I have information about
the layout of the ROM image Rainbow expects if you want it. Chris
undoubtably has some OSS supercart images in his posession, but appears to
be unwilling to pass them on to anyone, no doubt out of respect for
copyright law.

Mark

364. Re: E-mail fails :(

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1607972347130001@port125.bitstream.net>
Source record: 71641

In article <a797b3ee.7dc1.acfd@raukamp.dame.de>, RAUKAMP@dame.de (THOMAS RAUKAMP) wrote:

> Hi!
>
> Does anyone here have the recent e-mai adresses of Steve (Stefan) Birmanns and
> Matthieas Belitz (developers of the MSC IDE-Harddisc-Controller) or are they
> fortunately reading here???
>
> I already have the adresses from the "Vendors & Developers List", but Steve's
> adress seems to be unknown (I got all my mails back) and Matthias isn't
> answering at all :(
>
> I'm *very* interested in their harddisc-controller ... if you're reading here,
> guys, please answer and give me and Michael Current your new e-mail adresses
> quick!!!

Here is a link to the MSC site:
http://www.kawo2.rwth-aachen.de/~matz/atari/index.html
I don't speak German, but it appears to be what you're looking for.

(found on The Atari 8-bit Resort--
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html)

Mark

365. How to convert or start DCM-Files ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: Eschenbach <ebner@rcs.urz.tu-dresden.de>
Message-ID: <33CD14A2.46D4@rcs.urz.tu-dresden.de>
Source record: 71642

I want to take a look at some demos in *.DCM-format.
Therefore I'm looking for a emulator that can handle this format.
Or is there a utility to convert DCM-Files to ATR, BIN or XFD-Files ?

Thank you for answers !
Christoph

366. Some More For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33CD6341.264A@tcd.net>
Source record: 71643

Atari 1050 disk drives...few used in good working condition guranteed
$20.00 each including shipping

Atari 130XE's..couple used in good working condition..$35.00 ea shipped
guranteed

Atari 800XL's couple used in good condition..$25.00 ea shipped guranteed

The above come with power supply, I/O cable and or viedo cable..

bob

367. Atari 800XL Puter, Accessories, and games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: kbolster20@aol.com
Message-ID: <19970716221800.SAA16875@ladder02.news.aol.com>
Source record: 71644

I have an Atari 800XL that I would like to unload. I would like to sell it all in one shot. Well hear is a list of what I have. I will also accept offers for Star Wars toys. Buyer agrees to pay for shipping.

1. Atari 800XL System with power suppply and swtich box.
2. Carts
a. Frogger
b. Time Bound
c. Star Maze + Instructions book
d. Fraction Fever + Instruction book
e. Master Type + Instruction book
f. Centipede
g. Star Raiders
h. Pengo
i. Dig Dug
j. Choplifter
3. Tapes : used with a tape drive
a. Gambler
b. 128 Colors + Sunset
c. Jack Pot + Shoot
d. Lunar Lander + Flip It
e. Kidnapped + Titatn
f. Database + Microtext
g. Hangman (with instructions on tape) + Hangman game only
h. Atari Safari
I. Cavern of Mars, Space Invaders + States and Capitals
J. Sargon II Has instruction booklet but I think that the cover was ripped off
k. Monkey Math + Instructions and uncolored Marc and the mathfactory coloring book
l. Quest
4. 51/2 disks comes with slightly craked storage case about 1 inch on the front
a. Star Base Fighter + instruction book
b. Axis Assassin
c. Nightraiders + instruction booklet
d. Nibbler + instrctions
e. Manic Miner
f. Sargon II
g. Copy of misc. games
h. a disk that says formated
i. Dos 2.0 text adv. Auto-menu
j. Mater Disket 3
k. Dos Work File

5. Atari 1025 printer + owners manual
6. Three ring binder containing
a. Atari Service Contract
b. 800xl Owner's Guide
c. Copy How to Use manual
d. 400/800 Basic Reference Manual
7. 1050 51/2" disk drive
8. 410 Tape drive

368. Re: Atari 8-BBS Programs

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33CD621A.38A0@tcd.net>
Source record: 71645

I don't want to get into a pi..ing contest here but MY Programer at the time wrote your Carina Core!..for a fee..and I know for a fact you do not have the best program on the Market. Yours is adequate for the price paid for programing feature of the core. BUT!???

If you want a program that has no problem with up to 7 slave computers running the same package, but Bob Puffs' MUX system and then purchase BBS Express! Professional (tm)..Version 5.0b is now totaly 1 unit compatable or Mux compatable price is the same...$39.95 and $10.00 plus $4.00 s/h
the $10.00 is for BBS ExpressNet (tm)..which is totaly Internet Networking compatable.!!Features MaBell High Speed Networking modules to reduce your phone bill ect...(t

369. Re: Does Atari Classics Magazine have a website?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qjmqv$n5f$1@nuke.csu.net>
Source record: 71646

Michael Current (mcurrent@carleton.edu) wrote:

: The most recent issue came out a couple months ago.

Thanks for the info. I just also saw your post on the new issue, so I
guess this statement is no longer correct. :)

: They don't have a web site that I know of.

I'd be willing to make one! (For free even!)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

370. Re: Year 2000 and R-Time8

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970716001601.UAA11648@ladder02.news.aol.com>
Source record: 71768

In article <33C96F2D.2CBE@ix.netcom.ocm>, Robert S Ely
<rely@ix.netcom.ocm> writes:

>I just checked my R-Time8 to see what it would do at 12-31-1999
>23:59:59. It turns over to 01-01-00 00:00:01. This is NOT good, but not
>a major deal for the 8-bits. Does anyone know of a replacement for the
>R-Time8 that supports 4-digit year?

R-Time8 is about as good as you'll find. However, someone over on the
Express!Net rewrote the RTIME8.COM file to correct the day-of-the-week
problem to show the correct day come 2000. Now if I could only remember
who it was who wrote it.... dB^(

371. Re: Dead ATARI 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: peter@no.spam.com
Message-ID: <33cc2f97.34407814@nntp.best.com>
Source record: 71769

Where are you located and do you still want the dead 130XEs? You can
mail me at pridge@geocities.com

Hooking up the 1050 to the PC would be cool for me too. Then I could
get a bunch of these Atari files onto floppies and off my hard drive.

Peter

On 13 Jul 1997 11:40:53 GMT, "Paulo Alexandre Rodrigues"
<nop25450@mail.telepac.pt> wrote:

>I have two damaged 130xe, however, my 1050 drive and XC11 tape recorder are
>fine.
>I also have zillions of disks and cassettes filled with games and
>utilities, and a P133 PC.
>The only way is to link the 1050 drive and tape rec. to my PC with an
>emulator running.
>
>Can anyone help me ??????!!!!
>
>Thank you,
>
> Paulo

372. FS AtariWriter and other stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: cdhoste@aol.com
Message-ID: <19970716041700.AAA03065@ladder01.news.aol.com>
Source record: 71770

Atari items for sale. I'll pay one half the shipping and handling costs
but NOT the C.O.D. charge. If you don't believe the prices are fair I am
willing to listen to your offer. Enjoy!

1) Flight Simulator II --subLogic flight simulator. Original box and
manuals. Including the
navigation maps. Price $10

2) AtariWriter and Atari Proofreader --the classic word processor and a
dictionary program.
Original manual including the quick reference sheet for the AtariWriter
but no documentation for
the Proofreader and no box. Price $20

3) Movie Maker --an animation construction set by Electronic Arts.
Original manual and box.
Price $5

4) 5"1/4" Disk Organizer with disks! --a grab bag of software everything
from Antic Magazine
disks to games like Mail Order Monster and Summer Games both classic 80's
computer games.
Price $20

5) Atari 1010 Cassette drive --not sure if it works but power supply and
light seem to work. Also
included is the data cable and a conversational French program. Has sound
and original box and
manual. If anything this is the first multimedia device for the Atari!
Price $5

6)Atari 1027 Daisy Wheel printer --not sure if it works but power supply
and light seem to work.
Also included is the data cable. Price $5

373. !Get into Sex Sites Free

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: 987612373835@compuserve.com
Message-ID: <5qhvqd$emg@news1-alterdial.uu.net>
Source record: 71771

```
This is a multi-part message in MIME format.

--_-=314
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=314
```

374. Re: FS AtariWriter and other stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: cdhoste@aol.com
Message-ID: <19970716112801.HAA13466@ladder02.news.aol.com>
Source record: 71772

```
Or EVERYTHING for $50!
```

375. Re: Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qidv4$30i@sjx-ixn3.ix.netcom.com>
Source record: 71773

In article <5qggarlvn1@nuke.csu.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>dklugh@iwaynet.net wrote:
>
>: ZIP them.I mean I understand ZIPing the docs for a PC games,but if it's a BBS
>: game or has nothing to do with computers,then you cut out people who don't have
>: PCs.(though Amiga and ST now have ZIP capability)
>
>Nope... Atari has unZIP. :)
>
>-bill!
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/kendrick/
>

Bill,
As I understand it, the UNZip on the 8-bit is rather simple and is NOT PKUNZIP 2.04G compatible. I generally d/l to my PC then x-fer the files to the 8-bit, but not everyone can do this. Have the docs for programs as .txt files. Raw ASCII works fine on the 8-bit (but you knew that...heh...). Keep them in the archive files as well.
I really like the blurb files. At least it gives enough info to determine if the file is what you want or not. An index of the files with a one line description would be even better. One stop shopping so-to-speak. Ex.the index could be something like this:
dirname/path from root
Filename.ext date-of-U/L length-in-bytes(or KB: description up to one line w/o wrap.

Atari/8bit/dos
SD33-001.ATR 07/16/1997 360K: SpartaDOS 3.3 boot disk image for emulators.
SDTOOLS.ARC 07/16/1997 145K: SpartaDOS utilities pack.

What do you think? With this the blurb files could be canned and all files could be found easily.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

376. Re: Year 2000 and R-Time8

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-16 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qicsf$sph@dfw-ixnews12.ix.netcom.com>
Source record: 71774

In article <5qfvkd$7jf$2@triglav.iwaynet.net>,
dklugh@iwaynet.net wrote:
>
>
>On 1997-07-13 rsely@dhs.state.nj.us said:
> >I just checked my R-Time8 to see what it would do at 12-31-1999
> >23:59:59. It turns over to 01-01-00 00:00:01. This is NOT good, but
> >not a major deal for the 8-bits. Does anyone know of a replacement
> >for the R-Time8 that supports 4-digit year?
>
>Meaningless,since SpartaDOS will only see the "two digit" year.
>6 bytes are used for the time-date in SpartaDOS.So the year could go up to 255.
>I don't know about the R-Time8 cartridge.Year 00 would simply be 2000,and so
>forth.It doesn't matter how it displays it,we'll know that a file marked 12 is
>2012 and not 1912.It'd be nice if SpartaDOS took advantage of the fact that a
>whole byte is used for the year to let the year go up to 2155.
>
>Net-Tamer V 1.09 - Test Drive
>

Seems to me that a rewrite of SD is in order and a new RT8. Of course, that would mean incompatibility with all older versions of SD, but ... I guess it's time to finally learn how to use my MAC/65. Nothing is ever easy. It could be worse. This could be my PC. Lucky for me it's not.
I suppose there aren't any 8-bit programs that have been written to do 4-digit year anyway. So, I suppose the point is moot.
I'm just looking to make my system better and a bit more up to date (as that goes... heh...)

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

377. Jellystone's URL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bc9266$8b3a3b20$c638adce@crc3.concentric.net>
Source record: 71647

I have what must be an old URL for Jellystone. Would somebody please send me an accurate one?

378. FREE SEX SITE..password is..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: gary099g@erols.com
Message-ID: <5qkcjb$kod@news1-alterdial.uu.net>
Source record: 71648

```
This is a multi-part message in MIME format.

--_-=599
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=599
```

379. Re: Get ProTracker 1.5!!! Or Inertia!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qkvml$mgg@dfw-ixnews8.ix.netcom.com>
Source record: 71649

```
In article <199707162352.a51025@do2.maus.de>,
Frank_Szymanski@do2.maus.ruhr.de (Frank Szymanski) wrote:
>G>Initia.com But its the Inertia MOD player, It has better sound then
>G>Protracker but no editor. It also looks or second pokey chip if found
>G>will play in true stereo. otherwise mono.
>
>I agree the sound of this program is fantastic no matter if played in
>mono or stereo.
>
>Tschuess
> Frank [PGP]
>
>P.S.: Can anyone tell me how to copy the asskicker-demo? It works great
> as an atr-file with sio2pc but I cannot copy it to a normal 5,25"
> disk.
>

Where is ProTracker available?

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

380. Re: Jellystone's URL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qkvep$mcv@dfw-ixnews8.ix.netcom.com>
Source record: 71650

In article <01bc9266$8b3a3b20$c638adce@crc3.concentric.net>,
"Fred Thompson" <fhthomps@concentric.net> wrote:
>I have what must be an old URL for Jellystone. Would somebody please send
>me an accurate one?
>
>

Fred,
Try http://www.hackerz.com .

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

381. Re: How to convert or start DCM-Files ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qkvd4$6rn@sjx-ixn3.ix.netcom.com>
Source record: 71651

In article <33CD14A2.46D4@rcs.urz.tu-dresden.de>,
Eschenbach <ebner@rcs.urz.tu-dresden.de> wrote:
>I want to take a look at some demos in *.DCM-format.
>Therefore I'm looking for a emulator that can handle this format.
>Or is there a utility to convert DCM-Files to ATR, BIN or XFD-Files ?
>
>Thank you for answers !
>Christoph
>

Christoph,
Go to gopher://gopher.archive.umich.edu:7055/11/atari/8bit and locate the file DCM2ATR.???. I forget what the extension is. Anyway, this will convert a DCM'd file directly into a /ATR disk image for you emulator.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

382. FidoNet BBS Numbers

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5qkvkc$ln1@xmission.xmission.com>
Source record: 71652

I used to call FlightLine and Wylie Connection for my Fido feeds. Both BBS's now appear to be gone. Can somebody out there provide me with a US based BBS that carries the 8bit atari Fido echo?

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

383. Re: Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qjnbe$n5f$2@nuke.csu.net>
Source record: 71653

Robert Smith Ely (rely@ix.netcom.com) wrote:
: I really like the blurb files. At least it gives enough info to
: determine if the file is what you want or not. An index of the files
: with a one line description would be even better. One stop shopping
: so-to-speak. Ex.the index could be something like this:
: dirname/path from root
: Filename.ext date-of-U/L length description up to one line w/o wrap.
:
: Atari/8bit/dos
: SD33-001.ATR 07/16/1997 360K: SpartaDOS 3.3 boot disk image for...
: SDTOOLS.ARC 07/16/1997 145K: SpartaDOS utilities pack.

Not a a bad idea. I'd rather base the text on the blurbs, however...
so it would look more like:

Dos/Sparta

* SD33-001.ATR 07/16/1997 360K

SpartaDOS 3.3 boot disk image for whatever blah blah blah.
This is a release from FTe as of blah blah blah.
XL or XE required

* SDTOOLS.ARC 07/16/1997 145K

SpartaDOS utilities pack.

: What do you think? With this the blurb files could be canned and all
: files could be found easily.

And I'd much rather keep the blurbs around... imagine if you're FTP'ing
or HTTP'ing into the archive and are just curious about what "SD33-001.ATR"
is. Rather than going back two directories and then rummaging through the
huge index file, you can just click the "SD33-001.blurb" to find out!

:)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

384. Re: sio2pc... aeh sio2st

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33CE94A9.7EDB@zeus.fh-pforzheim.de>
Source record: 71654

the software is in the umich-archive... but not in the 8bit-area...

try this:

ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit

bye, heaven

385. Re: BASIC Versions in the atari scene

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <c17f01be.ca00.999e@raukamp.dame.de>
Source record: 71655

KRISHNA schrieb am Montag in COMP/SYS/ATARI/8BIT :

K> Basic XE with the extensions are even greater if you have expanded RAM.

Where can I buy a copy?
How is it delivered - on a cartridge?
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

386. My mail to you

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <869165399.21760.4.nnrp-4.9e9882d2@news.demon.co.uk>
Source record: 71656

Whilst reading the rubbish I usually find here, dklugh@iwaynet.net wrote so=
mething interesting about "My mail to you"

Hello dklugh@iwaynet.net,

din> Aparently,the REPLY command in TIN means to sends someone mail.You
din> have to use the FOLLOW command to reply to someone.

It does, kind of, make sense. But it caught me out, too.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. They want us to come to a secret understanding.
Shot By Both Sides; Magazine

387. New Atr Utility

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: Ken Siders <ken_siders@compuserve.com>
Message-ID: <5qmalg$84g$1@gte1.gte.net>
Source record: 71657

For anyone interested I just put a new ATR utility on my web page. It will take almost any Atari Executable and
turn it into a small ATR file that can be directly with most emulators. Great for novices or anyone creating a front
end for XL-IT or other emulator. No need to run any DOS or menu program on the emulator.

URL is http://ourworld.compuserve.com/homepages/ken_siders/atari.htm

--- Ken Siders
ken_siders@compuserve.com

388. FOR SALE SLOT MACHINES RED WHT BLUE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: Mike <pokerme@usinternet.com>
Message-ID: <33CE9C99.7478@usinternet.com>
Source record: 71658

Own a Slot Machine for your home today! Come see us at:
Limited Time (Red White Blue Slots $1895.00.)

http://members.aol.com/kentmsm/index.html

389. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: John Hale <hale@onet.net>
Message-ID: <33CEBA8C.87F81984@onet.net>
Source record: 71659
Body handling: HTML body converted to readable text

As to Atari movie appearances, an old 300-baud (I think) Atari coupler modem was used in the Rober Redford movie "Sneakers" to link through a phone to a supercomputer!

390. 800XL For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: ogawa@jtcc.com
Message-ID: <ogawa-1707970700400001@cobra.iav.com>
Source record: 71660

For Sale:

Atari 800XL w/ power supply in original box
(no manuals or anything else)

The computer works but is a little bit dirty. The keyboard is OK.

Asking $15, which includes domestic postage.

391. Re: FidoNet BBS Numbers

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <33CEDD2A.43164E98@holyoak.com>
Source record: 71661

I have the Atari 8-bit Support BBSs List up at
http://www.holyoak.com/atari. It hasn't been updated for a while, so any
input anyone could give me about new and/or dead BBSs would be
appreciated - I'd like to do another update soon.
Thanks,
/InfoMan
infoman@poboxes.com
trevor@holyoak.com

James King wrote:

> I used to call FlightLine and Wylie Connection for my Fido feeds.
> Both
> BBS's now appear to be gone. Can somebody out there provide me with a
> US
> based BBS that carries the 8bit atari Fido echo?
>
> Thanks.
>
> --
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!

392. Re: How do I program for GameLink 2?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <33CEC985.5003@worldnet.att.net>
Source record: 71662

GUY1015 wrote:

> Jeff Potter is the President of our local Atari user group here in Orlando
> FL,
> We had our last meeting yesterday and I spoke to him about his game Maze
> of Agdagon, After playing it with him for a while in network mode with
> just 2 XL, I asked him if there was any room left in the core for upgraded
> graphics and his reply was YES!!! This can be a Doom like game,

HOLD ON THERE.....
Doom is a whole lot harder to program than our elementary "Maze of
Agdagon."
Don't sign me up for something dang near impossible.

Jeff Potter

393. Re: Get ProTracker 1.5!!! Or Inertia!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qm0m0$7f3$1@nuke.csu.net>
Source record: 71663

Robert Smith Ely (rely@ix.netcom.com) wrote:

: Where is ProTracker available?

http://www.umich.edu/~archive/atari/8bit/Sound/Editors

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

394. Atari 2600 items/Double-Ender/CD-I/Transformers[UPDATE 11]

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: ad300@sfn.saskatoon.sk.ca
Message-ID: <5qki6q$60s$1@missing.link.ca>
Source record: 71664
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit,alt.forsale

```
---------------------------------------------------------------
Atari 2600 items/8-bit Auction #4B
---------------------------------------------------------------
Hi Everyone. Here is my listing and a few simple rules:
Bidders must supply full name, address, and phone number.
Otherwise, bids will not be accepted. I've had to many
people agree to buy an item and then pull-out.
Buyer pays post office shipping from Canada.
All prices in USD. Canadians can pay in equivalent $CDN.
I will keep you posted on the current high bid(s).
All items are in good working condition(unless noted)
but sold AS IS.

Auction ends 11:59 PM CST July 31st, 1997(Tentative)

NOTE: Please bid on individual items, no bulk bids.

Thanks.
David
-------------------------------------------------------------------------
-------------------------------------------------------------------------
Cartridges(Atari 2600)
-------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min> -----------
Pitfall! $2 <min> -----------

Atari
-----
Asteroids $1 <min> -----------
Centipede $1 <min> -----------
Defender $1 <min> -----------
Maze Craze $1 <min> $1 mrupp

Coleco
------
Donkey Kong $2 <min> -----------

Epyx
----
California Games $4 <min> -----------

M-Network
---------
```

Football $1 <min> -----------
Tron Deadly Discs $1 <min> -----------

XONOX

Robin Hood/Sir Lancelot DOUBLE ENDER $10 <min> $15 Yender 20

Atari 8-bit Cartridge(metal/plastic casing)

Asteroids $3 <min> --------
Basic $3 <min> --------
PAC-MAN $3 <min> --------

Misc.

Bentley COMPU-VISION Deluxe Home-TV Video Game System
(black with simulated wood trim, 2 controllers, attached RF cable)
Features:
TENNIS $15 <min> --------
SOCCER
SQUASH
SOLO HANDBALL
i.e. This is an enhanced PONG-type system!
Self contained.
Eight combinations of player controlled skill settings.
Complete with manual and box(fair condition).
Operates on 4-AA batteries or AC/DC adapter(not included).

I also have for sale:
Atari ST 16/32 bit MIDI Computer hardware/software
IBM hardware/software
GI JOE/TRANSFORMERS/GOBOTS(NEW in packaging)
Philips/Magnavox CD-I unit/DVC/games(NEW).
Please email for a listing. Thanks.
Updated 07/17/97

--End--

395. For Sale: More Atari Hardware, Software, Books, Etc.

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: bensmith@linda.teleport.com
Message-ID: <5qmsfq$b12$1@linda.teleport.com>
Source record: 71665
Cross-posted to: pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

I've just added several BoxFulls of ST HardWare, Next I'm adding more SoftWare for the Atari 8 Bit. Check out my Catalogs for HardWare and Books as I have added more Items to the Catalogs.

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is. Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a

special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

396. test

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: RS <RS@Juno.com>
Message-ID: <33CE6088.577E@Juno.com>
Source record: 71666

```
test
```

397. Video Game Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: Neil Gordon <pepper@freenet.edmonton.ab.ca>
Message-ID: <Pine.A41.3.95.970717111738.80836J-100000@fn2.freenet.edmonton.ab.ca>
Source record: 71667

```
July 97 Video Game Auction

E-Mail me to get on the e-mail list
or updates could be viewed at
http://www.freenet.edmonton..ab.ca/~pepper

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari Lynx (All loose unless stated)
************************************************************
A.P.B $6 sidartha
Bill & Ted Excellent Adv. $6 Min
Blue Lightning $6 jdross
California Games $6 jdross
Checkered Flag $6 jdross
Electro Cop $6 Min
Gauntlet $6 sidartha
Klax $6 jdross
Ms. Pac-Man $6 sidartha
Ninja $6 Min
Slime World $6 jdross
Turbo Sub $6 Min
Warbirds $6 Min
Xenophobe $6 sidartha

Atari Lynx Color Handheld with Original Box
1 Game (Paper Boy) $40 Min

Atari 400/Ect. Carts (all loose unless stated)
************************************************************
Dark Chambers $5 tomoug
Fantastic Voyage $5 cmoore
Flight Simulator II $5 Min
Miner 2049er $5 Min
Ms. Pac-Man $5 Min
Pole Position $5 Min
Q*Bert $5 Min
Star Wars the arcade game $5 ralph
Star Raiders $3 Min
Super Cobra $5 Min
Wizard of Wor $10 Min
```

Other Items in Peppers Auction
Turbo Grafx 8 Items ColecoVision 9 Items
Mega Drive Cartridges 8 Items Radio Shack Trs-80 18 Items
Sega Master 23 Items Odyssey 2 3 Items
Atari Lynx 15 Items Nintendo/Famicom 30 Items
Atari 400/Ect. 11 Items Commodore 64 34 Items
Atari 2600 35 Items Vic-20 26 Items
Atari 5200 1 Items Misc. & Handhelds 10 Items
Intellivision 20 Items CD-I 69 Items

Rules:
Auction Ends July 25/97 Once, Twice Sold format starts July 26/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items are tested and work, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet.edmonton..ab.ca/~pepper
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

398. E-mail fails :(

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-17 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199707170924.a52813@do2.maus.de>
Source record: 71668

TR> Does anyone here have the recent e-mai adresses of Steve (Stefan)
TR>Birmanns and

Try this: STEFAN BIRMANNS <stefan.birmanns@AC.CyberCity.de>

TR> Matthieas Belitz (developers of the MSC IDE-Harddisc-Controller) or

The last time Matthias replied to my questions was under:

Matthias Belitz <matz@kawo2.rwth-aachen.de>

TR> I'm *very* interested in their harddisc-controller ... if you're

And I know why. This thing is really great. How about visiting this
year's A.B.B.U.C. JHV?

Tschuess
Frank [PGP]

399. Re: SIO2PC: how to work?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <5qmfju$c3a@news.dmv.com>
Source record: 71669

Distribution:

jogar@bigfoot.com wrote:

: (this message was originally posted to InfoMan's Atari page)
: http://www.holyoak.com/atari/

: I got the SIO2PC cable, and managed to create a 90K SD ramdisk, duplicate
: my DOS 3 master onto it, and then duplicate from the ramdisk onto a blank
: floppy (I lost my DOS backup disk, so I thought this was an important
: course of action). Then I tried to duplicate my Colonial Conquest by SSI
: disk into a ramdisk, but DOS 3 complained "Error 176: Format
: incompatible". I figured, Hmm, maybe that's what file2pc.obj is for. I
: loaded atari.atr into a ramdisk and tried to read from it, and I got the
: same error. Hmm, I mentally mumbled, maybe I have to use MyDOS to get
: anywhere. But I got error 176 when I tried to read mydos453.atr as well!
: What am I doing wrong?

: --------------------==== Posted via Deja News ====-----------------------
: http://www.dejanews.com/ Search, Read, Post to Usenet

I've never used SIO2PC with any Atari DOS other than 2.5 but I believe you
must format a newly created ramdisk before you can successfully write to
it.

Steve

400. CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: Free Cable <lartermen@mindspring.com>
Message-ID: <5qmdvs$8m9@newsfep2.sprintmail.com>
Source record: 71670

CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Just a few inexpensive parts from Radio Shack and a little time and you can descramble every cable channel. See all your favorite movie channels,pay per view etc

To recieve detail instructions and diagrams on how to construct your own Cable Box Descrambler
Mail $5.00 CASH MONEY ORDER CHECK and SASE to:

S&G Enterprise
12145 Augusta Woods Cir
Suite 2
Orlando FL. 32824

Please be sure to include your full name & address
Allow 10 days to recieve

Thank You
Seth Garner

401. Re: Keys

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <5qmghn$c3a@news.dmv.com>
Source record: 71671

Brad Rogers (brad@pianosa.demon.co.uk) wrote:
: Whilst reading the rubbish I usually find here, Michael R. Bagnall wrote so=
: mething interesting about "Keys"

: Hello Michael,

: MRB> I just purchased an Atari 800 that works fine, but is missing an
: MRB> (0) - zero key.. where can I get a replacement zero key?

: Another 800? :-)

: MRB> Also, how do I get the top off to see how much RAM is onboard?

: It's difficult to explain, but here goes:

: Under the cartridge bay lid are two tag, on at left, one at right. Push
: those so they no onger hold the lid down. Now push the lid back slighty,
: and tilt up. It should now come away. Refitting is reverse of removal.

: Note that it isn't actually necessary to do that. Type PRINT FRE(0) at the
: ready prompt, and you'll be presented with a number. Divide by 1024, to ge=
: t
: it in kilobytes, add 8k (for the bit that BASIC sucks up), plus a wee ibt
: for DOS, if you're using it. Then basically, round to the nearest 16k. =
: Chances are that you've got 48k of RAM anyhow.

: --
: _
: Regards, /_) 2:251/18.14 39:139/33.14
: / _)rad brad@pianosa.demon.co.uk

: .. Well you tried it just the once, found out it's alright for kicks.
: Orgasm Addict; The Buzzcocks

Don't know about the UK but I've seen ads for key caps in Best
Electronics' catalog. Hi-Tek or Stackpole brand 800 keycaps part #
CB101465-symbol ($0.75 to $1.50). Keyboard repair service also available.
Best Electronics, 2021 The Alameda, Suite 290, San Jose, CA USA
95126-1127, 408-243-6950.

Steve

402. FA: Atari 800 Home Computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: Atariboy <atariboy@geocities.com>
Message-ID: <01bc9317$cea9d9e0$375a04d0@Thompson.gogebic.cc.mi.us>
Source record: 71672
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

I have an Atari 800 Home Computer for auction at eBay.

Check it out here!
http://www2.ebay.com/aw/itemfast.cgi?item=ekx4664

Thanx :-)

403. Re: Does Atari Classics Magazine have a website?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: Bill Himmelstoss <whimmelNOSPAM@southeast.net>
Message-ID: <5qn1hh$32k$1@news.mco.bellsouth.net>
Source record: 71673

>: They don't have a web site that I know of.
>
>I'd be willing to make one! (For free even!)

Same here... I can host it on my ISP's T3 (again, for free)

404. Star NET has a NEW dialup number

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970718085701.EAA07813@ladder01.news.aol.com>
Source record: 71674

```
Star NET BBS has a new number
407-207-3334 BBS hours are 6pm-6am eastern
The system will be back up 24hrs in a few weeks.
500 megs online Full Ansi/Atascii translation
Messages bases and online games..
Located in Orlando FL. and access on first call!
Its where the 8bits rule!
19.2
```

405. Re: E-mail fails :(

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33CEBF22.62F@kawo2.rwth-aachen.de>
Source record: 71675

```
Mark L. Simonson wrote:
>
> Here is a link to the MSC site:
> http://www.kawo2.rwth-aachen.de/~matz/atari/index.html
> I don't speak German, but it appears to be what you're looking for.
Yes, it is. We try to keep all information avaliable in English, too.
Sites are very old now (April) but I try to update it after my
examminations in August.
```

My email is:
matz@kawo2.rwth-aachen.de
The one of Stefan has changed in the last time and I don't know the new
one at this moment.

```
Matt
```

406. Great Find Today

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: gb899@cleveland.Freenet.Edu
Message-ID: <5qn00e$nfo@alexander.INS.CWRU.Edu>
Source record: 71676

This morning, my roommate and myself went on a thrift-run. Just
for the helluvit, we decided to check out a place here in Bremerton
called Smitty's. We go there every once in a while to see if he
has any odd power supplies or cartridges we may be after...

Anyway, Smitty is getting to know us finally, and when we walked
in he told us that we were hoping we would show up, because he had
something he felt that only we would be interested. (Seems most
of his customers are only interested in NES/Sega stuff.) He led
us to the same spot where only a year and a half ago we picked
up a nice CoCo II set. Taking up two large boxes was a buttload
of Atari hardware and software. Most still in the original boxes,
and all with manuals, power supplies, and connector cables.

Included in the lot were:

Atari 800XL
Atari 1050 Drive (2 of them)
Atari 1010 Tape Drive
Okimate-10 Color printer with all the stuff it originally came with
Atari 1027 Printer
Joysticks and paddles
A box of cartridges and tapes
And lots of disks, some with Commodore versions on the other side
(My C=128 was real happy about that. She was
starting to get jealous about me spending so
much time with the Atari.) :)

What made this a real great find was, we paid only $15 for the entire lot.
And Smitty included sales tax.

Good day, indeed.

CvO

407. Re: sio2pc... aeh sio2st

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <33CFA6EE.5AD9@zeus.fh-pforzheim.de>
Source record: 71677

ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/Emulators

is the correct url...

bye, heaven

408. Re: How to convert or start DCM-Files ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5qn081$hfn@freenet-news.carleton.ca>
Source record: 71678

Eschenbach (ebner@rcs.urz.tu-dresden.de) writes:
> I want to take a look at some demos in *.DCM-format.
> Therefore I'm looking for a emulator that can handle this format.
> Or is there a utility to convert DCM-Files to ATR, BIN or XFD-Files ?

Get Imagic95 at http://www.nacs.net/~classics if you have Win95 or NT
available.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

409. FS: 65XE w/ Warp+ Upgrade pre-installed

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5qn1j3$hv8@freenet-news.carleton.ca>
Source record: 71679

I have a nice, clean, 65XE in the original box w/ book, power supply,
etc. Also has a Warp+ 4-in-1 OS upgrade pre-installed.

E-mail if interested. :) If you need information on the Warp+ Upgrade
its at the home pgae below.

Thanks

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

410. Ape for Linux

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5qn0o9$hkt@freenet-news.carleton.ca>
Source record: 71680

I've started work on a c++ version of APE under Linux. If you are interested
in testing it let me know. It's mostly just a skeleton now, but I would
like to see if it actually works on 'other peoples computers'. :)

You will need a recent kernel, the slang library, and access to a comm port,
hopefully as superuser. Also let me know when you e-mail if you have
a RI or DSR type interface.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

411. Re: How do I program for GameLink 2?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970718084200.EAA03963@ladder02.news.aol.com>
Source record: 71681

You did say there was some space in the game core?
all that would be needed is some cool wallpaper, and a swing gun
. I hope I didnt forge your name on a contract to develope an 8bit
doom, But its posible to have a doom type game on the 8bit.
... :) I was also letting the readers know about that great Networking
game system you have. Perhaps someone will take the time to experment
with such a core. I have looked at the Game-link info but have not seen
the interface in action, but have seen your interface and it was fast and
practical.

Guy..

412. Looking for info on How to Adpat a Nintendo Power Golve to an Atari 8-bit Machine

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: Denon <denon@netvision.net.il>
Message-ID: <5qnm6iqhk2@news.NetVision.net.il>
Source record: 71682

I am looking for info on How to Adapt a Nintendo Power Glove to an Atari 8 bit Machine....

I anyone have any tech info... i will be very happy if you can Help!

My email is: denon@netvision.net.il

Thanx in advance...

413. July 26 Atari Show: Vendors & Details

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: Al Andalus <erasmus@atari.world>
Message-ID: <Pine.GSO.3.96.970718094854.7524A-100000@iglou2>
Source record: 71683
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

INFORMATION ON THE JULY 26TH MIST SHOW

(recently circulated by co-organizer Jeffrey G. Hammer)

Here is a partial list of MIST FEST IX vendors/user groups attending:

Nashville Atari user Group
Emulators, Inc (Derek Mihocka)
FMH Games
LCACE
ACORN.
LAG
ICD
It's All Relative.
Systems for Tomorrow
SCAT

Remember, because of the state of the Atari market in the U.S., this
may very well be the last great Atari Show in the U.S.

Location for MIST IX is the Post Road Community Center in southeastern
Indianapolis, halfway between Interstate Highways 70 and 74.

The location is south of Washington Street (U.S. 40) at 1313 South Post
Road.

Entry tickets are $1. Show hours: 10 a.m. to 3 p.m.

For details: Crossroads/MIST BBS U.S. = 317-535-1643
or csears at doe dot state dot in dot us

414. fs: Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5qodju$6l9@bcrkh13.bnr.ca>
Source record: 71684
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Posting for a friend:

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies

Most of the items have manuals, orignal Boxes.

Everything is in excellent condition.

All for $130

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

415. Wanted Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5qomnu$mm5$1@macaw.cyberport.com>
Source record: 71685

```
anyone have a cart they would part with...sell or trade ?
if so please email ....

thanks.
```

416. 8-bit File BBS in germany...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6a4bPespzHB@peter.soemtron.sb.sub.de>
Source record: 71686

Howdy !

Is there any interest for a 8-bit file BBS System? I have the chance to organize a 8-bit file area special for us atari enthusiasts. You could download any 8-bit file for 100 percent free! Just use the guest-login (GAST) and have free acces to the best shareware/pd I collected for years.

yes I know, the internet is much more powerfull, but much german atari users don't have the chance to access the internet with a less of costs.

But that's not all, the "soemtron bbs" is the complete comp.sys.atari.8bit newsgroup routing via z-connect, so you can find your way to that powerfull information network.

I will repeat it: the "soemtron BBS" is free! No costs!

<sorry for all gramar mistakes>

.------------.-------------.--------------.------------.-----------.

for the german users:

wer von euch 8-bittern h�tte denn ernsthaft Interesse an einer BBS mit 8-bit Files? Folgendes: ich habe die M�glichkeit, in meiner Stamm-BBS eine Softwarebrett zu verwalten, speziell f�r uns XL/XE Oldie-Fans. Der Sysop w�rde daf�r sorgen, das jeder GAST 100% freien Downloadzugriff auf diesen Bereich hat. D.h. wer von euch aus der Fernzone anrufen mu�, kann entweder Files vollautomatisch requesten oder unkompliziert per GAST-login die mini-Files saugen.

Die Frage ist nur, ob ich mir die M�he machen sollte, wo heute doch jeder Internet-Zugriff haben k�nnte. (wie gesagt, k�nnte!)

Wenn kein Interesse besteht brauch ich mir auch nicht die M�he machen! Schaden w�rde es uns Atarianer gewiss nicht ;-) ... ahja, es wird nur Shareware & PD Domain sein. Aber bestimmt kein unn�tzer Trash, sondern handverlesene Software-Perlen!! ;-)

Oki, ihr Fans meldet euch!

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

417. Re: July 26 Atari Show: Vendors & Details

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1807971619040001@nntp.netgate.net>
Source record: 71687
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

In article <Pine.GSO.3.96.970718094854.7524A-100000@iglou2>, Al Andalus
<erasmus@atari.world> wrote:

>
> INFORMATION ON THE JULY 26TH MIST SHOW
>
> (recently circulated by co-organizer Jeffrey G. Hammer)
>
> Here is a partial list of MIST FEST IX vendors/user groups attending:

[snip]

> Remember, because of the state of the Atari market in the U.S., this
> may very well be the last great Atari Show in the U.S.

Oh, sure. Wouldn't it be more appropriate, perhaps, to do it in
Sunnyvale? (hint hint)

Oh well.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

418. Re: Jellystone's URL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1807971405100001@port126.bitstream.net>
Source record: 71688

In article <01bc9266$8b3a3b20$c638adce@crc3.concentric.net>, "Fred Thompson" <fhthomps@concentric.net> wrote:

> I have what must be an old URL for Jellystone. Would somebody please send
> me an accurate one?

Here is a mirror that works:
http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/

Mark

419. Top5 Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <3828574b.cdc0.0c67@raukamp.dame.de>
Source record: 71689

Hi all,

once again here's an updated list.
Thanks to all the fans who took part.More votes are welcome :)

1. Alternate Reality / 10 votes
2. Star Raiders / 9 votes
3. M. U. L. E. / 5 votes
4. Rescue On Fractalus / 3 votes
International Karate / 3 votes
5. DropZone / 2 votes
Bruce Lee / 2 votes

A great weekend to all Atarians, no matter 8-bit or 16/32-bit or 32/32-bit ;)
Long live the Atarian way of life ;)
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

420. CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: mike.major@bbs.trideja.com
Message-ID: <869263977@bbs.trideja.com>
Source record: 71690

> Path:
news.gt.ca!news.insinc.net!newsfeed.direct.ca!europa.clark.net!cpk-news-hub1.bbnplanet.com!su-news-hub1.bbnplanet.com!news.bbnplanet.com!sprintmail!nntp.sprintmail.com!news@sprintmail.com
-> From: Free Cable<lartermen@mindspring.com>
-> Newsgroups: comp.sys.atari.8bit
-> Subject: CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EA
-> Date: 18 Jul 1997 00:39:24 GMT
-> Organization: Free Cable
-> Lines: 23
-> Message-ID: <5qmdvs$8m9@newsfep2.sprintmail.com>
-> NNTP-Posting-Host: sdn-ts-006florlap09.dialsprint.net
-> Xref: news.gt.ca comp.sys.atari.8bit:47481

-> CABLE BOX DESCRAMBLER BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

-> Just a few inexpensive parts from Radio Shack and a little time and you can

-> To recieve detail instructions and diagrams on how to construct your own Cab
-> Mail $5.00 CASH MONEY ORDER CHECK and SASE to:

-> S&G Enterprise
-> 12145 Augusta Woods Cir
-> Suite 2
-> Orlando FL. 32824

-> Please be sure to include your full name & address
-> Allow 10 days to recieve

-> Thank You
-> Seth Garner

You can also get the design for FREE on the internet

421. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-18 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <33cf8f8e.617691420@news.aatech.com>
Source record: 71691
Body handling: HTML body converted to readable text

On Thu, 17 Jul 1997 19:36:28 -0500, John Hale wrote:

>
>As to Atari movie appearances, an old 300-baud (I think) Atari coupler
>modem was used in the Rober Redford movie "Sneakers" to link through a
>phone to a supercomputer!
>

And...

At the beginning of the Princess Bride, the kid with the flu who
played Kevin on Wonder years, (but I can't remember his name for the
life of me) was playing a baseball game (RealSports?) on an atari
8-bit.

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth at daffy dot aatech dot com

422. For Sale ****ATARI 2600 GAME CARTRIDGES

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: happyman@erols.com
Message-ID: <33d13c26.100339981@news.erols.com>
Source record: 71692
Cross-posted to:
alt.atari.2600,rec.games.video.atari,rec.games.video.marke,rec.games.video.class,rec.collecting,comp.sys.atari.8bit

```
Phoenix
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Soccer
Football
River Raid
Berzerk
Asking price $3.00 ea plus shipping or best offer for the entire lot.
Contact happyman@erols.com
```

423. Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qpmpa$id4$1@nuke.csu.net>
Source record: 71693

How about a new "Asteroids" or some such game?

I envision smoothly animated rocks drawn in 16 shades (GTIA mode's fine
for me!) with P/M graphics for the ship, shots, explosions, aliens and
any other stuff that gets thrown in there. :)

Maybe I'll see if I can actually whip up a good graphics engine in Action!
:)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

424. Atari 400 & 800 items

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5qqafo$2hq$5@news2.voicenet.com>
Source record: 71694
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
Atari Items for Sale plus shipping

Atari 800 Computer (one missing key) w/power supply. $59 added 6/21/97
Atari 1050 disk drive and power supply..... $49 added 6/21/97
Ape Face Model XLP Digital Device..... $39 added 6/21/97
Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) (3)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (3 sets)..... $12 each
WICO Command Control Joysticks - rough..... $12 pair
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes ..... $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
Cranston Manor Adventure (no box)
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Sesame Street Astro-Glover (3-6)
```

Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations -- added 6/21/97
Success with Math - Quadratic Equations -- added 6/21/97
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Printer Driver Construction Set from APX
Summer Games - added 6/21/97
The Quest - added 6/21/97
Touchdown Football - added 6/21/97
Walt Disney Picture Show - Cave Lord

Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor
Basic Language Computing - added 6/21/97
Galaxian - added 6/21/97

Music Composer
Pacman - added 6/21/97
Pitstop - added 6/21/97
Popeye - added 6/21/97

.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Clowns & Balloons for 400/800
Curse of Ra -- added 6/21/97
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Frogger
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
Sargon II -- added 6/21/97
Star League Baseball
States & Capitals
Temple of Apshai from Epyx (2)

The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown (2)
Atari Program Exchange - A guide to Effective Programming
Atari 400/800 Basic Reference Manual -- added 6/21/97
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide (2)
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide (2)
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS -- added 6/21/97
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)

08053-0209

425. Re: E-mail fails :(

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <36f3df79.2800.106e@raukamp.dame.de>
Source record: 71695

FRANK_SZYMANSKI schrieb am Donnerstag in COMP/SYS/ATARI/8BIT :

FS> And I know why. This thing is really great. How about visiting this
FS> year's A.B.B.U.C. JHV?

Sounds nice - where is it?

One problem with the IDE-interface is, that it doesn't run on a XE, you need a
connection ... I haven't got one :(

FS> Tschuess
FS> Frank [PGP]
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

426. Re: My mail to you

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qr1od$t70$2@triglav.iwaynet.net>
Source record: 71696

On 1997-07-17 brad@pianosa.demon.co.uk(BradRogers) said:
>Whilst reading the rubbish I usually find here, dklugh@iwaynet.net
>wrote so mething interesting about "My mail to you"
>Hello dklugh@iwaynet.net,
>din> Aparently,the REPLY command in TIN means to sends someone mail.
>You din> have to use the FOLLOW command to reply to someone.
>It does, kind of, make sense. But it caught me out, too.

Oh,for the simplicity of Waffle and Atari BBSes!
(though I have to profess a prejudice towards using Oasis.No fixed sized
messages,and great games)

Net-Tamer V 1.09 - Test Drive

427. Re: I'm back!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qr1ob$t70$1@triglav.iwaynet.net>
Source record: 71697

On 1997-07-13 rgorexxx@aol.com(RGorexxx) said:
>Hello 8-bit fans, after a long absence I'm back on the Internet.
>I'm Richard Gore, originator of several 8-bit programs and I'm still
>providing support
>and selling commercial software here in the UK.

What programmes do you make/sell?

>Okay so I'm using AOL and I'll probably get flamed for it but
>here's my new e-mail

Oh,right,a BBS that you can only use with a single term programme;on the PC.
Now why would that be a cause for derision? <sneer>

Net-Tamer V 1.09 - Test Drive

428. Re: Flight Simulator II image?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qr1ol$t70$4@triglav.iwaynet.net>
Source record: 71698

On 1997-07-12 f.mellish@bananas.com said:
>Hey all
>Anyone know of a Flight Simulator II image I could use with an
>emulator?
>I have the original disks (so please don't waste bandwidth with a
>useless flame war) but the .ATR image I made for use with the
>Rainbow emulator blanks out the screen after approx. 40 seconds of
>use.

Here's a idea,buy a ATARI!
(I play the cartridge verion)

>The program knows its a copy because it only bothers to load up the

Did it give a error when you copied your original disks to the ATR?
Only a bad/missing sector would let it know that it's the original copy.

>Chicago area and the WW1 game (omitting New York, Seattle etc) and
>then must be setting up some kind of decrementing counter which
>blanks the screen after those precious 40 seconds. Interestingly,
>accessing the editor or pausing the game also pauses this counter
>indefinitely (or until you return to the game).

It sounds like it has something to do with the dash-board clock.
It gets paused when you pause or go to the options screen.

>Seems like it would probably be a fairly easy job to discover the
>counter and NOP it out but to do that with ease you'd need a pop-up
>monitor of some sort and I don't have one!

Well it may just be a bug in the emulator.

Net-Tamer V 1.09 - Test Drive

429. Re: Current Generation Video Monitors

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qr1oi$t70$3@triglav.iwaynet.net>
Source record: 71699

On 1997-07-12 marksim@bitstream.net(MarkL.Simonson) said:
>Daniel Klugh wrote:
>>In article <marksim-0507972136350001@port167.bitstream.net> you
>>wrote: : Another way to use a modern RGB monitor with an 8-bit...
>>: If you have a computer such as a Mac with AV capability, you can
>>use its : monitor with the Atari 8-bit by plugging the composite
>>video and sound : outputs into the video and sound inputs on the
>>Mac. This is how I have : mine set up at the moment. Works
>>great--the picture is very sharp compared : to a TV or composite
>>monitor, though the colors bleed somewhat and some : colors (like
>>yellow) don't show up well. This should work on a Wintel PC : with
>>video input capability, I would think. (It's too bad nobody's done
>: something like APE for the Mac...) >
>>Does colour artefacting work with that?
>>Does Lode runner and Ultima come out in two colours?
>Yes. The Mac AV hardware is designed to display conventional NTSC
>video in a window and the 8-bits output conventional NTSC video.

So it emulates colour artefacting?

I have a card for my enhanced Apple][Enhanced that lets you use a RGB monitor
but everything comes out in 160x200 resolution.
(that is,one colour clock by one scan line.(if this was a TV))
But the E Apple2E supports 320x200 and 640x200 (albeit with under-scan).
So any graphical text in a game (or whatever) is impossible to read!
But the text in the text window looks alright.
(where as it would artefact on a composite monitor)
It's kinda useless.If I need to do work in 80 columns I'd just go out and buy a
monochrome composite monitor.
(which I have,though you might try adjusting the brightness knob)
As it is,it's useful for text programmes.But I have to keep a composite monitor
around for graphics.
So puting a pixel in a odd row (for 320x200) would produce one colour,and even
rows would produce another,but the pixel would always appear to have the same
location.(and be bigger)

Hopefuly it's not like my RGB card!

>The only problem is that the 800xl video seems to be somewhat
>oversaturated, so some lighter colors come out almost white. I have
>noticed a similar problem when the 800xl is hooked up to my
>composite monitor. Colors bleed unpleasantly. My older 800 (R.I.P.)
>did not have this problem and looked beautiful on the composite
>monitor. Haven't tried an 800 or other model with the Mac, so I
>don't know if the colors would similarly be better.

Just turn down the colour knob on your monitor.

Net-Tamer V 1.09 - Test Drive

430. Re: Wanted: Syquest 44

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qr1on$t70$5@triglav.iwaynet.net>
Source record: 71700

Perhaps you could fix your news software to not put colons in place of greater-than symbols.My software didn't understand that you meant the colons to be greater-thans.

On 1997-07-13 jeking@xmission.xmission.com said:
>Robert Smith Ely <rely@ix.netcom.com> wrote:
>: James,
>: I have heard that the SCSI version should work. I haven't tried
>it myself. The reason I suggested the ZIP is because the ZIP : I
>have the Parallel ZIP on my PC and use it with PC Xformer. Works
>great! I want to try it with APE and my 130XE next. I'm partial to
>the Syquest drives.. and I intend to use it on my 8bit via my Black
>Box. Have two already, and wanted a third so I could transport the
>data to my office, where I intend to setup a fully functional Atari

Can you use a ZIP drive with a Atari?

You might look into a IDE drive for your Atari.You get 32k per second reads! It'd be faster,but you can't format IDE drives,so you're stuck with 512-byte sectors.So all access is buffered unless they come out with a 512-byte DOS.

They=Germans,probably.They come out with all kinds of useful things like TurboBASIC and rockets!
Of course Itay Chamiel,from Israel,invented Ice-T.He seems to be the only 80-columns term programmer that realized that we're not using a Apple or IBM, we're using Atari.(and the guy that made FlickerTerm-80,my favourite)
I forget who made the HIP and ColourView graphics modes modes.

Net-Tamer V 1.09 - Test Drive

431. Re: your dead computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qr1ot$t70$7@triglav.iwaynet.net>
Source record: 71701

On 1997-07-14 go_spam_yourself@iglou1.iglou.com(BillMarcum) said:
>In message <33C9C16B.5FFD@worldnet.att.net>,
>Keatah@worldnet.att.net (Keatah) wrote:
>>I got bored so I thought I'd repost something silly :-)
>>Isn't emulation kind of like messing with the spirits from your
>>long-dead computer??

I always wondered why people used emulators.I mean do any of them actually work for games that aren't simple arcade games (Pacman,Galaga,Wizard of Wor) or text adventures?
What about graphics modes that give you 64,256,and 4096 colours/lumnas?
What about AM (digitized) sound?

>"Computer Sematary" (Sem-Atari?)
>If you emulate an old Commodore computer, that would be a PET
>Sematary!

I dunno.I think that everyone thinks of the 64 and 128 when they think of "Commodore".

Net-Tamer V 1.09 - Test Drive

432. Re: fs: Atari 800XL system

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5qr1op$t70$6@triglav.iwaynet.net>
Source record: 71702
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,comp.sys.atari.8bit,comp.sys.atari.st

eh? You got your re-post and response ass-backwards.

On 1997-07-14 dastar@crl.com(SamIsmail) said:
>atari.8bit WHEN ARE YOU GOING TO GIVE THIS UP!???? LOWER THE PRICE
>TO $30 SO YOU CAN FINALLY SELL THIS GOD DAMNED THING!

That's a little cheap,for a fully functional computer system.
(just needs a modem interface)

>S. Khan (salimk@nt.com) wrote:
>: Please send replies to johny@pipeline.com
>: Atari 800XL
>: Atari 1050 Floppy Drive
>: Atari 1010 Program Recorder
>: Atari 1027 Printer
>: Joysticks and Paddles
>: All with Power Supplies
>: Most of the items have manuals, orignal Boxes.
>: Everything is in excellent condition.
>: All for $130

Actually that sounds about right for the place I bought Atari stuff from.
XL/XE=$30
disk drive=$70
Leaving the rest costing a total of $30.

Net-Tamer V 1.09 - Test Drive

433. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qrdm0$jn2$1@nuke.csu.net>
Source record: 71703

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: How about a new "Asteroids" or some such game?

: I envision smoothly animated rocks drawn in 16 shades (GTIA mode's fine
: for me!) with P/M graphics for the ship, shots, explosions, aliens and
: any other stuff that gets thrown in there. :)

Well...I'm getting it to work. :) I may have a crappy littl Asteroids
game within the next few days! (I was up til 4am working on this! :^o)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

434. GTIA and Graphics 7 problem?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qrfh3$jn2$9@nuke.csu.net>
Source record: 71704

I haven't looked into it with much detail yet, but is there a problem
with using the 16-shade GTIA mode (setting mem. location 623 to 64)
when the screen is in Graphics 7 (160x96) mode?

I'm using this for my new Asteroids clone, and I THINK it's only showing
some of the shades. (I can't be exactly sure at this point, as I'm
using using random garbage for the asteroid frames.)

I don't want to kill myself trying to make the graphics here.

Any tips would be very appreciated. (Especially if they come very soon,
and are CC'd to my e-mail. ;))

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

435. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970719165550.7343D-100000@fissure.scar>
Source record: 71705

On 19 Jul 1997, William Kendrick wrote:

> How about a new "Asteroids" or some such game?
>
> I envision smoothly animated rocks drawn in 16 shades (GTIA mode's fine
> for me!) with P/M graphics for the ship, shots, explosions, aliens and
> any other stuff that gets thrown in there. :)
>
> Maybe I'll see if I can actually whip up a good graphics engine in Action!
> :)
>
> -bill!
> Bill Kendrick
> /|\ Software Engineer

I wouldn't mind an 8bit version of WarCraft II or DUKE NUKE 'em 3D...
<grin> I doubt they could be ported to the 8bit though...
hardware limitations..

Alan

436. 1050 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: ogawa@jtcc.com
Message-ID: <ogawa-1907971501580001@carina.iav.com>
Source record: 71706

For Sale:

Atari 1050 disk drive, in working condition with original foam packing and box, no power supply, DOS, or manual.

$15, including domestic postage

Email: ogawa@iav.com

437. FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <33D1A699.1F820E1@holyoak.com>
Source record: 71707

NOW AVAILABLE:

CDROM for PC with 600+ megabytes of files for the Atari 2600, 7800, and 5200 videogame systems, and the Atari 8-bit computers (400/800/XL/XE).

Contents

2600/7800: Docs, emulators, FAQs, manuals, and 675 ROMs for using with the emulators (play all the old games on your PC!).

5200: Emulator, FAQs, and 49 ROMs.

8-bit Computers: Docs, emulators, FAQs, manuals, and literally thousands of files!

You can run most programs right off the CD!

Price: $50 each (prepaid) + $3.00 Priority Mail shipping (cheaper shipping is also available).

E-mail me if interested!

(If there is enough demand I may also put together a package with the CD, an Atari computer (probably either an 800XL or an 800), and an SIO2PC adaptor so that you can run APE and the THOUSANDS of disk image files directly from the CD on your
PC.)

/InfoMan
trevor@holyoak.com

438. hard assembler!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6a8eLxZKzHB@peter.soemtron.sb.sub.de>
Source record: 71708

```
Howdy !

it's really frustrating. I try to re-learn 6502 ass and it seems, nobody
can help me. Logical language so?

try this:

ldy #$04
loop jsr getchar ;get key and load it in accu
jsr putchar ;put accu-char on actual cursor position
dey ; decrement accu by one
bne loop
rts

Why WON'T WORK iT???? The little program doesn't repeat the getchar/
putchar subroutine.

this one works:

loop 'doanything'
clc ; clear carry
bcc loop

--> an endless loop...
```

hmpf, please! help ... it's soo frustrating.
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

439. second mouse button

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6a8eM3a$zHB@peter.soemtron.sb.sub.de>
Source record: 71709

```
Howdy !

While I can control my first mouse button I'm asking me how to program the
second mouse button. I use a standard ST-Mouse and find no way to test if
the second button is pressed or not. Any ideas? Or aren't there any
registers like TRIG0 or TRIG1 to do so?
```

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

440. 8-bit Items FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-19 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <5qqop1$qr2@news.umbc.edu>
Source record: 71710

Have the following Atari 8-bit items for sale:

RANA 1000 DD Disk Drive with power supply and I/O cable ----$25

Indus GT DD Disk Drive with power supply and I/O cable
and System DOS hi-speed synchro disk, GT Estate Word Processor
and Spreadsheet ----------$25

3 stock 1050 Disk Drives with I/O cables ----------$15 each

1 stock 1050 disk drive in original box with P/S and
I/O cable ----------$25

Atari stock 48K 800 Home Computer with P/S ----------$15

2 stock 800XLs with P/S ----------$20 each

2 stock Atari 1200XLs ----------$20 each

1 Okimate 10 Color printer for Atari 8-bit Computer
(original box) ----------$20

1 600XL modified to 64K RAM with P/S ----------$40

Centronics Parallel 128K (expandable to 1-meg) printer
queue ----------$25

Andy the Robot with software for Atari 8-bit (rare item)
(fair condition) ----------$50

ATR8000 with co-Power 88 and spare board
8-inch drive
80-column card
4 5.25 inch drives
CPM 2.2 disks
CPM86
dbaseII 2.3
Perfect Writer and many more disks
and all manuals ----------$50

Shipping extra.

Tom

--
-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

441. The New Nest BBS back online

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970720165200.MAA20533@ladder01.news.aol.com>
Source record: 71575

The New Nest BBS, a PRO board located on Long Island, is back up after lightning made its modem incapable of autoanswer. Sysop is Patrick Mulvey. Phone is (516) 783-4634. Several people in the IAN/IMR must have been wondering what happened, but they can now reach The New Nest again.

BTW, if anyone has a way to contact sysop Heiko, please send me e-mail with details. Pat Mulvey needs to contact him and has lost the info.

Thanks.

Alan Sharkis

442. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <33D2420A.CE130E73@holyoak.com>
Source record: 71576

It's actually closer to 625 megs. It's the product of well over two
months of downloading (with a faster connection than a modem) - there is
so much stuff available it was not hard to acquire that much. I was
going to put on some Lynx and Jaguar stuff also, but I ran out of space.
I have uncompressed most of the files (although I left the .ARC files
arced) so that they can be used right off the CD - which, of course uses
more space than the
compressed versions that can be downloaded. I put a directory listing up
at http://www.holyoak.com/atari/ataricd.txt

/InfoMan

Dave Bertschy wrote:

> >CDROM for PC with 600+ megabytes of files for the Atari 2600, 7800,
> and
> >5200 videogame systems, and the Atari 8-bit computers
> (400/800/XL/XE).
>
> Hmmm, I dunno. I have downloaded just about everything there is on the
>
> Web for these systems and it doesn't even begin to approach 600+
> megs...
>
> Dave B.

443. Rescue at fractalus key commands..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bc9535$a447b760$25e6d7cc@ast-adventure>
Source record: 71577

Ok..I got it working on xl-it... now what were the key commands??

I think I remember:
B=booster
L=land
A=airlock

Weren't there speed settings as well???

Help!!! there are downed pilots that need me!!

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

444. Re: GTIA and Graphics 7 problem?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <33d25c9a.801282283@news.aatech.com>
Source record: 71578

On 19 Jul 1997 22:36:19 GMT, kendrick@zippy.sonoma.edu (William
Kendrick) wrote:

>I haven't looked into it with much detail yet, but is there a problem
>with using the 16-shade GTIA mode (setting mem. location 623 to 64)
>when the screen is in Graphics 7 (160x96) mode?

>I'm using this for my new Asteroids clone, and I THINK it's only showing
>some of the shades.

Yup. it is.

>(I can't be exactly sure at this point, as I'm
>using using random garbage for the asteroid frames.)

>I don't want to kill myself trying to make the graphics here.

>Any tips would be very appreciated. (Especially if they come very soon,
>and are CC'd to my e-mail. ;))

The GTIA color processing options only work reliably on a mode line
that displays half-color clock pixels. (That's mode 2 [Graphics 0]
text, mode 3 text, and mode F [Graphics 8] graphics.) Groups of four
pixels are converted together into sixteen shade, color, or register
values (too bad there aren't 16 color registers.) In any other mode,
the color processing gets confused.

Offhand, I can't think of a compelling reason to turn on the GTIA bits
in any of these modes. You still get pixels 2 color clocks wide, but
have fewer colors available. If you need to have taller pixels, you
could consider using a new display list that repeats each line of
graphics data twice.

>-bill!
>Bill Kendrick
>/|\ Software Engineer
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/kendrick/
>

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth at daffy dot aatech dot com

445. Re: Rescue at fractalus key commands..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: kenneth@daffy.aatech.com
Message-ID: <33d261fd.802662425@news.aatech.com>
Source record: 71579

On 20 Jul 1997 17:52:44 GMT, "Gary Tabar Jr." <nebula@digital.net>
wrote:

>Ok..I got it working on xl-it... now what were the key commands??
>
>I think I remember:
>B=booster
>L=land
>A=airlock
>
>Weren't there speed settings as well???
>
>Help!!! there are downed pilots that need me!!
>

I think 'S' turns shields on and off.

Was it the + and - or the < and > that controlled engine speed?

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth at daffy dot aatech dot com

446. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: I@Am.not.here
Message-ID: <869428962.18143.0.nnrp-2.9e987e17@news.demon.co.uk>
Source record: 71580

In article <33D2420A.CE130E73@holyoak.com>, Trevor Holyoak <trevor@holyoak.com> wrote:
>It's actually closer to 625 megs. It's the product of well over two
<snip>
>compressed versions that can be downloaded. I put a directory listing up
>at http://www.holyoak.com/atari/ataricd.txt

Pity you missed xf-SIO then. That would have made it much easier to use.....
But then I request that you ask me before placing it on a CD or any other
media for sale. I suppose you've asked Markus Gietzen, Chris Lam, et al?

>> Hmmm, I dunno. I have downloaded just about everything there is on the
>>
>> Web for these systems and it doesn't even begin to approach 600+
>> megs...

I'm in agreement with you on this. ftp.hackerz.com and umich don't come close
and there isn't much else around.

447. atari8-l - new discussion list about 8 bit atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5qtrdg$2l9$1@zwieracz.psych.uw.edu.pl>
Source record: 71581

hi!

i'd like to proudly announce new discussion list about 8 bit atari.

to subscribe, write a message to majordomo@zwieracz.psych.uw.edu.pl
with:

subscribe atari8-l <your mailing address>

in the body.

any comments according to the list, or any problems you get please send
to krap@zwieracz.psych.uw.edu.pl.

805
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

448. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d28025.810382681@news.aatech.com>
Source record: 71582

{I'm reposting since my server had a fit over my previous anti-spam
gyrations in the header info -- we'll see if this one works)

On Sat, 19 Jul 1997 23:48:09 -0600, Trevor Holyoak
<trevor@holyoak.com> wrote:

>NOW AVAILABLE:
>
>CDROM for PC with 600+ megabytes of files

[snip]

>You can run most programs right off the CD!
>
>Price: $50 each (prepaid) + $3.00 Priority Mail shipping (cheaper
>shipping is also available).

Given the current miniscule costs to burn CD-ROMS, isn't $50 a tad
high?

>E-mail me if interested!
>
>(If there is enough demand I may also put together a package with the
>CD, an Atari computer (probably either an 800XL or an 800), and an
>SIO2PC adaptor so that you can run APE and the THOUSANDS of disk image
>files directly from the CD on your
>PC.)

Just a thought, but did you contact all the people who hold copyrights
on any software/files/etc not explicitly labelled "Public Domain?"

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth at daffy dot aatech dot com

449. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: Chris Cholette <cholette@pilot.msu.edu>
Message-ID: <33D2973D.763D@pilot.msu.edu>
Source record: 71583
Body handling: HTML body converted to readable text

```
Kenneth Jennings wrote:
>
> On Thu, 17 Jul 1997 19:36:28 -0500, John Hale wrote:
>
> >
> >As to Atari movie appearances, an old 300-baud (I think) Atari coupler
> >modem was used in the Rober Redford movie "Sneakers" to link through a
> >phone to a supercomputer!
> >
>
> And...
>
> At the beginning of the Princess Bride, the kid with the flu who
> played Kevin on Wonder years, (but I can't remember his name for the
> life of me) was playing a baseball game (RealSports?) on an atari
> 8-bit.
>
> Kenneth Jennings -- SyntheToonz
> Miami, FL -- kenneth at daffy dot aatech dot com
On "Max Dugan Returns" there's an Atari 800 in plain sight.

--
Chris Cholette
cholette@pilot.msu.edu
Fascist Liberal Pantheist Time Bomb
```

450. Re: Atari 8bit Web & FTP Sites

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5qtuko$kru@cletus.bright.net>
Source record: 71584

>
>8-bit message base? So you can send inverse characters?
>

> >Tom... are you implying there's an Atari 8-bit web browser capable
> >of Java? :)

I think that you don't like java. Please don't take it out on me. I
didn't invent it. The forces of web evolution are always moving forward.
You and I can't stop it.

> >Tom - WHY did you pick Java!?

Because it is VERY difficult to NOT use java on a win95 based web server
for implementing things like message boards, and chat rooms. There are
some perl hacks out there for win95, but offer only limited success.
Especially when the host is a win95 system and using explorer 4.0 with
shell integration. Perl/cgi scripts can run a www board (which lynx can
use), but running a www board under this configuration of win95 is almost
impossible at this time. If anyone has been successful, I would be happy
to receive any and all advice on how to set up a www board on my web
server. Also, please, no "why don't you switch to"... whatever. This is
simply the system that I prefer.

Also, the company that offered the java message bases claimed that it also
offered their own www board for browsers that do not support java.
However, their claim was false. Their www board was so buggy that they had
to discontinue it. If they ever get their act together, I will put that
link back in to the message base page, and let you know. Then lynx surfers
will have access to those message bases.

>Why didn't you just set-up a MUD to chat in.You could make each room a
>different subject.

I've aquired the c++ source code to circle mud for win95. I'll see if I
can find somebody to compile it and get it to run when I have the time.

> >(pst, btw, I happen to have a great Lynx-compatible chat room
> >program available for free for Unix webservers ;))
>

Compile it for me, to run under win95 with explorer 4.0 shell integration,
and I'll run it on my web site.

>I'd rather a telnetable programme.
>
> >Anyway... don't take me too seriously... obviously I don't have too

> >much of a right to whine, since my Atari material on the web is a
> >grain of sand compared to yours. (and, unfortunately, I don't even
> >have a modem on my 8-bit.. but hey, my PC can't run Netscape, so
> >I'm still stuck with Lynx, even if it's not on an Atari! ;))
> >Maybe I just _hate_ java and don't know it yet. ;)
>
The web is increasingly being configured more and more for surfing with win95 and explorer. Microsoft has become the driving force behind web development and shell integration, with others trying to catch up. ActiveX, Active Content, Pointcasting, Real Audio and Video, Java, Java Script, and Java Beans. These leave lynx behind in the dust. Still, whenever possible, I will have lynx compatable web content. Whenever it's not possible, oh well. I could have used even more java, but decided to make the most important features lynx compatable.

451. Re: Rescue at fractalus key commands..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: death@uniserve.com
Message-ID: <5qtule$4ft$1@neptune.uniserve.com>
Source record: 71585

In article <01bc9535$a447b760$25e6d7cc@ast-adventure>, nebula@digital.net says...
>
>Ok..I got it working on xl-it... now what were the key commands??
>
>I think I remember:
>B=booster
>L=land
>A=airlock
>

One of the last Atari manuals I have around is the Rescue on Fractalus manual. Here are the keys:

Start: Starts the game.
Break: Restarts the game from the beginning. The current score is lost, although high scores will be recorded.
ESC: freezes the screen during a mission. Press again to continue.
SELECT: Increases starting level of game.
SHIFT SELECT:Decreases starting level.
->: Increase thrust
<-: Decrease Thrust
L: Land
S: Systems; after you land use this key to turn all systems on and off. If you leave your shields and engines on, the powerful energy field around your ship will burn any nearby life forms to a crisp. Knowing this, the downed pilots will not leave their ship until your engines are turned off.
A: Airlock; you must open the airlock doors to let the pilot inside. The airlock will automatically close when the pilot is inside the ship, or if the engines are turned on.
B: Boosters; fires the booster rockets to return to the mother ship if it's oribiting in your planetary sector. You can't leave fractalus without firing your boosters.

These are all the keys it mentions.

Hope it helps,

Sean

452. Re: atari8-l - new discussion list about 8 bit atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5qtur9$ktl@cletus.bright.net>
Source record: 71586

maciej grzeszczuk wrote in article
<5qtrdg$2l9$1@zwieracz.psych.uw.edu.pl>...

>hi!
>
> i'd like to proudly announce new discussion list about 8 bit atari.
>

You beat me to it. Here's what I was going to post:

There is a discussion list called atari8-l that has just started. It's
focus is to bring a8 coders together for the discussion, investigation ,
and possible development of a Un*x style operating system, similar to
OS/65. (I think that is the name of the new c64 o.s.). Also to be
discussed are the various programs that can be run under such an o.s. Like
tcp/ip, slip, etc.

If you are interested in participating in, or just monitoring the
discussions on the list, send an email to majordomo@zwieracz.psych.uw.edu.pl
. Leave the subject blank, and in the body put:

"subscribe atari8-l yourid@yourhost.com".

453. FS: Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <EDMwww.Kw0.0.bloor@torfree.net>
Source record: 71587

I have the following items for sale:

Ape Face parallel printer interface for Atari, poor physical condition,
but works great. $7

Axiom AT-846 parallel printer interface, very poor physical condition
does not work. $3

Okidata Microline 182 printer. $10

Epson LX-86 9-pin dot-matrix printer. Works great. $25 firm

Atari 1025 7-pin dot matrix printer. Connects directly to SIO port, SIO
cable included. $12

Atari Writer Plus, disk, manual, dictionary disk and reference card. $8

Bank Street Writer, disk only. $3

Compute Magazine disks, all from January '86 to April '88. These
disks contain all of the type-in programs from Compute magazine for
the Atari, including such classics as Speedscript 3.0 and many games.
All 10 disks in plastic case for $10.

Letterperfect with Xeroxed manual. 400/800 only. $4

B/Graph with Xeroxed manual. $4

Flight Simulator II cart (XEGS), part of label missing. $5

Atari BASIC cart, Revision A. $3

Compute's 1st book of Atari. $5
Compute's 2nd book of Atari. $5
Both of the above Compute books, $8

Stay tuned for more. As soon as I get my c128 system online I will
be selling what's left of my Atari system including a 130XE, another
1050 disk drive, and an SX212 modem.

Prices do not include shipping. I believe my prices are fair but if you
disagree please make an offer. I am in Dayton, Ohio.
--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |
----

454. Re: Anyway we can make this a MODERATED group?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R2007971724490001@news.erols.com>
Source record: 71588

In article <19970720010701.VAA12563@ladder01.news.aol.com>,
asharkis@aol.com (ASharkis) wrote:

>I don't know that a moderator, a la FidoNet would work here. There are
>many enforceable rules there, that we couldn't enforce here because of the
>nature of newsgroups.
>
A moderator is only effective when you're dealing with mature individuals.
There seem to be fewer and fewer of those on-line all the time though.

>I also doubt that any moderator could be completely neutral and satisfy
>even a majority of contributors. He'd be on a hot seat for any call that
>any significant segment of the ng considers a bad call. And, he'd have to
>have lots of hours just to devote to this task.
>
Just as long as the moderator only kept out things like "Free Nude Chicks"
and garbage like that. I never thought there would come a time when I would
say "Remember when usenet was so cool?".
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

455. Re: To whoever is running an 8-Bit Website with plenty of disk space....

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <5qu1lh$t8r$1@triglav.iwaynet.net>
Source record: 71589

Why don't you just put them up as DCM files so that everyone can use them.
ATR is about the most useless format for distribution that there is.

456. Looking for Image of NATO Commander

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: snakes@kansas.net
Message-ID: <33d37ff0.11760629@news.fileshop.com>
Source record: 71590

See above. Also need the codes for Crusade in Europe by
Microprose. Thanks.

Trey

Trey Marshall,2Lt,FA 4-1 FA Bn, 3 Bde, 1st Arm Div
Fire Direction Officer, 1st Platoon, Charlie Battery
"Charlie 1 Foxtrot"
www.kansas.net/~snakes - Wargame Scenario Site
Best Close Combat Download Site on the web

457. Re: Umich - ARC or TXT - your choice

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <5qu1tv$t8r$2@triglav.iwaynet.net>
Source record: 71591

Make sure to have the index file begin with a 0 or something so that it'll be at the beginning of the list for FTP.(since it's sorted by ASCII code)

458. Re: Flight Simulator II image?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <5qu48r$2h1@cyber2.servtech.com>
Source record: 71592

In article <5qr1ol$t70$4@triglav.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>
>
>On 1997-07-12 f.mellish@bananas.com said:
> >Hey all
> >Anyone know of a Flight Simulator II image I could use with an
> >emulator?
> >I have the original disks (so please don't waste bandwidth with a
> >useless flame war) but the .ATR image I made for use with the
> >Rainbow emulator blanks out the screen after approx. 40 seconds of
> >use.

I tried to write to Mr. Mellish at the address above, but was not
successful, so am posting here.

I've been running David Firth's "atari800," v0.8.0, on a VMS system under
the VMS Debugger. I'm finding that this is a really cool thing
because I can "debug" not only the Atari ML program running on the
emulated Atari," but also the emulated Atari "hardware" itself!

One handy VMS Debugger feature allows me to set "conditional breakpoints,"
which allow me to run the emulation until the contents of a variable or
memory location CHANGE, or take on a PARTICULAR VALUE. At the point of
the change, the emulation halts and I can backtrack and find out EXACTLY
the state of the machine's RAM, ROM, and "hardware." I'd ALWAYS WONDERED
how they did the scrolling-checkered gameboard in BallBlazer; now I think
I know! :-)

Anyway, given the above description of F. Mellish's problem with FSII, it
should take about one minute to discover precisely where, when, why, and
how the screen is being blanked at the 40-second mark -- and it should
then of course be a relatively simple matter to CHANGE that behavior.

So -- Fielding Mellish, send me a copy of the FSII .ATR file, and anything
else necessary to operate/run it, and I'll take a crack at your problem.

And -- David Firth, I'll be writing you some e-mail shortly, to discuss
Atari800 v0.8.0 and related topics!

Hope this helps,
Chris Chiesa
lvt-cfc@servtech.com

459. Re: What's the deal with Yogi's gzips?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <5qu6d4$1g8$1@triglav.iwaynet.net>
Source record: 71593

Sidney Cadot (sidney@ch.twi.tudelft.nl) wrote:
: On Mon, 14 Jul 1997 02:06:33 GMT, sflater@vbe.com (Steve Flater)
: wrote:

: >On Wed, 09 Jul 1997 20:27:48 -0600, jogar@bigfoot.com wrote:
: >
: >>http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit%3ayogis_site/ATR/
: >>
: >>There's tons of Atari 8-bit binaries at this location, gzipped,
: >>but for some reason I can't open any of them. I'm using
: >>a DOS port of gzip 1.2.4, and have been able to unzip any
: >>gzips I've gotten off the Net... except for here. Does anyone
: >>know what's going on?

: You may have ftp'ed the stuff in ASCII mode instead of the mandatory
: BINARY mode. What exactly does gzip complain about?

Corupted GZIPs wouldn't stop him from OPENING them,only Gunziping them.
Sounds like a corupted file system.Or GZIP is lying about not being able to open the file.
(MS-DOS programmes tend to lie about errors.But GZIP is UNIX in origin and shouldn't be doing this)

460. Re: Textprocessors and XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <5qu6n0$1g8$2@triglav.iwaynet.net>
Source record: 71594

THOMAS RAUKAMP (RAUKAMP@dame.de) wrote:
: Hi all,

: does anyone know of a textprocessor that uses the 80 columns of a XEP-80?

Doesn't the XEP-80 use the same resolution as the Atari?!?
You'd be better off just finding a text editor that supports 80-columns it-self.

461. Re: How to convert or start DCM-Files ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <5qu9gc$8i8@user.iwaynet.net>
Source record: 71595

In article <5qkvd4$6rn@sjx-ixn3.ix.netcom.com>,
Robert Smith Ely <rely@ix.netcom.com> wrote:
>In article <33CD14A2.46D4@rcs.urz.tu-dresden.de>,
> Eschenbach <ebner@rcs.urz.tu-dresden.de> wrote:
>>I want to take a look at some demos in *.DCM-format.
>>Therefore I'm looking for a emulator that can handle this format.
>>Or is there a utility to convert DCM-Files to ATR, BIN or XFD-Files ?
>>
>>Thank you for answers !
>>Christoph
>>
>
>Christoph,
> Go to gopher://gopher.archive.umich.edu:7055/11/atari/8bit and locate the file DCM2ATR.???. I forget what the extension is. Anyway, this will convert a DCM'd file directly into a /ATR disk image for you emulator.

DON'T use the Gopher server,it's defective.You just get the filenames,not the extentions. Instead,use FTP to get to atari.archive.umich.edu.

462. Re: Jellystone's URL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <5qua0v$8n8@user.iwaynet.net>
Source record: 71596

In article <5qkvep$mcv@dfw-ixnews8.ix.netcom.com>,
Robert Smith Ely <rely@ix.netcom.com> wrote:
>In article <01bc9266$8b3a3b20$c638adce@crc3.concentric.net>,
> "Fred Thompson" <fhthomps@concentric.net> wrote:
>>I have what must be an old URL for Jellystone. Would somebody please send
>>me an accurate one?
>>
>>
>
>Fred,
> Try http://www.hackerz.com .

Which points to the ftp.hackerz.com FTP site.
Remember to put double-quotes around directory names with spaces in them when you use the "cd" command.

463. Atari 2600 items/Double-Ender/CD-I/Toys [UPDATE 11b]

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: ad300@sfn.saskatoon.sk.ca
Message-ID: <5qsiu4ltm1@missing.link.ca>
Source record: 71597
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit,alt.forsale

```
-----------------------------------------------------------------
Atari 2600 items/8-bit Auction #4B
-----------------------------------------------------------------
Hi Everyone. Here is my listing and a few simple rules:
Bidders must supply full name, address, and phone number.
Otherwise, bids will not be accepted. I've had to many
people agree to buy an item and then pull-out.
Buyer pays post office shipping from Canada.
All prices in USD. Canadians can pay in equivalent $CDN.
I will keep you posted on the current high bid(s).
All items are in good working condition(unless noted)
but sold AS IS.

Auction ends 11:59 PM CST July 31st, 1997(Tentative)

NOTE: Please bid on individual items, no bulk bids.

Thanks.
David
-------------------------------------------------------------------------
-------------------------------------------------------------------------
Cartridges(Atari 2600)
-------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min> -----------
Pitfall! $2 <min> -----------

Atari
-----
Asteroids $1 <min> -----------
Centipede $1 <min> -----------
Defender $1 <min> -----------
Maze Craze $1 <min> $1 mrupp

Coleco
------
Donkey Kong $2 <min> -----------

Epyx
----
California Games $4 <min> -----------

M-Network
---------
```

Football $1 <min> -----------
Tron Deadly Discs $1 <min> -----------

XONOX

Robin Hood/Sir Lancelot DOUBLE ENDER $10 <min> $15 Yendor_20

Atari 8-bit Cartridge(metal/plastic casing)

Asteroids $3 <min> --------
Basic $3 <min> --------
PAC-MAN $3 <min> --------

Misc.

Bentley COMPU-VISION Deluxe Home-TV Video Game System
(black with simulated wood trim, 2 controllers, attached RF cable)
Features:
TENNIS $15 <min> --------
SOCCER
SQUASH
SOLO HANDBALL
i.e. This is an enhanced PONG-type system!
Self contained.
Eight combinations of player controlled skill settings.
Complete with manual and box(fair condition).
Operates on 4-AA batteries or AC/DC adapter(not included).

I also have for sale:
Atari ST 16/32 bit MIDI Computer hardware/software
IBM hardware/software
GI JOE/TRANSFORMERS/GOBOTS(NEW in packaging)
Philips/Magnavox CD-I unit/DVC/games(NEW).
Please email for a listing. Thanks.
Updated 07/20/97

--End--

464. Anyway we can make this a MODERATED group?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <869504466.25780.1.nnrp-5.9e9882d2@news.demon.co.uk>
Source record: 71598

Whilst reading the rubbish I usually find here, ASharkis wrote something in=
teresting about "Anyway we can make this a MODERATED group?"

Hello ASharkis,

A> I don't know that a moderator, a la FidoNet would work here. There are
A> many enforceable rules there, that we couldn't enforce here because of
A> the nature of newsgroups. =

There are already many moderated ng's. I take three or four myself. It ha=
s
to be said that, for the most part, they seem to be announcement groups,
rather than discussion ones.

For some reason, none of them suffer from spam. Well, none of those that=
I
take.

A> I also doubt that any moderator could be completely neutral and satisfy
A> even a majority of contributors. He'd be on a hot seat for any call

That's very true, but so longas as the topic of conversation was Atari
8-bits, wasn't promoting/discussing illegal activities, or flaming
somebody....

The moderator doesn't even have the luxury of using the killfile on the ng
the moderate. The main reason I've never stood as moderator in any of the
Fido echos I take. (It's been suggested that I do so, several times)

A> that any significant segment of the ng considers a bad call. And, he'd
A> have to have lots of hours just to devote to this task.

That's the other reason I've never wanted to do it: It eats in to *my*
time.

A> Anti-spam without a moderator is another topic. I don't think that

It's nearly impossible to eliminate, I'd have thought....

There's an alternative to going for a moderated ng: Set up a mailing list.=
=
Mind you, that means even *more* time for the maintainer. :-(

--

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. You just smoke yourself to sleep every night. - Chillum; Stash

465. second mouse button

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <869504468.25780.2.nnrp-5.9e9882d2@news.demon.co.uk>
Source record: 71599

Whilst reading the rubbish I usually find here, Thomas Havemeister wrote so=
mething interesting about "second mouse button"

Hello Thomas,

TH> test if the second button is pressed or not. Any ideas? Or aren't
TH> there any registers like TRIG0 or TRIG1 to do so?

Shouldn't the command be PTRIG(x), where x is the trigger mumber? IIRC,
you're, effectively, looking for the button presses on one of two paddles.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. No sex, no drugs, no wine, no women, no fun, no sin, no you, no wonder
it's dark. - Turning Japanese; Vapors

466. Get FREE SEX SITE..password is

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: 188477@compuserve.com
Message-ID: <5qsufe$kpi@news1-alterdial.uu.net>
Source record: 71600

```
This is a multi-part message in MIME format.

--_-=191
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=191
```

467. Re: Anyway we can make this a MODERATED group?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970720010701.VAA12563@ladder01.news.aol.com>
Source record: 71711

In article <5q8j40$l1g$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:

> used to be much more active in this newsgroup back before the web
>existed. Now that I'm here again, I notice how much SPAM we have to
>wade through.
>
>How could we, or would we even want to, make this newsgroup a moderated one?
>
>

I don't know that a moderator, a la FidoNet would work here. There are many enforceable rules there, that we couldn't enforce here because of the nature of newsgroups.

I also doubt that any moderator could be completely neutral and satisfy even a majority of contributors. He'd be on a hot seat for any call that any significant segment of the ng considers a bad call. And, he'd have to have lots of hours just to devote to this task.

Anti-spam without a moderator is another topic. I don't think that bombing works, I know that bots are far from foolproof, and some spammers don't take ignoring their messages as a sign that w're not interested in what they have to say. All that we might be able to do is complain to the ISP from which the spams are sent if the subject matter is really objectionable/illegal.

468. Re: Star NET has a NEW dialup number

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970720014201.VAA28333@ladder02.news.aol.com>
Source record: 71712

In article <19970718085701.EAA07813@ladder01.news.aol.com>,
guy1015@aol.com (GUY1015) writes:

> Star NET BBS has a new number
> 407-207-3334 BBS hours are 6pm-6am eastern
> The system will be back up 24hrs in a few weeks.
> 500 megs online Full Ansi/Atascii translation
> Messages bases and online games..
> Located in Orlando FL. and access on first call!
> Its where the 8bits rule!
> 19.2

I was wondering what happened to you! I thought maybe you had moved back
to Miami or something...

469. Free Internet Access World Wide

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: Abdul Safar <ASE1000@1stfamily.com>
Message-ID: <7137cd$163b39.34@NEWS>
Source record: 71713

Greetings from 1stfamily,

As we all know unlimited Internet access is $19.95 / month
with every major Internet access company. From Netcom to
AT&T that price never changed. So what makes us any
different when we are also charging $19.95 / month ???

Our Marketing Plan.

Our method is this. Unlimited Internet access for $19.95 per
month. If you find our service to be extremely satisfactory,
in which we are sure you will, you can refer our service
to 10 of your friends and family. If you do , you will get
free Unlimited Internet access with your e-mail address
for life !

What we offer is this:

* The fastest, clearest Internet access in the world.

* World Wide Internet access in over 110 countries.

* An e-mail account that is also life time free if you refer
10 of your friends and family to using our service.

* America On-line for only $10 / month !

* Much much more that will amaze you !

Our plan is by the year 2005 we will be the world's ONLY
Internet service providers. With our technique of offering you
life time free Internet access we will be.

Please visit our web site http://www.freeisp.com/ any where
from the world to know more about our opportunity and to even
get on the wagon before every one else beats you there.

http://www.freeisp.com/

Please forward this message to all of your online friends. Wouldn't you
want all of them to get free Internet access ?

Abdul (SPONSOR ID # SAF5197)
Stop paying for Internet access !
http://www.freeisp.com/
mailto:webmaster@freeisp.com
---

470. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bc94c2$d0348380$3ce6d7cc@ast-adventure>
Source record: 71714

ya mean omnitrend's universe??? ha!!! I remember calculating the minimum
orbits for all the planets one day in a laundry matt!! (That saves fuel...)
God....

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

Maury Markowitz <maury@softarc.com> wrote in article
<maury-1407971112440001@199.166.204.230>...
> In article <5qd3ho$557@sjx-ixn7.ix.netcom.com>, Robert Smith Ely
> <rely@ix.netcom.com> wrote:
>
> > I played it briefly, but it kept formatting my disks. I hate
> that in a game.
> > There's a guy I know that has played and occassionally drops by
> here. His name is Mike Hopkins. He's a gamer and can probably help with
> your project. I forget his e-mail address, but he's a BBS SySop at (609)
> 346-1224 JACS BBS in South New Jersey.
>
> Great, thanks!
>
> Maury
>

471. Re: Interest in 3 classic atari games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bc94c3$1d787b60$3ce6d7cc@ast-adventure>
Source record: 71715

```
Staff <clauss@mail.oric.com> wrote in article
<01bc9149$84a8daf0$0927bbc6@pcsupport>...
> Hello,
>
> I am looking for 3 Atari games. All are disk based for the 8-bit Atari.
>
> Wizard's Castle - Find your way to save the princess in the Castle. Find
> the rock in the dessert to kill the snake. This is a very old graphic
game
> from Sierra On Line. (About 1981?)
> Sort of like an advanced battleship.

You mean wizard and the princess!!

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net
```

472. Re: Top5 Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bc94c3$cdee2080$3ce6d7cc@ast-adventure>
Source record: 71716

```
> Thanks to all the fans who took part.More votes are welcome :)
>
> 1. Alternate Reality / 10 votes
> 2. Star Raiders / 9 votes
> 3. M. U. L. E. / 5 votes
> 4. Rescue On Fractalus / 3 votes
> International Karate / 3 votes
> 5. DropZone / 2 votes
> Bruce Lee / 2 votes

Okay, here's my votes!!!
1. rescue at fracatlus
2. Rainbow walker
3. Spelunker
4. Slime
5. Galaxy Defender
(BTW, I did the graphics for galaxy defender!!!)

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net
(Former Supporter of Ace.... Atari Computer Enthusiasts (Cleveland!!)
```

473. FOR SALE:****** ATARI GAME CARTRIDGES********

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: happyman@erols.com
Message-ID: <33d17bf6.6699713@news.erols.com>
Source record: 71717
Cross-posted to:
alt.atari.2600,rec.games.video.atari,rec.games.video.marke,rec.games.video.class,rec.collecting,comp.sys.atari.8bit

```
Soccer
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Phoenix
Football
River Raid
Berzerk
Asking price $3.00 ea plus shipping or best offer for the entire lot.
Contact happyman@erols.com
```

474. Re: GTIA and Graphics 7 problem?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: davepat@total.net
Message-ID: <33d1a025.0@news.total.net>
Source record: 71718

In an article dated 19 Jul 1997 22:36:19 GMT, someone named William Kendrick says...

>
>
>I haven't looked into it with much detail yet, but is there a problem
>with using the 16-shade GTIA mode (setting mem. location 623 to 64)
>when the screen is in Graphics 7 (160x96) mode?
>
>I'm using this for my new Asteroids clone, and I THINK it's only showing
>some of the shades. (I can't be exactly sure at this point, as I'm
>using using random garbage for the asteroid frames.)
>
>I don't want to kill myself trying to make the graphics here.
>
>Any tips would be very appreciated. (Especially if they come very soon,
>and are CC'd to my e-mail. ;))
>
>-bill!

ANALOG had a piece about "graphics 10/7" in the early 'teens (14? or so), where it was pointed out that not all possible colours were accessible - some were repeated.

Keep in mind that some of the colours draw their value from the PMCOLRx registers.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

475. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: davepat@total.net
Message-ID: <33d1a0d8.0@news.total.net>
Source record: 71719

In an article dated Sat, 19 Jul 1997 20:56:55 GMT, someone named Alan
Christie says...
>
>On 19 Jul 1997, William Kendrick wrote:
>
>> How about a new "Asteroids" or some such game?
>>
>> I envision smoothly animated rocks drawn in 16 shades (GTIA mode's fine
>> for me!) with P/M graphics for the ship, shots, explosions, aliens and
>> any other stuff that gets thrown in there. :)
>>
>> Maybe I'll see if I can actually whip up a good graphics engine in
Action!
>> :)
>I wouldn't mind an 8bit version of WarCraft II or DUKE NUKE 'em 3D...
><grin> I doubt they could be ported to the 8bit though...
>hardware limitations..
>
>Alan

Um, you wouldn't get the same graphics, but a Wolf 3-D clone wouldn't be out
of the question - the text modes for Atari are remarkable flexible,
especially with Character Set indirection.

As for WCII, you'd lose some complexity to be sure, but a real-time
resource-managing war sim wouldn't be impossible either.

(Mind you, I'd want at least 128k as a baseline for either project)

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

476. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qsa9j$70n$1@nuke.csu.net>
Source record: 71720

Alan Christie (94chrisv@scar.utoronto.ca) wrote:
: On 19 Jul 1997, William Kendrick wrote:

: I wouldn't mind an 8bit version of WarCraft II or DUKE NUKE 'em 3D...
: <grin> I doubt they could be ported to the 8bit though...
: hardware limitations..

WarCraft wouldn't be so bad, depending on (1) if it were written for
say at least a 128K machine (if you want all the cool sound effects
and stuff) and (2) how complicated of a game you want.

Duke 3D wouldn't be too hard, depending on what you want out of it.
For this type of game, I'd say scale it down to at least
Castle Wolfenstien 3D (which doesn't have Up/Down look/fire ability.)

I think people are working on that for the Atari already, actually. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

477. Aster Blast

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5qsmfudvf1@nuke.csu.net>
Source record: 71721

Ok, I'm actually doing it! I don't know how GOOD it'll be, but it'll LOOK
pretty nice (compared to any early 80 asteroid games ;))

I digitized an actual rock to make the animated asteroid shapes
(although I may re-do it since it didn't come out as good as it could of,
but it's STILL cool to see animated stuff flying around :))

and I drew the simple space-ship shape (which will be represented by
two Player/Missiles: one light blue and one dark blue) on a PC so that
I could get perfect shapes for the 16 directions the thing will face.

So... so far, I've got the actual game code (most of which I wrote
late, late last night (uh oh! :))), some raw PGM graphics files, and
two nearly-perfected conversion programs.

I hope to stick in some other nifty effects, more game variation stuff,
an alien UFO, and possibly a little full-screen animation clip "intro"? :)

I may have this thing released within a few days, although I won't be
around to program tomorrow, and will be working all(?) this week.

You'll of course all be informed when it DOES come out. :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

478. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <33d1ddd1.4581128@allnews.infi.net>
Source record: 71722

>CDROM for PC with 600+ megabytes of files for the Atari 2600, 7800, and
>5200 videogame systems, and the Atari 8-bit computers (400/800/XL/XE).

Hmmm, I dunno. I have downloaded just about everything there is on the
Web for these systems and it doesn't even begin to approach 600+
megs...

Dave B.

479. Re: hard assembler!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970720144101.KAA27542@ladder02.news.aol.com>
Source record: 71723

In article <6a8eLxZKzHB@peter.soemtron.sb.sub.de>,
peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

```
> ldy #$04
>loop jsr getchar ;get key and load it in accu
> jsr putchar ;put accu-char on actual cursor position
> dey ; decrement accu by one
> bne loop
> rts
>
>Why WON'T WORK iT???? The little program doesn't repeat the getchar/
>putchar subroutine.
```

It won't work because the 'getchar' and 'putchar' routines are I/O routines, and the Atari OS uses the Y register for returning status of I/O operations, with 1 meaning good status (no errors). When it returns, the 'dey' instruction makes it zero, and that is why you only get one time through. You need to declare a byte location for the counter something like this:

```
lda #4
sta count
loop jsr getchar
jsr putchar
dec count
bne loop
rts
count .byte 0
```

The 'count' variable will be untouched by anything except your loop routine, so this will loop 4 times.

Hope this helps.

480. FA: Powerstar by Pandora, One of only 600 Made

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-20 00:00:00 UTC
From: stever@on-ramp.ior.com
Message-ID: <stever.2004.00F9DCCE@on-ramp.ior.com>
Source record: 71724

Powerstar by Pandora

This 'Extremely Rare' Cartridge is Just One of ONLY 600 ever
made. This is Mint in Box!! Includes the Instuction of course!
POWERSTAR at the time of release was one of the most realistic
and complete graphic adventure of any computer game.
You have 63 rooms to explore, each with four views.
This is a 16k Ram Cartridges and was Released in 1985

GOTO the Auction at:

http://www2.ebay.com/aw/itemfast.cgi?item=vxr7393

SteveR

http://prowlers.net/stever (Classic Video game Page)
http://www.ior.com/~stever (Mirror of the For-Sale List)
Buying and Selling:
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
Vectrex Hand-Helds Ody2 Much More
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 9-lines 20.0-Gigs+30 CD-ROMS

481. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2107971205390001@199.166.204.230>
Source record: 71525

In article <01bc94c2$d0348380$3ce6d7cc@ast-adventure>, "Gary Tabar Jr." <nebula@digital.net> wrote:

> ya mean omnitrend's universe??? ha!!! I remember calculating the minimum
> orbits for all the planets one day in a laundry matt!! (That saves fuel...)
> God....

Please, tell me more!!!

Maury

482. !!!DANGER!!!Re: Carina BBS Software. Where ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <869498304.2462@dejanews.com>
Source record: 71526

!!!DANGER!!!

This is the Terry Ortman you may have read about. For more information
try a dejanews search or email scammers@pdsig.com

This has been a public service announcement

Ron

In article <33d4f01a.515745@news.springnet1.com>,
starfleet@no.spam.net wrote:
>
> First of all, as far as Carina goes...
>
> To the falsehoods posted about it...
>
> Carina 2.3 and later does support FULL color ANSI!! I had been
> running Carina, and I myself have written ANSI coded software for the
> BBS, and all my IBM callers, including myself to my BBS got FULL color
> ANSI...
>

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

483. >> Looking for RAINBOW atari emulator <<

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: imarkows@escape.ca
Message-ID: <33d39a55.510571@news.escape.ca>
Source record: 71527

I am looking for any good atari emulator and I heard that rainbow is
good. Please send it to me if you have it.
Thanks

484. Re: atari8-l - new discussion list about 8 bit atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5qvtkq$r2p$1@zwieracz.psych.uw.edu.pl>
Source record: 71528

Sun, 20 Jul 1997 17:12:32 -0400 Tom Hunt Sr. napisal byl w comp.sys.atari.8bit:

> There is a discussion list called atari8-l that has just started. It's
> focus is to bring a8 coders together for the discussion, investigation ,
> and possible development of a Un*x style operating system, similar to
> OS/65. (I think that is the name of the new c64 o.s.). Also to be
> discussed are the various programs that can be run under such an o.s. Like
> tcp/ip, slip, etc.

> If you are interested in participating in, or just monitoring the
> discussions on the list, send an email to majordomo@zwieracz.psych.uw.edu.pl
> . Leave the subject blank, and in the body put:

> "subscribe atari8-l yourid@yourhost.com".

where 'yourid@yourhost.com' is the real mailing address you want to receive the
list to.

826
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

485. LAST DAYS to bid on an Atari 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Atariboy <atariboy@geocities.com>
Message-ID: <01bc95f6$2b6712c0$1f5a04d0@Thompson.gogebic.cc.mi.us>
Source record: 71529
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

LAST DAYS to bid on an Atari 800 Home Computer at eBay.

Check it out here!
http://www2.ebay.com/aw/itemfast.cgi?item=ekx4664

Thanx :-)
--
<-->
Visit my web site!!

http://www.geocities.com/TimesSquare/Arcade/7164

Thanx ;-) Atariboy

486. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <33D39C29.961C5892@holyoak.com>
Source record: 71530

This CD is intended to be a convenient archive of all the stuff anyone could download from the Internet. It is assumed that anybody using any of the copyrighted files on the CD is a legal owner of the particular file. I really don't expect to make any money off of this CD - the amount I am charging will (hopefully) cover my expenses and time. A lot of work went into this so that Atari fans don't have to spend a lot of time hunting for stuff on the Internet and downloading files.

- Trevor

Kenneth Jennings wrote:

> {I'm reposting since my server had a fit over my previous anti-spam
> gyrations in the header info -- we'll see if this one works)
>
> On Sat, 19 Jul 1997 23:48:09 -0600, Trevor Holyoak
> <trevor@holyoak.com> wrote:
>
> >NOW AVAILABLE:
> >
> >CDROM for PC with 600+ megabytes of files
>
> [snip]
>
> >You can run most programs right off the CD!
> >
> >Price: $50 each (prepaid) + $3.00 Priority Mail shipping (cheaper
> >shipping is also available).
>
> Given the current miniscule costs to burn CD-ROMS, isn't $50 a tad
> high?
>
> >E-mail me if interested!
> >
> >(If there is enough demand I may also put together a package with the
>
> >CD, an Atari computer (probably either an 800XL or an 800), and an
> >SIO2PC adaptor so that you can run APE and the THOUSANDS of disk
> image
> >files directly from the CD on your
> >PC.)
>
> Just a thought, but did you contact all the people who hold copyrights
>
> on any software/files/etc not explicitly labelled "Public Domain?"

>
> Kenneth Jennings -- SyntheToonz
> Miami, FL -- kenneth at daffy dot aatech dot com

487. Re: second mouse button

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d39d78.883437145@news.aatech.com>
Source record: 71531

On 19 Jul 1997 22:39:00 +0100, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>While I can control my first mouse button I'm asking me how to program the
>second mouse button. I use a standard ST-Mouse and find no way to test if
>the second button is pressed or not. Any ideas? Or aren't there any
>registers like TRIG0 or TRIG1 to do so?

AFAIK, the left/right/up/down lines are read as quadrature (?) values and the left mouse button is connected to the standard joystick trigger. This leaves the two pot lines (for paddles) for the right (and middle button if present.) I think you might be able to read the buttons by testing paddle values. (?) or you may have to add some hardware first to get it to work.

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth at daffy dot aatech dot com

488. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199707210029.a54498@do2.maus.de>
Source record: 71532

AC>I wouldn't mind an 8bit version of WarCraft II or DUKE NUKE 'em 3D...
AC><grin> I doubt they could be ported to the 8bit though...
AC>hardware limitations..

Take a look at the asskicker-demo and then think again about hardware limitations. =8-)

Tschuess
Frank [PGP]

489. Re: Atari 400 items wanted!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970721182601.OAA19190@ladder02.news.aol.com>
Source record: 71533

B&C Computervisions at 408-986-9960 still offers new program cassettes in original boxes with docs.

490. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5r0b0s$3v9@freenet-news.carleton.ca>
Source record: 71534

I@Am.not.here (www.kwll.demon.co.uk) writes:
> In article <33D2420A.CE130E73@holyoak.com>, Trevor Holyoak <trevor@holyoak.com> wrote:
>>It's actually closer to 625 megs. It's the product of well over two
> <snip>
>>compressed versions that can be downloaded. I put a directory listing up
>>at http://www.holyoak.com/atari/ataricd.txt
>
> Pity you missed xf-SIO then. That would have made it much easier to use...
> But then I request that you ask me before placing it on a CD or any other
> media for sale. I suppose you've asked Markus Gietzen, Chris Lam, et al?

Nobody asked me, guess he could care less about the distribution
terms of the included software. And people wonder why few take
time to support the 8.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

491. Re: Atari 8bit Web & FTP Sites

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5r0j7a$pi7$1@nuke.csu.net>
Source record: 71535

Tom Hunt Sr. (tomhunt@bright.net) wrote:
: > >Tom... are you implying there's an Atari 8-bit web browser capable
: > >of Java? :)

: I think that you don't like java. Please don't take it out on me. I
: didn't invent it. The forces of web evolution are always moving forward.
: You and I can't stop it.

I didn't mean to take it out on you. :) And, reading on, findind that
you're stuck using an MSWin-based server, I have to send out my
condolances. :)

: for implementing things like message boards, and chat rooms. There are
: some perl hacks out there for win95, but offer only limited success.

The company I work for sadly chose a WinNT server for our in-house stuff.
(That means the bulk of the interactuve stuff is on our Unix server which is
really far away :))

We DID have a PERL-based set of "www boards" set up and running, but we
believe our webmaster (who was insane to begine with) sabotaged them
after she was fired (and before we had a chance to changre all of the
passwords). This mean that nobody was left who knew how to get them up
and running again, so I figured it'd be better to just start from
scratch with a better system, which I wrote in C for our Unix box.
It MAY be usable on Win machines, but unfortunately, since I don't own
the rights to it, I can't give it to you. :(

: > >(pst, btw, I happen to have a great Lynx-compatible chat room
: > >program available for free for Unix webservers ;))
: >

: Compile it for me, to run under win95 with explorer 4.0 shell integration,
: and I'll run it on my web site.

Unfortunately, due to the limitations of Win machines (at least in
their lack of standards in compilers), and my lack of a Win machine
to develope/compile ON, I can't. I wish I could! :^o

: The web is increasingly being configured more and more for surfing with
: win95 and explorer. Microsoft has become the driving force behind web
: development <snip>

Tell them to write a browser capable of handling all this for the Atari! :(

: ActiveX, Active Content, Pointcasting, Real Audio and Video, Ja
va, Java
: Script, and Java Beans.

Sun developed Java. :)

: These leave lynx behind in the dust. Still,
: whenever possible, I will have lynx compatable web content. Whenever it's
: not possible, oh well. I could have used even more java, but decided to
: make the most important features lynx compatable.

Well good, obviously, since Atarians can only use Lynx, unless they happen
to have a "good" <sic> PC. I do not, howerver. I am foreced to use
dial-up telnet on my PC (ie, text mode), and would be stuck doing the
same on my Ataris if I had a modem set up one of them... :(

I didn't mean to start up a "flame war" or anything here, btw. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoam.edu/kendrick/

492. WTB : SHEET FEEDER !!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <33D404DA.3907@midamer.net>
Source record: 71536

A friend of mine without net access needs a sheet feeder for a Panasonic KXP-2135 printer. Olease e-mail me with a price and I will re-lay the message.

Thanks
Tony Martin

493. NULL MODEM: PC <--> MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <869521946.26360@dejanews.com>
Source record: 71537

This past weekend I tried to get basic communication working
between my MIO RS232 port and my PC's COM2: port. I purchased
a NULL MODEM adapter from a local electronics store and hooked
the two devices together. On the atari, I started up Bob term.
On the PC I started up PROCOMM PLUS.

I was completely unsuccessful in getting the two to communicate.
Do I have to load an R: handler on the ATari, or is this not
needed when using the MIO?

I believe I was running under Spartados.

Any help?

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

494. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <33D42988.C140C304@holyoak.com>
Source record: 71538

Steven J. Tucker wrote:

> I@Am.not.here (www.kwll.demon.co.uk) writes:
> > In article <33D2420A.CE130E73@holyoak.com>, Trevor Holyoak
> <trevor@holyoak.com> wrote:
> >>It's actually closer to 625 megs. It's the product of well over two
> > <snip>
> >>compressed versions that can be downloaded. I put a directory
> listing up
> >>at http://www.holyoak.com/atari/ataricd.txt
> >
> > Pity you missed xf-SIO then. That would have made it much easier to
> use...
> > But then I request that you ask me before placing it on a CD or any
> other
> > media for sale. I suppose you've asked Markus Gietzen, Chris Lam, et
> al?
>
> Nobody asked me, guess he could care less about the distribution
> terms of the included software.

Hold on a minute - your user's manual says: "APE is user supported. This means that you may copy UNREGISTERED VERSIONS freely and give the copies away to anyone you wish. They are in turn requested to send in the registration if they decide to use it. You can help me distribute APE to others who might find it useful by uploading it local BBSs and by giving copies of it to friends, user groups, and business associates. Thank you for supporting the Atari Peripheral Emulator and the Shareware concept."

Unless I am badly misinterpreting this, you are giving me permission to give copies of the shareware version of your program out. That is what I am doing. As far as I know (and I have been made aware of one exception), all the emulators on the CD are shareware. I am actually doing you a favor by distributing it. I happen to be a registered user of APE. I got the shareware version of it from a CD similar to the one that I have created. I used it, liked it, and paid you for it. I thought that some improvements could be made on the CD, so I decided to go ahead and make my own - that's how this came into being. I have arranged things on the CD to make things easier on the APE user. I'm sorry if I have offended people by offering the files on this CD, but I don't see the difference between having the same files available for download and having a CD available for the convenience of people who'd rather not go through all the trouble.

> And people wonder why few take
> time to support the 8.

I thought that was exactly what I was doing. I am a huge supporter of
the Atari 8-bit computers and videogame systems. I maintain a web page
dedicated to them and am constantly helping fellow users out with them.
I'm sorry if some find this offensive.

/InfoMan
http://www.holyoak.com/atari/

> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator!
> * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE!
> * * *
> * * * Ape Homepage: http://www.nacs.net/~classics
> * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
> Lines !!

(Is what you're doing really that much different from what I'm doing?)

495. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2107972137330001@port132.bitstream.net>
Source record: 71539

In article <5qvo6t$5gt@flood.xnet.com>, jcompton@typhoon.xnet.com (Jason Compton) wrote:

> : Kenneth Jennings wrote:
> : >
> : > At the beginning of the Princess Bride, the kid with the flu who
> : > played Kevin on Wonder years, (but I can't remember his name for the
> : > life of me) was playing a baseball game (RealSports?) on an atari
> : > 8-bit.
>
> Nope. Fred Savage is playing Hardball on a Commodore 64, although the
> sound effects (like most computer/video game sound effects on TV and
> movies) are from the Atari 2600.

Okay, how about this one: In the Doctor Who episode "The Caves of Androzani" all the computers in the nerve center of the underground complex appear to be Ataris. I recognized the screen font when I saw it years ago. You can't see any actual computers though. The displays show locations of various things in the network of caves and tunnels and later display a count-down timer for a nuclear bomb which has been set to detonate.

Another one: Not actually an Atari computer, but a peripheral can be seen in the 1992 movie "Sneekers". There is a scene where the protagonists, an elite band of computer hackers, is hacking into a high-security computer network using an assortment of equipment including, of all things, an Atari Acoustical Coupler 300 Baud Modem. :-)

Mark

496. Re: Flight Simulator II image?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2107972156350001@port132.bitstream.net>
Source record: 71540

In article <5qr1ol$t70$4@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:

> On 1997-07-12 f.mellish@bananas.com said:
> >Hey all
> >Anyone know of a Flight Simulator II image I could use with an
> >emulator?
> >I have the original disks (so please don't waste bandwidth with a
> >useless flame war) but the .ATR image I made for use with the
> >Rainbow emulator blanks out the screen after approx. 40 seconds of
> >use.
>
> Here's a idea,buy a ATARI!
> (I play the cartridge verion)
>
> >The program knows its a copy because it only bothers to load up the
[theories about protection technique snipped]
>
> Well it may just be a bug in the emulator.

Not a bug exactly... None of the emulators can run copy-protected programs because they are not being run from an Atari drive and it's not really possible to have "bad" sectors in a disk image since the "disks" emulators read are nothing but binary data. Interestingly, the ATR format includes a header in which bad sectors can be mapped, but no emulator I know of utilizes this data, and AFAIK, no disk images use it either. The only way to run copy-protected software such as this on an emulator is to use a cracked version in which the copy-protection has been removed. Unfortunately, there does not appear to be a cracked version in the usual places on the internet. If you really want to play it, take Daniel's suggestion and get the real thing. They're really cheap nowadays!

Mark

497. Re: E-mail fails :(

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199707211446.a55350@do2.maus.de>
Source record: 71541

TR>FS> And I know why. This thing is really great. How about visiting
TR>this year's A.B.B.U.C. JHV?

TR> Sounds nice - where is it?

As every year it will start at the:

B�rgerhaus Herten S�d
D - 45699 Herten
(germany)

Last year the were ~150 visitors and ~30 exhibitors.

Or for more infos take a look at the A.B.B.U.C. homepage at:
http://home.t-online.de/home/wburger

or write to WBurger@cww.de

TR> One problem with the IDE-interface is, that it doesn't run on a XE,
TR>you need a connection ... I haven't got one :(

How about buying another 800XL, they are really cheap?

Tschuess
Frank [PGP]

498. For the best golfing experience of your life !

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: ILCJS <pentaf@ilink.nis.za>
Message-ID: <5r0l4r$rb5@news1.saix.net>
Source record: 71542

We appologize if you receive this message in error.

It is a one time message only,but very worth reading.

ARE YOU AN EXECUTIVE LOOKING FOR A GOLFING EXPERIENCE WITH A DIFFERENCE ?

an unforgettable experience awaits you once you have decided to join Penta Fairways in South Africa on a special tour that has been compiled with the emphasis on relaxation and entertainment. this will take from the kruger national game reserve in the north to cape town in the south over an eleven night and twelve day period whilst also competeing informaly in 5 of the best golf courses in South Africa with a small group of other decision makers across the world.

Click Here to Visit Our Web- Site

http://www.ilink.co.za/webpages/pentaf/default.html

PS. Don't froget to bookmark it , it might just be usefull in the future.

499. PBI-adaptor for XE - where to get ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33D29ED7.2729@kawo2.rwth-aachen.de>
Source record: 71543

```
THOMAS RAUKAMP wrote:
>
> FRANK_SZYMANSKI schrieb am Donnerstag in COMP/SYS/ATARI/8BIT :
>
> FS> And I know why. This thing is really great. How about visiting this
> FS> year's A.B.B.U.C. JHV?
>
> Sounds nice - where is it?
>
> One problem with the IDE-interface is, that it doesn't run on a XE, you need a
> connection ... I haven't got one :(

Hallo !
```

Thats the most important problem, indeed.
We relayed in Klaus Peters, but he went out of business.
So please tell us, where to get such adaptor to get an XL-like PBI on
XE-machines.
We re especially interested in Europe offers.

```
Thanx, Matt
```

500. Re: Great Find Today

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <9W50zQ9wpDeE092yn@kenton.com>
Source record: 71544

In article <5qn00e$nfo@alexander.INS.CWRU.Edu>,
gb899@cleveland.Freenet.Edu (Cat Vonotter) wrote:
>What made this a real great find was, we paid only $15 for the entire lot.
>And Smitty included sales tax.

Congratulations!

I might as well tell everyone about my great find this past weekend. Our
local school district was having an auction. I didn't go to it because
I didn't think there would be anything there for me, but I did have to
go there for a meeting after it was over. There was a ton of Apple //e,
color monitors, and TVs. After rummaging through and putting together
a complete Apple //e system, I found several boxes of Atari Hardware,
including 2 800XLs and 3 800s, 1 810 Disk Drive and several 1050 drives.
Everything was in perfect shape. Anyway, after I piled up everything
that I wanted, adding an old Mac 20 meg HD, two Apple //e Profiler
hard drives, and 1 19' TV, 3 color monitors, they told me the
damage, $10!!!

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

501. Re: Atari 8bit Web & FTP Sites

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <E340zQ9wpDnA092yn@kenton.com>
Source record: 71545

In article <5qtuko$kru@cletus.bright.net>,
"Tom Hunt Sr." <tomhunt@bright.net> wrote:
>The web is increasingly being configured more and more for surfing with
>win95 and explorer. Microsoft has become the driving force behind web
>development and shell integration, with others trying to catch up.
>ActiveX, Active Content, Pointcasting, Real Audio and Video, Java, Java
>Script, and Java Beans. These leave lynx behind in the dust. Still,
>whenever possible, I will have lynx compatable web content. Whenever it's
>not possible, oh well. I could have used even more java, but decided to
>make the most important features lynx compatable.

I must disagree with your comment about Microsoft being the driving force
behind the net. Microsoft has been playing catch-up, and they still
haven't increased their marketshare of the browser market, even with
giving their product away.

Anyway, my personal preference for running a website on a budget is to
use Red Hat Linux or FreeBSD, but that is a topic for another newsgroup!

OBAtari8: I've seen talk about projects with the 8-bit. What I would
like to see would be some browser for the 8-bits. I've been looking at
the WebTV, and thinking it would be pretty nice to be able to at least
pull up TV Guide's site to check out the channel listings on the TV.
First we would need a TCP/IP stack and PPP. I've built David Deaven's
Infrared Gateway, so I can receive signals from a remote to my 8-bit.

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

502. Re: Anyway we can make this a MODERATED group?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <ps40zQ9wpblW092yn@kenton.com>
Source record: 71546

In article <5q8j40$l1g$1@nuke.csu.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>I used to be much more active in this newsgroup back before the web
>existed. Now that I'm here again, I notice how much SPAM we have to
>wade through.
>
>How could we, or would we even want to, make this newsgroup a moderated one?

Well, I don't think that we should go to a moderated newsgroup. I just set
up a kill file which helps a lot. Basically, it kills anything with the
following in the subject line: $, get rich, money, xxx, cash!, cash.

(BTW, hey Bill, glad to see you around!)

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

503. Re: How do I program for GameLink 2?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <DM50zQ9wpvVP092yn@kenton.com>
Source record: 71547

In article <5qf2e8oel1@nuke.csu.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>Ok, I've asked this a dozen times and nobody seems to know right off..
>
> 3) The connections are made according to the following list:
>
> pin name connection description
> --- -------- ---------- ------------------------------
> 1 SCLK not used leave with no connection
> 2 OCLK not used leave with no connection
> 3 SID PARALLEL connected to all other SID & SOD
> 4 DGND PARALLEL connected to all other DGNDs
> 5 SOD PARALLEL connected to all other SID & SOD
> 6 CGND PARALLEL connected to all other CGNDs
> 7 COMMAND not used leave with no connection
> 8 MOTCTL not used leave with no connection
> 9 PROCEED not used leave with no connection
> 10 +5V not used leave with no connection
> 11 AUDIO IN not used leave with no connection
> 12 +12V/NC not used leave with no connection
> 13 INTERRUPT not used leave with no connection

Since only four wires are used, could you install a phone outlet into the
Atari and use regular phone cord to network with, maybe creating a box
to plug more than two Ataris together.

Anyway, the game I would like to see would be an updated Spy vs. Spy,
with up to 8 players competing against each other!

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

504. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <5qvt55$7db4@news.tds-gn.lmco.com>
Source record: 71548

In article <33d28025.810382681@news.aatech.com>, kenneth@spam.not.sayeth.i (Kenneth Jennings) writes:
|>
|> {I'm reposting since my server had a fit over my previous anti-spam
|> gyrations in the header info -- we'll see if this one works)
|>
|> On Sat, 19 Jul 1997 23:48:09 -0600, Trevor Holyoak
|> <trevor@holyoak.com> wrote:
|>
|> >NOW AVAILABLE:
|> >
|> >CDROM for PC with 600+ megabytes of files
|>
|> [snip]
|>
|> >You can run most programs right off the CD!
|> >
|> >Price: $50 each (prepaid) + $3.00 Priority Mail shipping (cheaper
|> >shipping is also available).
|>
|> Given the current miniscule costs to burn CD-ROMS, isn't $50 a tad
|> high?
|>

Thats what I thought - I've seen CDs with tons of ROMs for the NES/SNES/TG16/Atari for about $20-$30.

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

505. Re: Atari 800XL system

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Jason Whorton <chesster@pcl.net>
Message-ID: <01bc958a$b67556e0$47880fcf@chesster.pcl.net>
Source record: 71601
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,comp.sys.atari.8bit,comp.sys.atari.st

I feel sorry for you. You sound like you think this is a fair price.
HELLO! Just like a lot of people, this guy probably got all of it for $20,
if that, and is trying to jack the price. He is in other classic computer
newsgroups too, with the same WAY too high prices. It realy has gotten
old. It would be different if he could not see someone else offering the
same for at least half of his price, just a few posts later.

Sincerely,
Jason Whorton

506. Re: Interest in 3 classic atari games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: starfleet@springnet1.com
Message-ID: <33d5f344.1326273@news.springnet1.com>
Source record: 71602

"Staff" <clauss@mail.oric.com> wrote:

>Hello,
>
>I am looking for 3 Atari games. All are disk based for the 8-bit Atari.
>
>Wizard's Castle - Find your way to save the princess in the Castle. Find
>the rock in the dessert to kill the snake. This is a very old graphic game
>from Sierra On Line. (About 1981?)

I have Wizartds & Princesses, I'm assuming this is what you are loking
for?

>
>Nukewar - a text based game where you have two grids - yours and an enemy.
>Sort of like an advanced battleship.
>
>Planet Miner (?) - I think this was from SSI. You have to travel through
>space and keep up production to dominate the galaxy. Also a text based
>game.
>
>Please let me know if you can lay your hands on any.
>
>Thanks
>Chris

Internet Email: starfleet@springnet1.com

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned Section is punishable by action to recover actual monetary loss, or $1500, whichever is greater, for each violation.

E-mailing me indicates acceptance of these terms.

507. Re: Carina BBS Software. Where ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: starfleet@springnet1.com
Message-ID: <33d4f01a.515745@news.springnet1.com>
Source record: 71603

First of all, as far as Carina goes...

To the falsehoods posted about it...

Carina 2.3 and later does support FULL color ANSI!! I had been running Carina, and I myself have written ANSI coded software for the BBS, and all my IBM callers, including myself to my BBS got FULL color ANSI...

David Hunt has also gotten it to work with the ZOOM 28.8K modem, but with the 56K and new 67.2K modems out, I think the speed is dead, since the Atari can only communicate over the SIO cables at 9600 baud a good 28.8K connect still transfers slower than 9600 baud.

I was going to write an IBM version of Carina, but am still trying to find a good Basic to work with, and be able to afford it, PowerBasic 3.2 looks fine, but at $129.95 or $149.95, it's a little too much right now..

I was an avid Atari 8-bit programer, our titles are still available, but thanks to PIRATES who had NOTHING better to do than reverse engineer our programs, I don't advertise it anymore...

I rewrote ALL my Carina moduels, games, utilities, etc., to support VT52 and ANSI color, but again, all the 8-bit users want is GIVE ME GIVE ME, they will not pay for anything!!

I worte an USPS Barcode progam for the Atari 8-bit to put the 9 and 11 digit barcodes on mailing labels, approved byt he Postal Service to qualify for the barcoding discounts, and I posted this, but no one ordered it...

I don't blame Shadow for doing what he's doing, because of my experience with the users of Carina, etc..

Carina DOES support ANSI, I even took the MOE Source Code, which Shadow released into Public Domain, and modified the ANSI-MOE to support the XEP-80 80 column card, and had this all working on my computer, ANSI callers had the FULL ANSI color etc., then everyone wanted a ZIP utility for the 8-bit, I was working on this, but again, NO ATARI 8-bit owner wants to spend one cent on anything!!

Look at how long I've been advertising this 8-bit stuff I had for sale!! One guy tells me I'm insane wanting $125.00 for the ATR8000 and Dual Disk drives, then he turns around and tries to sell just the ATR8000 alone for $135.00!! that he had!!

Anyone wanting any of our Atari 8-bit Software, it is ALL Copyrighted, and is still available, but don't look for new titles, because I have given up on the 8-bit Atari, and just keep what I have for museum pieces, except the stuff I do have advertised!

Internet Email: starfleet@springnet1.com

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508. Re: Year 2000 and R-Time8

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: starfleet@springnet1.com
Message-ID: <33d7f491.1659668@news.springnet1.com>
Source record: 71604

Robert Smith Ely <rely@ix.netcom.com> wrote:

>In article <5qfvkd$7jf$2@triglav.iwaynet.net>,
> dklugh@iwaynet.net wrote:
>>
>>
>>On 1997-07-13 rsely@dhs.state.nj.us said:
>> >I just checked my R-Time8 to see what it would do at 12-31-1999
>> >23:59:59. It turns over to 01-01-00 00:00:01. This is NOT good, but
>> >not a major deal for the 8-bits. Does anyone know of a replacement
>> >for the R-Time8 that supports 4-digit year?
>>

Unless the year 2000 is exactly the same as the year 1900, the program
will mess everything up... ie., Wednesaday could be a Monday that
particular year..

There was a ML patch to fix the bytes in the TD file that would solve
this problem, I've probably got it on disk somewhere, but as I said,
it is useless to me, as my Atari is just collecting dust and I qon't
go through ther boxes of thousands of disks to find the patch for
anyone...
Internet Email: starfleet@springnet1.com

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned Section is punishable by action to recover actual monetary loss, or $1500, whichever is greater, for each violation.

E-mailing me indicates acceptance of these terms.

509. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-ya02408000R2107970157250001@news.cnct.com>
Source record: 71605

In article <33D2973D.763D@pilot.msu.edu>, cholette@pilot.msu.edu wrote:
>On "Max Dugan Returns" there's an Atari 800 in plain sight.

Let's not forget "Cloak and Dagger" which had Atari all over it, or
"Bladerunner" which had Atari "headquarters" in the background quite a bit.

==========
This recursive loop is at the beginning | Dogbert at heart,
and the end of this recursive loop. | Dilbert in practice.
==========

510. Atari 400 items wanted!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: coslor@bobcat.peru.edu
Message-ID: <869463524.14293@dejanews.com>
Source record: 71606

I am wondering if anyone might have ANY cassettes or cartridges for the Atari 400 computer? I am also looking for a disk drive for this unit.

PLEASE let me know if you do, and your offering price via e-mail.

Thanks,

CORD COSLOR

PO Box 308
Peru, NE 68421
(402) 872- 3272

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

511. Re: To whoever is running an 8-Bit Website with plenty of disk space....

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970721061200.CAA08514@ladder01.news.aol.com>
Source record: 71607

>From: dklugh@user.iwaynet.net

>Why don't you just put them up as
>DCM files so that everyone can use
>them.
>ATR is about the most useless
>format for distribution that there is.

I agree with you ... Get the ATR2DISK.ARC at :
closertohome.dyn.ml.org It will turn those ATR files back to
Atari disk both 90k and 130k formats.

Thanks to TOM HUNT we have a way around those ATR files.

512. Re: hard assembler!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Marius Diepenhorst <marius@atari.demon.nl>
Message-ID: <01bc95be$38c09000$47e79fc2@default>
Source record: 71608

```
> try this:
>
> ldy #$04
> loop jsr getchar ;get key and load it in accu
> jsr putchar ;put accu-char on actual cursor position
> dey ; decrement accu by one
> bne loop
> rts
```

There is a BIG chance that in those subroutines (GETCHAR and PUTCHAR) the Y-register is modified.

If y isn't touched in the 2 subroutines it should work, but if y IS modified (perhaps everytime Y is set to #0 in the routines) It ever failes.

You should in the BEGIN of the "LOOP" routine: push Y to STACK (there isn't a mnemonic for, so: TYA and then PHA
BEFORE dey you have to write:

PLA (pull A) TAY

and then it might work. (if those 2 subroutines aren't fooling around with the stackpointer etc.)

Don't be frustrated. ALL things go wrong with 6502 language are EVER your own fault and that couldn't be frustrated.

```
> Why WON'T WORK iT???? The little program doesn't repeat the getchar/
> putchar subroutine.
>
> this one works:
>
> loop 'doanything'
> clc ; clear carry
> bcc loop
>
> --> an endless loop...
```

Ofcourse this works!!!!! in basic this would be:

```
10 a routine
..
..
100 C=0
110 IF C=0 then goto 10
```

Sure this works hehehehe.

But in the first program you are comparing Y, but the value IN y isn't eternal hehehe.

succes with it.

More questions? Feel free to ask.

Marius

513. A few 8-bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: <>
Message-ID: <33d252b5.9409512@news.whc.net>
Source record: 71609

I need to know how I can tell which basic revision I have and which Atariwriter revision I have. Also I just picked up an AXIOM AT-846 Atari computer direct-connect parallel printer interface. I need some specs on it. It looks like it needs a power supply. Also what software did it come with.

Thanks,
Chuck

remove extra dots.... for email.

514. what has happened to...:

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Marius Diepenhorst <marius@atari.demon.nl>
Message-ID: <01bc95cc$14b674a0$47e79fc2@default>
Source record: 71610

Hi

what has happened to xlit sever?

what has happened to jellystone? yoshi.meil....? Taquart?

Grtx. Marius

515. Re: How to convert or start DCM-Files ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qvjp3$ei8@dfw-ixnews9.ix.netcom.com>
Source record: 71611

In article <5qu9gc$8i8@user.iwaynet.net>,
dklugh@user.iwaynet.net (Daniel Klugh) wrote:
>In article <5qkvd4$6rn@sjx-ixn3.ix.netcom.com>,
>Robert Smith Ely <rely@ix.netcom.com> wrote:
>>In article <33CD14A2.46D4@rcs.urz.tu-dresden.de>,
>> Eschenbach <ebner@rcs.urz.tu-dresden.de> wrote:
>>>I want to take a look at some demos in *.DCM-format.
>>>Therefore I'm looking for a emulator that can handle this format.
>>>Or is there a utility to convert DCM-Files to ATR, BIN or XFD-Files ?
>>>
>>>Thank you for answers !
>>>Christoph
>>>
>>
>>Christoph,
>> Go to gopher://gopher.archive.umich.edu:7055/11/atari/8bit and locate the file
DCM2ATR.???. I forget what the extension is. Anyway, this will convert a DCM'd file
directly into a /ATR disk image for you emulator.
>
>DON'T use the Gopher server,it's defective.You just get the filenames,not the extentions.
>Instead,use FTP to get to atari.archive.umich.edu.
>
Daniel,
You're right. That does work better. Use
ftp://atari.archive.umich.edu/atari/8bit/diskutils then click on dcmatr12.zip to download
the archived program.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

516. Re: BASIC Versions in the atari scene

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5qvk1p$2ek@dfw-ixnews4.ix.netcom.com>
Source record: 71612

In article <c17f01be.ca00.999e@raukamp.dame.de>,
RAUKAMP@dame.de (THOMAS RAUKAMP) wrote:
>KRISHNA schrieb am Montag in COMP/SYS/ATARI/8BIT :
>
>K> Basic XE with the extensions are even greater if you have expanded RAM.
>
> Where can I buy a copy?
> How is it delivered - on a cartridge?
>--
>cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE
>
>// THE_DOT V2.23 Regist. //
>
>

Thomas,
It should be available for purchase in cart form from http://www.myatari.com (B&C ComputerVisions). BXE is definitely a great version of BASIC. I love it. Just wish I could use it with my PCXf 3.60 emulator.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

517. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33d35ec5.236969843@news.ioa.com>
Source record: 71613

On Mon, 21 Jul 1997 01:57:25 -0400, steveg@cnct.com (Stevebert) wrote:

>In article <33D2973D.763D@pilot.msu.edu>, cholette@pilot.msu.edu wrote:
>>On "Max Dugan Returns" there's an Atari 800 in plain sight.
>
>Let's not forget "Cloak and Dagger" which had Atari all over it, or
>"Bladerunner" which had Atari "headquarters" in the background quite a bit.
>

Also check out D.A.R.Y.L., from the late 80's. The robot kid is seen
playing Pole Position early in the movie (on an 800XL, I think), and
later in the movie is playing BOTH Pole Position and Caverns of Mars
at the same time (ever tried it? It's almost possible!)

518. Re: atari8-l - new discussion list about 8 bit atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d3679c.869646705@news.aatech.com>
Source record: 71614

On 20 Jul 1997 22:11:28 +0200, maciej grzeszczuk
<krap@zwieracz.psych.uw.edu.pl> wrote:

> i'd like to proudly announce new discussion list about 8 bit atari.
>
>to subscribe, write a message to majordomo@zwieracz.psych.uw.edu.pl
>with:
>
>subscribe atari8-l <your mailing address>
>
>in the body.

I'd rather not fill my mailbox with more stuff. The I-Amiga mailing
list is mirrored/repeated in bit.listserv.i-amiga newsgroup and posts
made to the newsgroup are also sent to the mailing list. I wonder if
a mechanism like this could be worked out for the atari8-l.

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth at daffy dot aatech dot com

519. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5qvo6t$5gt@flood.xnet.com>
Source record: 71615

```
: Kenneth Jennings wrote:
: >
: > At the beginning of the Princess Bride, the kid with the flu who
: > played Kevin on Wonder years, (but I can't remember his name for the
: > life of me) was playing a baseball game (RealSports?) on an atari
: > 8-bit.

Nope. Fred Savage is playing Hardball on a Commodore 64, although the
sound effects (like most computer/video game sound effects on TV and
movies) are from the Atari 2600.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine Anchor, Amiga Legacy
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
Move forward... ...was my friend's only cry
```

520. Re: GTIA and Graphics 7 problem?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d368fe.870001174@news.aatech.com>
Source record: 71616

On Sun, 20 Jul 1997 19:04:28 GMT, (Kenneth Jennings) wrote:

>On 19 Jul 1997 22:36:19 GMT, kendrick@zippy.sonoma.edu (William
>Kendrick) wrote:

>>I haven't looked into it with much detail yet, but is there a problem
>>with using the 16-shade GTIA mode (setting mem. location 623 to 64)
>>when the screen is in Graphics 7 (160x96) mode?
>
>>I'm using this for my new Asteroids clone, and I THINK it's only showing
>>some of the shades.

[snip]

>The GTIA color processing options only work reliably on a mode line
>that displays half-color clock pixels. (That's mode 2 [Graphics 0]
>text, mode 3 text, and mode F [Graphics 8] graphics.) Groups of four
>pixels are converted together into sixteen shade, color, or register
>values (too bad there aren't 16 color registers.) In any other mode,
>the color processing gets confused.

>Offhand, I can't think of a compelling reason to turn on the GTIA bits
>in any of these modes.

I mean in any mode other than the three modes listed above.

>You still get pixels 2 color clocks wide, but
>have fewer colors available. If you need to have taller pixels, you
>could consider using a new display list that repeats each line of
>graphics data twice.

e.g. when each pair of mode F lines in a display list uses the same
data you've cut the amount of graphics data in half (96 scan lines vs
192). Turn on the GTIA bits and you have a sort of mode 7 GTIA --
GTIA color scheme with 80 pixels across, but with a mode 7 number of
scan lines.

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth at daffy dot aatech dot com

521. Re: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33d34a04.127996@news.inc.net>
Source record: 71617

On Mon, 12 May 1997 13:31:21 -0600, Robert Erickson
<dperw@mail.utexas.edu> wrote:

>i recently purchased a mac/65 cartridge by oss.
>
>on the label it says "with ddt"
>
>what is ddt...is it a development environment?

That is "Dunion's Debugging Tool" by Jim Dunion. It is a tightly
integrated debugger.

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

522. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d36ebd.871472341@news.aatech.com>
Source record: 71618

On 21 Jul 1997 13:29:01 GMT, jcompton@typhoon.xnet.com (Jason Compton)
wrote:

>: Kenneth Jennings wrote:
>: >
>: > At the beginning of the Princess Bride, the kid with the flu who
>: > played Kevin on Wonder years, (but I can't remember his name for the
>: > life of me) was playing a baseball game (RealSports?) on an atari
>: > 8-bit.
>
>Nope. Fred Savage is playing Hardball on a Commodore 64,

You sure about this??? I remember the text on screen looked too wide
for the C64 character set. (C64 video timing is weird, the whole
display is much more narrow making the C64 pixels (and thus
characters) more narrow than the equivalent sized pixels/characters on
the Atari 8-bits. I have the video. I'll review it tonight.

>although the
>sound effects (like most computer/video game sound effects on TV and
>movies) are from the Atari 2600.

The sound looked well sync'd to the video game. That's an awful lot
of work to go to just for 5 seconds display in a movie.

Kenneth Jennings -- SyntheToonz
Miami, FL -- kenneth at daffy dot aatech dot com

523. Re: Interest in 3 classic atari games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: Chris Clauss <clauss@mail.oric.com>
Message-ID: <01bc95e1$9e1be620$0927bbc6@pcsupport>
Source record: 71619

Terry -

Thanks for the Wizard and Princess. I have found images of the disks out on Jellystone. I think the program is copy protected, since it won't run on an emulator. I am waiting for a 800 to get to me, and I will try it then.

Thanks!
Chris

>
> I have Wizartds & Princesses, I'm assuming this is what you are loking
> for?

524. Re: Jellystone's URL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33d36df8.240861875@news.ioa.com>
Source record: 71620

On Fri, 18 Jul 1997 14:05:10 -0600, marksim@bitstream.net (Mark L. Simonson) wrote:

>In article <01bc9266$8b3a3b20$c638adce@crc3.concentric.net>, "Fred >Thompson" <fhthomps@concentric.net> wrote:
>
>> I have what must be an old URL for Jellystone. Would somebody please send >> me an accurate one?
>
>Here is a mirror that works:
>http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/
>
>Mark

I've checked out the mirror, but everything is in a .gz format and I can't find the appropriate uncompressor.

Anybody got a link to get one?

Steven

525. !!!DANGER!!!!Re: Interest in 3 classic atari games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <869497236.1160@dejanews.com>
Source record: 71621

!!!DANGER!!!

This is the Terry Ortman you may have read about. For more information
try a dejanews search or email scammers@pdsig.com

This has been a public service announcement

Ron

In article <33d5f344.1326273@news.springnet1.com>,
starfleet@no.spam.net wrote:
>
> "Staff" <clauss@mail.oric.com> wrote:
>
> >Hello,
> >
> >I am looking for 3 Atari games. All are disk based for the 8-bit Atari.
> >
> >Wizard's Castle - Find your way to save the princess in the Castle. Find
> >the rock in the dessert to kill the snake. This is a very old graphic game
> >from Sierra On Line. (About 1981?)
>
> I have Wizartds & Princesses, I'm assuming this is what you are loking
> for?
>
> >

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

526. !!!DANGER!!!Re: Year 2000 and R-Time8

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <869497379.1320@dejanews.com>
Source record: 71622

!!!DANGER!!!

This is the Terry Ortman you may have read about. For more information
try a dejanews search or email scammers@pdsig.com

This has been a public service announcement

Ron

In article <33d7f491.1659668@news.springnet1.com>,
starfleet@no.spam.net wrote:
>
> Robert Smith Ely <rely@ix.netcom.com> wrote:
>
>
> There was a ML patch to fix the bytes in the TD file that would solve
> this problem, I've probably got it on disk somewhere, but as I said,
> it is useless to me, as my Atari is just collecting dust and I qon't
> go through ther boxes of thousands of disks to find the patch for
> anyone...
> Internet Email: starfleet@springnet1.com
>

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

527. Pirates Treasure Chest and other classic items

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33d372e7.242124372@news.ioa.com>
Source record: 71623

Hi, fellow 8-bitters!

I've been using Atari computers since I was 12 (I'm 28 now), and I've gathered quite a few pieces of hardware and software that I've never seen mentioned anywhere on the websites or newsgroups.

The first piece of history is the Monkey Wrench II cartridge that went into the right slot on the 400/800 series. It was a basic add-on that did such things as auto line numbering and re-numbering as well as a great hex editor and machine language monitor that would allow you to easily copy binary cassettes (and some disks).

Another piece of hardware I got was the Parrot sampler. The audio quality was (obviously) poor due to the MHz limitation, but it was still fun to play with, especially the drum machine feature.

On the software side, I got a disk called the Pirates Treasure Chest that was packed with disk, tape, and cartridge copiers, disassemblers, disk utilities, etc. that I have yet to see anywhere on the internet. I'm curious to know if anyone still owns the rights to this package. It's a great set of utilities and I'd hate to see this one fall by the wayside. I've copied my entire collection over to the PC with SIO2PC since my floppies are over 12 years old (the Elephant disks really DON'T ever forget!) and I didn't want to take any chances, so this means I've got the PTC in .ATR format, ready to pass on as long as it's considered PD software. I'm happy to share whatever I can, as long as I know it's legal.

I'm curious to know if anyone else has any of these pieces of history.

Steven
sposey@ioa.com

528. Re: your dead computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-21 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2107971209310001@199.166.204.230>
Source record: 71624

In article <5qr1ot$t70$7@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:

> I always wondered why people used emulators.I mean do any of them
> actually work for games that aren't simple arcade games (Pacman,
> Galaga,Wizard of Wor) or text adventures?

Yup. I've run every game I used to play on my 400 on the emulator I have for my PowerMac. Works like a champ. Everything I've pulled from Yogi's worked fine, except for ones where the "crack" appears to be bad and I don't think it would work on a real Atari either (some Epyx flight related/dogfight game comes to mind).

Why do it? Because there were some amazing programs from back then. I loved Necromancer and Eastern Front, and I get to play them again without the fuss of an actual computer. Whole collections of Yogi disks take up practically nothing on my hard drive, so why not do it?

> What about graphics modes that give you 64,256,and 4096 colours/lumnas?

Yup.

> What about AM (digitized) sound?

The version I have is the demo, so I don't have sound. I could tell you in the future though, when I register.

Maury

529. NULL MODEM: PC <--> MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <869602829.15920.0.nnrp-5.9e9882d2@news.demon.co.uk>
Source record: 71475

Whilst reading the rubbish I usually find here, cowpoke1@hotmail.com wrote=
something interesting about "NULL MODEM: PC <--> MIO"

Hello cowpoke1@hotmail.com,

chc> MIO RS232 port and my PC's COM2: port. I purchased a NULL MODEM
[cut]
chc> I was completely unsuccessful in getting the two to communicate. Do=
I

Does the MIO use the Atari, or PC standard for it's RS232 port? If the
former, then your null-modem cable will need to be re-wired, since Atari's=
9
pin serial port predates the PC version, and doesn't correlate.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. No guarantee the stimuli which people see's the same.
Gary Gilmore's Eyes; The Adverts

530. LAST DAY!! to bid on an Atari 800!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Atariboy <atariboy@geocities.com>
Message-ID: <01bc96dd$c2f97b40$0e5a04d0@Thompson.gogebic.cc.mi.us>
Source record: 71476
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.marketplace

LAST DAY to bid on an Atari 800 Home Computer at eBay.

Check it out here!
http://www2.ebay.com/aw/itemfast.cgi?item=ekx4664

--
<-->
Visit my web site!!

http://www.geocities.com/TimesSquare/Arcade/7164

Thanx ;-) Atariboy

531. Re: your dead computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970722123145.15136E-100000@fissure.scar>
Source record: 71477

On Mon, 21 Jul 1997, Maury Markowitz wrote:

> In article <5qr1ot$t70$7@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:
>
> > I always wondered why people used emulators.I mean do any of them
> > actually work for games that aren't simple arcade games (Pacman,
> > Galaga,Wizard of Wor) or text adventures?
>
> Yup. I've run every game I used to play on my 400 on the emulator I
> have for my PowerMac. Works like a champ. Everything I've pulled from
> Yogi's worked fine, except for ones where the "crack" appears to be bad
> and I don't think it would work on a real Atari either (some Epyx flight
> related/dogfight game comes to mind).
>
> Why do it? Because there were some amazing programs from back then. I
> loved Necromancer and Eastern Front, and I get to play them again without
> the fuss of an actual computer. Whole collections of Yogi disks take up
> practically nothing on my hard drive, so why not do it?
>
> > What about graphics modes that give you 64,256,and 4096 colours/lumnas?
>
> Yup.
>
> > What about AM (digitized) sound?
>
> The version I have is the demo, so I don't have sound. I could tell you
> in the future though, when I register.
>
> Maury

I have yet to encounter an Atari 8bit emulator that runs digitized sound effects. For some reason Xlit and Xformer both fizzle with static, can;t comment on Rainbow (I dont have W95!)

but Xlit 0.20 emulates the Atari sound chip almost perfectly.

Alan

532. second mouse button - forget that: FIRST mouse button!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5r3aevqsq1@nuke.csu.net>
Source record: 71478

No, I'm not some idiot who doesn't know how to read TRIG0... I just happen to have a mouse with a seemingly bad first firebutton. Anyone want to (over e-mail, preferably) help me figure out what's wrong with it?

It seems to be a physical problem, not a wiring thing.. :(

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

533. Star raiders II works with xlit???

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bc96ee$97dc20a0$36e6d7cc@ast-adventure>
Source record: 71479

Hey I never got to see this on my old atari (which I still have 3 of!!) and wanteds to know: does it work on xl-it?? if so is there something in the options I need to set??? also what were the enhancements from the original star raiders???

I really wish there was a 90's equivalent!!! (not x Vs tie, but the star raiders idea...) a relativly short 3d space save your system type thing!!!

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

534. Wanted:a Atari 800 Home Computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: smurphre <smurphre@mail.mem.bellsouth.net>
Message-ID: <33D52D82.9835A1AB@mail.mem.bellsouth.net>
Source record: 71480

I looking for a Atari 800 computer with a printer and a disk drive. Do
not reply in this newsgroup! E-mail me at bmurphre@juno.com . I also
need some games and programs.
I am short on cash at the moment, but i have a good trade list.

SNES Games
Donkey Kong Country
Donkey Kong Country 2
Mortal Kombat III
Star Fox

Atari 5200 Games
PacMan
Star Invaders
Jungle Hunt
Centipede

Genesis Games
NBA Jam
Boogerman

PC Games and Programs
Doom II
Quake
Quake Mission Pack 1: Scourage of Armagon
40 Best Windows 95 Games
Gold Medallion GamePack 2 : The Best 37 VGA Games
Aftershock for Quake
Tony LaRussa Baseball II
Puzzle Master / Crossword Creator
Casino Master
World Atlas Ver. 4
20th Century Video Almanac : Sports
Card Shop Plus
Great Naval Battles
Earth Invasion
MagnaFlux Runner
The Chessmaster 3000
------> THE ENCYCLOPEDIA OF OVER 2000 GAMES!!! <------
Voyetra Audiostation
FaxWorks

Let me know if you are interested!!!

Brent Murphree
bmurphre@juno.com

535. Video Game Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Neil Gordon <pepper@freenet.edmonton.ab.ca>
Message-ID: <Pine.A41.3.95.970722095025.99300D-100000@fn2.freenet.edmonton.ab.ca>
Source record: 71481
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

```
July 97 Video Game Auction

Auction ends July 31/97
E-Mail me to get on the E-Mail list
pepper@freenet.edmonton.ab.ca
Thanks
Neil

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Atari 400/Ect. Carts (all loose unless stated)
************************************************************
Bounty Bob Strikes Back $30 cmoore
with full size instruction poster

Dark Chambers $10 alfred
Fantastic Voyage $20 alfred
Flight Simulator II $5 Min
In-Store Demo Cart $50 Min
Miner 2049er $10 alfred
Ms. Pac-Man $5 vinceb33
Oil's Well with inst. $20 alfred
Pole Position $5 Min
Q*Bert $10 alfred
Star Wars the arcade game $20 alfred
Star Raiders $3 amrat2000
Star Trek $10 amrat2000
Super Cobra $10 alfred
Wizard of Wor $10 alfred

Atari Touch Tablet with Box (No Cartridge Included) $20 Min

Atari 800 XL System with 3 Controllers 1 Game Star Raiders
with tv connector and power supply $20 Min

Atari XE Laser Gun $20 imaginos
Atari Track & Field Controller $ 5 Min
Atari 1030 Modem with Cable & Power supply $ 5 webmaster
Atari SX212 Modem with Power supply & Box $ 5 webmaster

Other Items in Peppers Auction
Turbo Grafx 8 Items ColecoVision 9 Items
Mega Drive Cartridges 8 Items Radio Shack Trs-80 18 Items
```

Sega Master 26 Items Odyssey 2 3 Items
Atari Lynx 15 Items Nintendo/Famicom 33 Items
Atari 400/Ect. 21 Items Commodore 64 34 Items
Atari 2600 38 Items Vic-20 26 Items
Atari 5200 1 Items Misc. & Handhelds 10 Items
Intellivision 22 Items CD-I 69 Items

Rules:
Auction Ends July 25/97 Once, Twice Sold format starts July 26/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items are tested and work, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet.edmonton..ab.ca/~pepper
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

536. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R2207971941190001@news.erols.com>
Source record: 71482

In article <33d36ebd.871472341@news.aatech.com>, kenneth@spam.not.sayeth.i
wrote:

>The sound looked well sync'd to the video game. That's an awful lot
>of work to go to just for 5 seconds display in a movie.
>
Hey, that's what Foley artists are for!
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

537. Re: hard assembler!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6aKgsRC$zHB@peter.soemtron.sb.sub.de>
Source record: 71483

```
In article <hard assembler!>, PETER@SOEMTRON.sb.sub.de (Thomas Havemeister) wrote:

Howdy Thomas,

> ldy #$04
> loop jsr getchar ;get key and load it in accu
> jsr putchar ;put accu-char on actual cursor position
> dey ; decrement accu by one
> bne loop
> rts
> Why WON'T WORK iT???? The little program doesn't repeat the getchar/
> putchar subroutine.

I found the error for my self. The getchar/putchar ($f302/$f2b0) routines
changes the x and the y register. That's why it won't work all the time..

z1 = 1536

ldy #$04
loop sty z1
jsr getchar
jsr putchar
ldy z1
dey
cpy #0
bne loop
rts
```

some better solutions? Why won't work stack movements? (loop .. bne ?)
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

538. Re: Rescue at fractalus key commands..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: dklugh@user.iwaynet.net
Message-ID: <5r3tuk$fbj@user.iwaynet.net>
Source record: 71484

In article <01bc9535$a447b760$25e6d7cc@ast-adventure>,
Gary Tabar Jr. <nebula@digital.net> wrote:
>Ok..I got it working on xl-it... now what were the key commands??
>
>I think I remember:
>B=booster
>L=land
>A=airlock
>
>Weren't there speed settings as well???
>
>Help!!! there are downed pilots that need me!!

Well the number keys,obviously.

539. Re: !!!DANGER!!!!Re: Interest in 3 classic atari games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <869632570.23519@dejanews.com>
Source record: 71485

What does Ortman do is a good question.....

If you search his posts he claims to have an IQ of around 300
although it seems anyone tested over 220 is registered and they have
never hear of him

He recently claimed to run a multi-million dollars business,
although he posted last year he barely got by.

He claimed to be a wounded Vietnam vet, then just a wounded vet.
Somebody checked, they never heard of him

He claimed to be running a business that competed with the local cable
company. The State Police seized his equipment. Seems he was
selling descramblers to somebody elses cable.

He has been banned from FidoNet for scamming people and being
really obnoxious

He has been accused of doing the same on UseNet

He also claims to be suing everybody who doesn't like him for billions of
dollars.

ect.....

In article <01bc96a5$4b4737a0$0927bbc6@pcsupport>,
"Chris Clauss" <clauss@mail.oric.com> wrote:
>
> Who is Terry Ortman?
>
> What does Terry Ortman do?
>
> Chris
>
> ronf1@ix.netcom.com wrote in article <869497236.1160@dejanews.com>...
> > !!!DANGER!!!
> >
> > This is the Terry Ortman you may have read about. For more information
> > try a dejanews search or email scammers@pdsig.com
> >
> > This has been a public service announcement
> >
> > Ron
> >
> >
> >

> > In article <33d5f344.1326273@news.springnet1.com>,
> > starfleet@no.spam.net wrote:
> > >
> > > "Staff" <clauss@mail.oric.com> wrote:
> > >
> > > >Hello,
> > > >
> > > >I am looking for 3 Atari games. All are disk based for the 8-bit
> Atari.
> > > >
> > > >Wizard's Castle - Find your way to save the princess in the Castle.
> Find
> > > >the rock in the dessert to kill the snake. This is a very old graphic
> game
> > > >from Sierra On Line. (About 1981?)
> > >
> > > I have Wizartds & Princesses, I'm assuming this is what you are loking
> > > for?
> > >
> > > >
> >
> > ----------------------==== Posted via Deja News ====-----------------------
> > http://www.dejanews.com/ Search, Read, Post to Usenet
> >

----------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

540. BBC using Ataris as props...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <33D5A645.2AB2@goldrush.com>
Source record: 71486

```
Mark L. Simonson wrote:
>
> In article <5qvo6t$5gt@flood.xnet.com>, jcompton@typhoon.xnet.com (Jason
> Compton) wrote:
>
> > : Kenneth Jennings wrote:
> > : >
> > : > At the beginning of the Princess Bride, the kid with the flu who
> > : > played Kevin on Wonder years, (but I can't remember his name for the
> > : > life of me) was playing a baseball game (RealSports?) on an atari
> > : > 8-bit.
> >
> > Nope. Fred Savage is playing Hardball on a Commodore 64, although the
> > sound effects (like most computer/video game sound effects on TV and
> > movies) are from the Atari 2600.
>
> Okay, how about this one: In the Doctor Who episode "The Caves of
> Androzani" all the computers in the nerve center of the underground
> complex appear to be Ataris. I recognized the screen font when I saw it
> years ago. You can't see any actual computers though. The displays show
> locations of various things in the network of caves and tunnels and later
> display a count-down timer for a nuclear bomb which has been set to
> detonate.
>
> Another one: Not actually an Atari computer, but a peripheral can be seen
> in the 1992 movie "Sneekers". There is a scene where the protagonists, an
> elite band of computer hackers, is hacking into a high-security computer
> network using an assortment of equipment including, of all things, an
> Atari Acoustical Coupler 300 Baud Modem. :-)
>
> Mark

I would have thought the BBC to use the Acorn or maybe the Spectrum...
Do the fonts look similar on the two machines to the Atari's?
--
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-
Visit our web page at: http://www.goldrush.com/~foxnhare/
Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-
```

541. Games For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: ogawa@jtcc.com
Message-ID: <ogawa-2207970708210001@alfetta.iav.com>
Source record: 71487

The following games are for sale. I'm asking $2.50 for each, or make a reasonable offer; I just basically want to cover postage and packing costs and am otherwise willing to give these away for free.

Mail Order Monsters (Electronic Arts)
Galactic Adventures (RapidFire)
Ace of Aces (Accolade)
Wargame Construction Set (SSI)
Alternate Reality (Datasoft)

email: ogawa@jtcc.com

542. Re: Rescue at fractalus key commands..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6aKjD0bpzHB@peter.soemtron.sb.sub.de>
Source record: 71488

In article <Re: Rescue at fractalus key commands..>, kenneth@daffy.aatech.com (Kenneth Jennings) wrote:

Howdy Kenneth,

> >
> >Weren't there speed settings as well???
> >
> >Help!!! there are downed pilots that need me!!
> >
> I think 'S' turns shields on and off.

'S' means systems on or off not shield!

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

543. Re: FidoNet BBS Numbers

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5r0ufg$53n$1@spitting-spider.aracnet.com>
Source record: 71549

> James King wrote:
>
> I used to call FlightLine and Wylie Connection for my
Fido feeds.
> Both BBS's now appear to be gone. Can somebody out
there provide
> me with a US based BBS that carries the 8bit atari Fido
echo?
>
> Thanks.

I haven't gotten it quite working yet, but I have been
working on getting the fido-net echoes into ACE of America,
ACE-Net/ICN-Net BBS's

The Shadow

544. Re: Carina BBS Software. Where ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5r0tjm$4u5$1@spitting-spider.aracnet.com>
Source record: 71550

> While reading a recent copy of the 8 Bit FAQ's, I noticed
that it skips
> right over the Carina software, making a vague reference
to it. I know
> that the Shadow supports this software, but is there a
technical
> dissemination posted anywhere. I would like to know it's
features and
> what hardware it supports.
>
> I am very interetsted in restarting my BBS, and would
like to use the best
> available software.
>
> Thanks,
> Mark Smith
> MSmith@aol.com

I released Carina BBS as shareware a while back, and the entire latest release should be available on Tom Hunt's Web Site/BBS.

If you decide to go with Carina, you ccan also join our network, and get the usenet newsgroups as well!

Holler if I can be of further assistance.

The Shadow

PS: It should also be available at http://www.teleport.com/~bensmith/

545. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bc9639$98cff8c0$26e6d7cc@ast-adventure>
Source record: 71551

Like I can remember more!!! The one MAJOR thing I do remember, is this was supposed to be the first half of a two part game, and they never came out with the sequal....

and it was harder then hell to get a ship started, and play.....

I think it was more stubborness and work then fun...

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

Maury Markowitz <maury@softarc.com> wrote in article
<maury-2107971205390001@199.166.204.230>...
> In article <01bc94c2$d0348380$3ce6d7cc@ast-adventure>, "Gary Tabar Jr."
> <nebula@digital.net> wrote:
>
> > ya mean omnitrend's universe??? ha!!! I remember calculating the
minimum
> > orbits for all the planets one day in a laundry matt!! (That saves
fuel...)
> > God....
>
> Please, tell me more!!!
>
> Maury
>

546. Re: SIO2PC for cassettes / storing cassettes on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5r0om6$l5v$1@zwieracz.psych.uw.edu.pl>
Source record: 71552

12 Jun 1997 17:03:00 +0100 Thomas Havemeister napisal byl w comp.sys.atari.8bit:
> slow cassette system neraly 15-20 times faster! The programmed wonderfull
> programms like COS - Cassette Operating System. I still have this
> interface - I have two cassettes full of games, on each nearly 60-70
> GAMES!!!

before i buyed disk drive, i ownet cassette recorder for about 5 years. the
last 2 years i used modification named turbo 2000 kso
(kso = kasetowy system operacyjny = casette operating system), which boosted
up the speed ten times. the operating system was simple, located on a
cartridge. cassette recorder was modified, additional cable was connected to
port of second joystick. this turbo system used modified D: device driver.
loading procedure was pretty simple: the system looked for a header, and when
he found it asked if i wish to load this program (something c=64 style).
overall, the system was useful. and cheap - and that was the most important
these times...

844
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

547. FS/T: Atari 8-bit computer items [07/21/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33d50a2f.150329@nntp.ix.netcom.com>
Source record: 71553

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 07/19/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$10.00 Home Filing Manager, The (Atari)
$10.00 Print Shop, The (Br0derbund) {3}
$10.00 SynFile+ (synapse) {2} -- also includes Reference Card
$10.00 Timewise (Atari) {1}
$10.00 Touchdown Football (Electronic Arts) {2}
$10.00 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 4.00 Atariwriter
$10.00 Ballblazer -- XE cartridge

$ 4.00 Basic -- for use with the Atari 400 and 800
$ 5.00 Centipede
$ 9.00 Delta Drawing [Spinnaker]
$ 8.00 Frogger [Parker Brothers]
$ 2.50 Missile Command
$10.00 Movie Musical Madness [CBS Software]
$ 8.00 Qix
$ 2.50 Space Invaders
$ 4.00 Star Raiders

Cartridges with case and manual:
$14.00 Alphabet Zoo [Spinnaker]

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER with power supply, built-in RCA cable, one
Atari Joystick, and three [3] cartridges [no boxes, or manuals
for cartridges]:

Basic -- for use with the Atari 400 and 800
Missile Command
Space Invaders

This is a complete system, except for RF switchbox. This system
also includes the Atari 410 Program Recorder (listed below), at no
additional charge.

$32.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE, with power supply and Molex
connector cable.

$37.00

*****

LOT #3

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$22.00

*****

LOT #4

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 4.00

*****

LOT #5

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 9.00

*****

LOT #6

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$14.00

*****

LOT #7

EPSON RX-80 PRINTER with built-in power cord.

$24.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.00 for the first disk-based software item and $1.25 for each additional disk-based software item, unless otherwise listed. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your
order *before* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address
(this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

548. AUCTION: Ultima/Origin/Infocom games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <5r1dmn$3ft$3@geraldo.cc.utexas.edu>
Source record: 71554
Cross-posted to: comp.sys.ibm.pc.games.marketplace,rec.games.computer.ultima-dragons,comp.sys.apple2.marketplace,comp.sys.atari.st,comp.sys.cbm,comp.sys.atari.8bit

Welcome to my Ultima/Origin/Infocom auction. I'm getting rid of the last of my classic computer software to make some money for Atari 2600 games and items. If you have any decent Atari 2600 stuff for trade, let me know about it!

Posting to non-marketplace groups will be infrequent, so please e-mail me to get on the update list.

Please read the rules at the bottom. You are accepting the rules by placing a bid.

==========
THE GAMES:
==========

Autoduel (Apple II) w/box, 5.25" disk, ref. card, map <min> $3

HitchHikers Guide to the Galaxy (Atari ST) w/box, button, <min> $1
fluff, brochure, destruct orders, sunglasses, NO DISKS

Leather Goddess of Phobos (IBM PC) Complete <min> $3

Moebius (Apple II) w/box, two 5.25" disks, poster, ref card, <min> $3
book

Plundered Hearts (IBM PC) Complete <min> $3

Ultima IV (Apple II) w/box, two 5.25" disks, reference card, <min> $3
Book of Mystic Wisdom, History of Britannia

Ultima IV (Atari 400/800) w/box, two 5.25" disks, cloth map, <min> $3
The Way of the Avatar, Book of Mystic Wisdom, History of
Britannia, Reference card.

Ultima IV (??) one 5.25" disk only, sides C & D <min> $1

Ultima V (Apple II) w/box, four 5.25" disks, 2 ref cards, <min> $3
Book of Lore, Voyage Diary, catalog

Ultima V (IBM PC) w/box, four 5.25" disks, cloth map, Voyage <min> $3
Diary, Book of Lore, player reference card, quick reference
card, catalog

Ultima: Savage Empire (IBM PC) w/box, map, four 5.25" disks <min> $3

Wishbringer (Apple II) (shrinkwrapped album box) <min> $3

Wishbringer (C64) Complete <min> $3

Zork II (Atari ST) Complete <min> $3

RULEZ**********

1. Auction will last until July 31st, 10:00pm Central time. It will
then proceed to a once-twice-sold format, with the status changing
every 24 hours when no new bid is received.
2. Minimum bid raise is $1.
3. Conditional bids are accepted.
4. I will e-mail updates daily, as well as updating Newsgroups (some
more often than others).
5. US and Canadian orders only for this auction.
6. Payment must be in US funds, check or Money Order. I may hold a
check up to 10 days, a Money Order will get it shipped in 1-2 days
of receipt of payment.
7. If you would like to get on the update list without yet bidding,
just ask.
8. If you would like to be removed from the update list at any time,
just ask.
9. Buyer pays all shipping, to be determined at the end of the auction.
It will probably be $3 for the first two items, plus .75 per additional
item.
10. References provided on request.
11. If you would like to use an alias, please let me know.
12. I am not an expert on these items, so please ask if something is not clear.
No items are implied, if it isn't listed, it isn't there.

549. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5r1cet$mq4@freenet-news.carleton.ca>
Source record: 71555

On Mon, 21 Jul 1997, Trevor Holyoak wrote:

> > Nobody asked me, guess he could care less about the distribution
> > terms of the included software.
>
> Hold on a minute - your user's manual says: "APE is user supported.
> This means that you may copy UNREGISTERED VERSIONS freely and give the
> copies away to anyone you wish. They are in turn requested to send in
> the registration if they decide to use it. You can help me distribute
> APE to others who might find it useful by uploading it local BBSs and by
> giving copies of it to friends, user groups, and business associates.
> Thank you for supporting the Atari Peripheral Emulator and the Shareware
> concept."
>
> Unless I am badly misinterpreting this, you are giving me permission to
> give copies of the shareware version of your program out.

First let me say that I changed the documentation, and its much less
strict than I thought it was. It used to say 'not as part of any compilation',
but I changed it to an 'unaltered ZIP' type thing. I didnt see any ZIP
files in your APE directory in any case.

I aplogize for my slightly off base remarks, and I will post a formal apology
to you. I do however still have some comments about what you have written.

> That is what I am doing.

You are definatly NOT giving away anything. You are selling CDR's full of
pirated ROM images, and shareware, for a large profit. I've seen your post
arguing that your 'charging for your time'.

Charging for 'your time' is pure profit, at least the IRS seems to think so,
I pay a nice fat percentage of all my consulting 'time' to those bums. You
can't include the cost of the CD writer, or computer since your keeping both.

> As far as I know (and I have been made aware of one
> exception), all the emulators on the CD are shareware. I am actually
> doing you a favor by distributing it.

Did you ever stop to consider that distributing shareware along w/ a whole
CDR of pirated software might upset some people?

> I happen to be a registered user of APE.

Thank you of course!

> I got the shareware version of it from a CD similar to the one
> that I have created. I used it, liked it, and paid you for it. I thought

> that some improvements could be made on the CD, so I decided to go ahead
> and make my own - that's how this came into being.

I gave permission for APE to be included on the Pooldisk CD, so I assume
you got it there. Did you get permission to duplicate parts of the
Pooldisk for profit?

> I have arranged things on the CD to make things easier on the APE user.
> I'm sorry if I have offended people by offering the files on this CD,
> but I don't see
> the difference between having the same files available for download and
> having a CD available for the convenience of people who'd rather not go
> through all the trouble.

It's not difficult to candy coat your profiteering, but it still tastes bad to
alot of people.

> I thought that was exactly what I was doing. I am a huge supporter of
> the Atari 8-bit computers and videogame systems. I maintain a web page
> dedicated to them and am constantly helping fellow users out with them.
> I'm sorry if some find this offensive.

Sell the CD's for the cost of the blanks then, and eliminate all the pirated
software.

[sig deleted]

> (Is what you're doing really that much different from what I'm doing?)

If I was selling $50 CDR's full of pirated software then I guess it would be
similar.

I had/have to intention of making a holy war out of it, just my 0.02 on
rom profiteering. I've had the same arguments w/ the multi-cart people, so
its nothing personal :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

550. Get FREE SEX SITE..password is

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: 18q34757@compuserve.com
Message-ID: <5r1gu3$jp@news1-alterdial.uu.net>
Source record: 71556

```
This is a multi-part message in MIME format.

--_-=153
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=153
```

551. Re: NULL MODEM: PC <--> MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Marius Diepenhorst <marius@atari.demon.nl>
Message-ID: <01bc9677$5e72fcc0$47e79fc2@default>
Source record: 71557

> I was completely unsuccessful in getting the two to communicate.
> Do I have to load an R: handler on the ATari, or is this not
> needed when using the MIO?

Ehm.... If you get bobterm started well, you don't need (bobterm doesn't get into his terminal mode if youd didn't load an R: handler.

* did you check the baud rates? Both programms must be on the same baud rate, with a max of 19200 baud
* switch OFF the HARDWARE FLOW control (I'm not sure the MIO has it... but the Black Box does... and I can't null-modem with the HARDWARE flow control)

Then it should work!

Do you own a SIO2PC cable? You can use your sio2pc as nullmodem cable by switching OFF your MIO R: port, booting your XL again, and load the RVERTER driver (from BOBTERM). Then start bobterm, switch to 19200 baud and TADAA you got a very stable nullmodem system.

Grt. Marius

552. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Marius Diepenhorst <marius@atari.demon.nl>
Message-ID: <01bc9678$bb0a7d40$47e79fc2@default>
Source record: 71558

> You are definatly NOT giving away anything. You are selling CDR's full
of
> pirated ROM images, and shareware, for a large profit. I've seen your
post
> arguing that your 'charging for your time'.

Ofcoz I agree with you! I Don't like the providing of pirated software
either.... but I looked into your APE-package.... and look: PIRATED
software as well!!!!!!!!!

You packed KARATEKA.PRO and more....

KARATEKA = (c) opyrighted, COMMERCIAL and evereything more BUT sure it
isn't PD or SHAREWARE....

so IF you are praying the (c)omputer laws; first look into your own
stuff....

Marius

553. Re: To whoever is running an 8-Bit Website with plenty of disk space....

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5r233u$ood@cletus.bright.net>
Source record: 71559

Daniel Klugh wrote:

>Why don't you just put them up as DCM files so that everyone can use them.
>ATR is about the most useless format for distribution that there is.

I'm in the process of rearranging the entire archive right now. I just might put everything into ARC format. The intel utility ARCE40G.COM works great for extracting arc files made with pkarc and superarc.

A couple of years ago I made an a8 utility in mac/65 that will take any ATR and convert it to a real floppy disk. At the time that I made it, I didn't have a floppy drive capable of enhanced density, and I wasn't sure if it would work in that density. I've found out since then that it works great in both single and enhanced density. Find it at:
ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/CTH_Shareware/ATR2DISK.ARC

554. Re: NULL MODEM: PC <--> MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5r24cv$i65@sjx-ixn10.ix.netcom.com>
Source record: 71560

In article <869521946.26360@dejanews.com>,
cowpoke1@hotmail.com wrote:
>This past weekend I tried to get basic communication working
>between my MIO RS232 port and my PC's COM2: port. I purchased
>a NULL MODEM adapter from a local electronics store and hooked
>the two devices together. On the atari, I started up Bob term.
>On the PC I started up PROCOMM PLUS.
>
>I was completely unsuccessful in getting the two to communicate.
>Do I have to load an R: handler on the ATari, or is this not
>needed when using the MIO?
>
>I believe I was running under Spartados.
>
>Any help?
>
>---------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet
>
Cowpoke,
On Bobterm first set the baud to 19200, set translation ti ASCII. On the PC set PCRM+ to 19200 and ascii. On Bobterm, select the go on line host mode (F or G I forget. I think it's G) then on on PCRM+ type ATA. I do this all the time and it works beautifully. Just remember that BTM's best x-fet mode is Y-Modem Batch, so use that to move files. SIO2PC/APE is a better way to move files, but use what you have and that works for you. One other thing, the MI/O has a slightly different pinout than the PC, be sure you have an Atari modem cable and adaptor in-line with your null-modem cable. That will make all the difference!!!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

555. Re: >> Looking for RAINBOW atari emulator <<

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Paulo Alexandre Rodrigues <nop25450@mail.telepac.pt>
Message-ID: <01bc968e$d3426ec0$16f341c2@host.telepac.pt>
Source record: 71561

Take a look at the Rainbow site

http://www.shenleyfields.demon.co.uk/rainbow.html

Erik <imarkows@escape.ca> wrote in article
<33d39a55.510571@news.escape.ca>...
> I am looking for any good atari emulator and I heard that rainbow is
> good. Please send it to me if you have it.
> Thanks
>

556. MAYDAY MAYDAY, NEED ATARI GAMES.

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Paulo Alexandre Rodrigues <nop25450@mail.telepac.pt>
Message-ID: <01bc968f$94934360$16f341c2@host.telepac.pt>
Source record: 71562

Hi,

I am interested in .ATR images of all the good old games you can get.
For example, i would like very much to have these games to start :
- Rally Speedway
- Rescue on Fractalus
- Silent Service
- Star Raiders
- F15 Strike Eagle
- Mercenary
- Landscape

- etc

Can anyone get those for me.

Thanks

Paulo

557. Re: To whoever is running an 8-Bit Website with plenty of disk space....

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5r24qa$p65@cletus.bright.net>
Source record: 71563

GUY1015 wrote in article <19970721061200.CAA08514@ladder01.news.aol.com>...

>....

Hi Guy! Say, have you heard from Technoid Mutant? He left a message on my
dial up bbs, just before I took it down, that he was putting his a8 bbs back
up again. But he didn't leave his bbs number! I've lost contact with him.
Do you have his bbs #?

558. Re: second mouse button

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5r25f7$5s8@sjx-ixn5.ix.netcom.com>
Source record: 71564

```
In article <33d39d78.883437145@news.aatech.com>,
kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:
>On 19 Jul 1997 22:39:00 +0100, peter@soemtron.sb.sub.de (Thomas
>Havemeister) wrote:
>
>>While I can control my first mouse button I'm asking me how to program the
>>second mouse button. I use a standard ST-Mouse and find no way to test if
>>the second button is pressed or not. Any ideas? Or aren't there any
>>registers like TRIG0 or TRIG1 to do so?
>
>AFAIK, the left/right/up/down lines are read as quadrature (?) values
>and the left mouse button is connected to the standard joystick
>trigger. This leaves the two pot lines (for paddles) for the right
>(and middle button if present.) I think you might be able to read the
>buttons by testing paddle values. (?) or you may have to add some
>hardware first to get it to work.
>
> Kenneth Jennings -- SyntheToonz
>Miami, FL -- kenneth at daffy dot aatech dot com
>

Just remember that the paddles read resistance (setting for capacitor charge time). This
should work as an open line will mean extremely long charge and short to +5v will mean
instant charge time. The values should be 228 (open) and 0 to closed. You might want to
insert a 10K ohm (I think that's the value) in line with the paddle pin and switch, just to
be sure you don't do ant damage. The other pin of the switch is connected to the +5v out
pin (check this, it is either pin 7 or 8. I forget at the moment.)
Ex.
o o o o o
o o o o Port on computer
| | \
[R] | [R] 10K ohm resistor
right mouse +-/-+-/-+ center mouse
(-/- =switch)

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

559. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5r25gt$sgg@sjx-ixn7.ix.netcom.com>
Source record: 71565

```
In article <199707210029.a54498@do2.maus.de>,
Frank_Szymanski@do2.maus.ruhr.de (Frank Szymanski) wrote:
>AC>I wouldn't mind an 8bit version of WarCraft II or DUKE NUKE 'em 3D...
>AC><grin> I doubt they could be ported to the 8bit though...
>AC>hardware limitations..
>
>Take a look at the asskicker-demo and then think again about hardware
>limitations. =8-)
>
>Tschuess
> Frank [PGP]
>

Frank,
Where can this demo be found?

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

560. Re: !!!DANGER!!!!Re: Interest in 3 classic atari games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Chris Clauss <clauss@mail.oric.com>
Message-ID: <01bc96a5$4b4737a0$0927bbc6@pcsupport>
Source record: 71566

Who is Terry Ortman?

What does Terry Ortman do?

Chris

ronf1@ix.netcom.com wrote in article <869497236.1160@dejanews.com>...
> !!!DANGER!!!
>
> This is the Terry Ortman you may have read about. For more information
> try a dejanews search or email scammers@pdsig.com
>
> This has been a public service announcement
>
> Ron
>
>
>
> In article <33d5f344.1326273@news.springnet1.com>,
> starfleet@no.spam.net wrote:
> >
> > "Staff" <clauss@mail.oric.com> wrote:
> >
> > >Hello,
> > >
> > >I am looking for 3 Atari games. All are disk based for the 8-bit
Atari.
> > >
> > >Wizard's Castle - Find your way to save the princess in the Castle.
Find
> > >the rock in the dessert to kill the snake. This is a very old graphic
game
> > >from Sierra On Line. (About 1981?)
> >
> > I have Wizartds & Princesses, I'm assuming this is what you are loking
> > for?
> >
> > >
>
> ----------------==== Posted via Deja News ====----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet
>

561. Terry Ortman -- No Help

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33D4C72B.65C@aol.com>
Source record: 71567

Terry Ortman wrote:

> Sorry, but we do HAVE the MASTER DISK of ATARI DOS 2.5, not the NEW
> one tthey made to replace 3.0.
>
> It was supplied with Percom Double Density Disks and does have the
> MENU option to switch density. ALL Percom compatible Double Density
> drives suppoorted this software switching, ie, with MY-DOS, R-DOS,
> SmartDos, etc..
>
> We have every ATARI released DOS right from the 1.0 up to the 1450XLD
> 4.0 Master.
>
> The original 2.5 DOS was shipped with Percom Masters after they used
> OS/2 DOS from OSS.

Isn't it amazing how EVERY SINGLE POST Terry Ortman makes, he claims he has EVERYTHING in the world, but then he always adds, I HAVE NO TIME FOR ANYONE TO GO THROUGH MY 1000's OF DISK BOXES TO FIND ANYTHING.

Terry if someone is asking for help with software, don't bother to send a message saying how you have something if your not going to follow through with making a copy and sending it, but instead say how you have no time to do it!!!

Perhaps its because Terry is so busy being brought to court by the Postal Service for all the mail fraud charges that have been filed against him for all the non-existent items he sold but never sent out, hmmm, that could be it....

562. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_869562985@rtfm.mit.edu>
Source record: 71568
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm
```

563. ****AUCTION: Lot's o' stuff*********

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <33D4EB7A.1991@interactive.sony.com>
Source record: 71569
Cross-posted to:
rec.games.video.classic,rec.games.video.marketplace,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

```
Welcome to Brian's "What isn't for auction, auction"

a.k.a "Brian blew $900 on a DVD player and needs to make some
cash quick auction."

Everything is here: 7800,5200,Intellivision, Sega Master System,
and a lot of other stuff....something for everyone.

Usual rules:

1. Bid if you intend to buy
2. I reserve the right to do whatever I want in this auction
(such as pull items)
3. Buyouts are happily accepted (make a good offer)
4. Buyer responsible for shipping
5. No COD's. Period.

Here is the stuff:

7800
----
Dig Dug (NIB) $1 min
Donkey kong (NIB) $1 min

5200
----
Pole Position (NIB) $1 min
Mario Bros. (NIB) $1 min
Ball Blazer (NIB) $5 min
Rescue/Fractalus (NIB) $5 min

Magazines
---------
Electronic Games:
March '83, March '84 $5 min (both)

Atari 8-bit:
------------

Atari XE Game System, complete in box,
console, keyboard, joystick, gun, Bug Hunt,
Flight Simulator, manuals.

$25 min

Atari XF551 Disc Drive, cable, power supply
```

$20 min

Atari Cartridge Games (for 8-bit/XE/etc.):

Super Cobra-loose $2 min
Choplifter-loose $2 min (Broderbund)
Blue Max-loose $2 min
Decathalon-loose $2 min
Return of Jedi (NIB) $2 min
Final Legacy (CIB) $3 min
Jungle Hunt (CIB) $3 min
Millipede (C,I) $3 min
Congo Bongo-loose $2 min
Summer Games (CIB) $3 min
Star Raiders II (CIB) $3 min
Barnyard Blaster-loose $3 min
Donkey Kong (CIB) $3 min
Crossbow-loose $3 min
Pengo-loose $3 min
E.T. Phone Home (CIB) $3 min
Ball Blazer (CIB) $3 min
Rescue/Fractalus (CIB) $3 min
Desert Falcon (CIB) $3 min

Disc Games (Atari 8-bit) All complete in box

Kennedy Approach $2 min
Goonies $2 min
Dallas Quest $2 min
Bruce Lee $2 min
Wargames $2 min
Beach Head 1&2 $2 min (also includes Raid over Moscow)
LA Swat/Panther $2 min
Controller $2 min

Sega Master System Games (all complete in box unless noted)

Joe Montana Football $7 min
Wanted (CIB) $7 min
Great Basketball $2 min
Rambo III-cart only $2 min
Double Dragon (CIB) $3 min
Walter Payton Football $7 min
Wonderboy 3 (CIB) $7 min
Slap Shot (CIB) $7 min
Captain Silver (CIB) $7 min
Aztec Adventure (CIB) $3 min
M.J. Moonwalker (CIB) $7 min

Jaguar

Atari Jaguar console, controller (no power supply or t.v. hookup)

$8 min

CD-i

Indecent Proposal (DV) $3 min

3DO

Panasonic FZ-1 3DO system, controller, Wolfenstein 3-D, Crash
and Burn
$40 min

Super Famicom

Dragonball Z-cart only $3 min
Pop'n ???-cart only $3 min
Ninjawarriors Again $3 min

PC-Engine

Dracula X complete $30 min

NES

Arkanoid (w/control) $20 min

Sega Saturn

Blackfire (USA) $5 min

-the following are Japanese Sega Saturn Games-

Daytona USA $5 min
Clockwork Knight $5 min
Myst $3 min
Virtua Fighter $3 min
Deadalus $3 min
Haunted House $3 min

Playstation

Warhawk-disc only $3 min
Sampler #2 $2 min

Genesis

Wiz n' Liz, Jordan vs. Bird, Cliffhanger all loose
$3 min (all carts)

SNES

Mario Paint-loose $2 min
Bill Lambair Basketball $2 min (loose)

Intellivision

Intellivision system, complete in box, never plugged in,
comes with brand new Burgertime
$10 min

AMIGA

Bundle deal:

Lost Patrol, Leisure Suit Larry, It Came from the Desert,
Lords of the Rising Sun, Barbarian, Rocket Ranger

all complete in box with instructions

$5 min

MISC. STUFF

Collector Cards/Stickers/Gum ages old:

Donkey Kong 2 boxes
approx. 45 packs $8 min

Video City 2 boxes
approx. 50 packs $8 min

Super Pac-Man box only $1 min

Big Box o'cards, shoebox size, weighs almost 3 pounds, comes with
the following (don't e-mail me for exact count, too many of them):

tons of Dragons Lair stickers and rub offs
tons of Super Pac Man cards and rub offs
enough Video City cards and rub offs
tons of Pac-Man cards and rub offs
a few Ms. Pac Man cards and rub offs

*tons= at least 75 cards (although 100 is probably more accurate)

$10 min

564. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5r2sf7$pci@freenet-news.carleton.ca>
Source record: 71570

"Marius Diepenhorst" (marius@atari.demon.nl) writes:
>> You are definatly NOT giving away anything. You are selling CDR's full
> of
>> pirated ROM images, and shareware, for a large profit. I've seen your
> post
>> arguing that your 'charging for your time'.
>
> Ofcoz I agree with you! I Don't like the providing of pirated software
> either.... but I looked into your APE-package.... and look: PIRATED
> software as well!!!!!!!!!
>
> You packed KARATEKA.PRO and more....

I don't _sell_ the included images for $50 a pop. Try forming a rational chain
of thought next time.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

565. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970722120527.15136A-100000@fissure.scar>
Source record: 71571

On Mon, 21 Jul 1997, Frank Szymanski wrote:

> AC>I wouldn't mind an 8bit version of WarCraft II or DUKE NUKE 'em 3D...
> AC><grin> I doubt they could be ported to the 8bit though...
> AC>hardware limitations..
>
> Take a look at the asskicker-demo and then think again about hardware
> limitations. =8-)
>
> Tschuess
> Frank [PGP]
>

I have never heard of this ass-kicker (?) demo.. then again the newest Atari 8bit material I have seen in 1993 stuff. Will it run under XLIT 0.20? :) <grin> or do I have to fire up my old 800Xl to see it..

also if it is created in Europe it might not run properly under a North American Atari..

Alan
(but I am curious to see new and interesting Atari 8bit programs, a friend of mine told me ZIP, Zmodem and other goodies were eventually released for the 8bit, and I have seen msgs concerning MOD players for the 8bit.. wow)

566. Re: Pirates Treasure Chest and other classic items

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970722122754.15136D-100000@fissure.scar>
Source record: 71572

On Mon, 21 Jul 1997, Steven Posey wrote:

> Hi, fellow 8-bitters!
>
> I've been using Atari computers since I was 12 (I'm 28 now), and I've
> gathered quite a few pieces of hardware and software that I've never
> seen mentioned anywhere on the websites or newsgroups.
>
> The first piece of history is the Monkey Wrench II cartridge that went
> into the right slot on the 400/800 series. It was a basic add-on that
> did such things as auto line numbering and re-numbering as well as a
> great hex editor and machine language monitor that would allow you to
> easily copy binary cassettes (and some disks).
>
> Another piece of hardware I got was the Parrot sampler. The audio
> quality was (obviously) poor due to the MHz limitation, but it was
> still fun to play with, especially the drum machine feature.
>
> On the software side, I got a disk called the Pirates Treasure Chest
> that was packed with disk, tape, and cartridge copiers, disassemblers,
> disk utilities, etc. that I have yet to see anywhere on the internet.
> I'm curious to know if anyone still owns the rights to this package.
> It's a great set of utilities and I'd hate to see this one fall by the
> wayside. I've copied my entire collection over to the PC with SIO2PC
> since my floppies are over 12 years old (the Elephant disks really
> DON'T ever forget!) and I didn't want to take any chances, so this
> means I've got the PTC in .ATR format, ready to pass on as long as
> it's considered PD software. I'm happy to share whatever I can, as
> long as I know it's legal.
>
> I'm curious to know if anyone else has any of these pieces of history.
>
> Steven
> sposey@ioa.com
>
>

I have the Pirate's Treasure CHest along with the Parrot demo disk as well as many other 8bit goodies. I never got a Monkey Wrench cart though. (I guess it would be useless unless you have an Atari 800) heh

Man, all this 8bit stuff blast from the past. I got my first Atari 400 16k back in '84. So its been a good 13 years of Atari for me!

Alan
University of Toronto

Computer Science and Management

567. Re: ****AUCTION: Lot's o' stuff*********

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: mhgray@worldnet.att.net
Message-ID: <33D53DAB.3E1A@worldnet.att.net>
Source record: 71573
Cross-posted to:
rec.games.video.classic,rec.games.video.marketplace,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

I bid 3.00 on Dragonball Z for super famicom and 3.00 for warhawk for
psx.

568. Misc Atari Misc Computers For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-22 00:00:00 UTC
From: dcbberry@aol.com
Message-ID: <19970722201601.QAA26091@ladder01.news.aol.com>
Source record: 71574
Body handling: HTML body converted to readable text

VISIT OUR NEW WEBSITE
http://www.silcom.com/~halling

COMPUTERS FOR SALE
==========

VISA + DISCOVER + MASTERCARD + AMERICAN EXPRESS + DINERS CLUB
CARDS ACCEPTED

BUYER PAYS SHIPPING COSTS

ATARI

Atari 800 Computer, RGB monitor, floppy drives,
printer and sofware $175
Atari 400 $5.00 each
Atari 800 $10
Atari 800XL $20
Atari 800XL NIB $50
Atari 1200XL $60
Atari 410 Cassette $10
Atari 1010 Cassette $10
Atari 830 Acoustic Modem $10

Atari Cartridges $5 each :

ET Phone Home RX8030
Defender CXL4025
PacMan CXL4022
Basic Computrer Language CXL4002
Star Raiders CXL4011 (2 cartridges both marked 'left)
QIX* Computer Game CXL4027
Robotron 2084 RX8033
Centipede CXL4020
Pole Position RX8034
Atariwriter RX8036
Missle Command CXL4012
Video Easel CXL4005
Donkey Kong Junior RX8040
DIG GUG RX8026
MS. PAC MAN RX8043
Battlezone RX8077
Blue Max RX 8081
Jungle Hunt RX8049

KOLAPAINTER AT 00315-001 (2)
SHAMUS (Synapse Software)
Big Bird's Playhouse (CBS)
Kaboom (Activision)
Alaphbet Zoo (Spinnaker)
Popeye (Parker Bros)
Congo Bongo (SEGA)
Astro Chase (Parker)
Basic XL (OSS Precision Software)
Pitfall (Activision)
Return of the Jedi-Death Star Battle (Parker Bros)
GYRUSS (Parker Bros)
Star Trek Strategic Operations Simulator (SEGA)
Monkey Wrench ll (Easter House)

Super Breakout (Atari 5200)
Nintendo Space Invaders CX 2632

misc atari cables. power supplies email for needs

AMIGA 1000 keyboard/mouse $200/OBO

AMIGA 1000 CPU $75

APPLE SYSTEMS

Apple //c CPU $100

Apple //c 9" monochrome monitor with stand $20

Apple //C+ CPU 3.5 FD, internal power supply
$125

Apple][e system, 80 col.card, 10 meg Apple Profile extHD
5.25 floppies monitor /// and printer $400/offer

Apple][e system; 2 disk// 5.25 FD's, green mono Monitor /// $150

Apple][+ system; 2 disk //'s, monitor /// $100

Apple /// system, 2 disk //'s, monitor $150

Apple //GS 512K, Apple RGB Color Monitor, 3 ext.FD's 3.5, 5.25
keyboard/mouse as new $350
++
APPLE llGS, 'WOZ' case, expanded to 1 meg, SCSI hard drive,
external 5.25 and 3.5 FD's. color monitor, keyboard, mouse
as new OFFERS ?
++
ATTENTION APPLE][COLLECTORS
APPLE][e new in the box, never used, new disk 2-5.25 FD's, SCSI Card, new
Color RGB Monitor OFFERS ?
++
Apple Monitor /// green mono $35 each

Disk][ext 5.25 drive $25 each

Corvus 10 meg (?) external hard drive for][family
computers $100 obo

FAX MACHINES

NEC NEFAXBIT l $85

MITAC TC110 $135

++
MAC SYSTEMS AND HARDWARE

Mac 512K w/ keyboard and mouse $100

Mac Plus w/ keyboard and mouse $195

Mac SE, 4 meg key/mouse/ $395 offers

Mac Plus, 4 meg ext 30 meg HD $295/offers

Mac SE HDFD (1.44 FD) accelerator card
OFFERS

Mac SE/30 8 meg, 85 meg HD, 1.44 FD
keyboard, mouse $450/offers

Mac Charlie external dual 5.25 FD for Mac Plus $75/offers

Apple Imagewriter l's $100, Imagewriter ll's $150

Apple Imagewriter ll Platnimum as new $200

Apple Single Sheet Feeder for Imagewriter ll $65

++
Apple Imagewriter II LQ Wide Carriage Platnium w/ Multi Sheet Feeder
OFFERS???
++

CP/M SYSTEMS

Sanyo 550 complete system, monitor, manuals, disks as new
$150/offers

Commodore 128 runs CP/M, C64, 128 software
color monitor, FD, manuals, software $250/offers

Apple][e runs CP/M or prodos
RGB monitor, HD $250/offers

Kapro portables
3 complete working systems, 1 for parts
$250 for all 4 / offers
(if you buy all 4 you get all the software we have for them)

HEWETT PACKARD

H.P. Touch Screen 150's complete systems;
monitor/printer, keyboard, software HD 3.5/5.25 FD's
manuals BEST OFFERS
extensive 100 series software available email for list

HP Portable Plus $125/OBO
LCD Folding screen, int 3.5 FD, power supply

external 3.5 FD's for portable plus $100
mini HP ink jet printers $100

HP Vectra ES12 286
VGA monitor, keyboard, mouse $250

TECHTRONICS 21" Color Monitor
2 meg video card $1195
4 meg video card $ 995

Packard Bell Legend 2052 486
VGA monitor, keyboard, mouse $400

Packard Bell Pentenium 100mhz
sound card, 28.8 internal modem, 256 color video card,
16 meg RAM, 1 gig HD, w/SVGA monitor, keybaord and mouse
$995

Packard Bell Legend 2052 486
VGA monitor, keyboard, mouse $400

Packard Bell Legend 812CD
100mhz 850 meg HD 16 megs ram
SVGA monitor/keyboard/mouse $995

Packard Bell Pentium 2970
1.2 Gig HD 16 meg ram 28.8 modem keyboard mouse
6X CD SVGA color monitor $1295

Packard Bell Pentenium 100mhz
sound card, 28.8 internal modem, 256 color video card,
16 meg RAM, 1 gig HD, w/SVGA monitor, keybaord and mouse
$995

Commodore C64 CPU's @ $25 each

Commodore 64 software
75 titles for $50
175 titles for $100

<<<>>>

MODEMS

Anderson Model A 242 acoustic modem
$50 obo

NEC Model N 9630 network Modem 3 line inputs/outputs
circa '90 $50 obo

Houston Instruments
"Hi Pad" Digitizer Mod. DT11
Digital Tablet for PC $100 OBO

Houston Instruments
DPM 40 Plotter for PC
$200 OBO

KURTA IS/ONE Pensmith Graphics Tablet for PC
$75 OBO

Misc XT's and AT, 286, 386 systems
IBM PS/2 286 $295, 386 $395

numerous monitors mono's RGB's, VGA's etc obscure
system keyboards, FD's, HD's
email for needs and interests

NEC PC/820JA portable computer
$100/offers

CASIO FA10 portable computer
printer, cassette storage recorder,power supply
$100/offers

CompuStar XT mono monitor, keyboard, HD, printer $125

TANDY

Tandy TRS80 Model ll Catalog # 26-4002
8" internal FD's, monitor, keyboard, software
printer $100

Tandy TRS 80 Model 3 Catalog # 26-1065
$150-offers

Tandy TRS 80 CPU's:
64K Computer 2 Catalog # 26-3127B,

VIDEOTEX Catalog # 26-5000
Offers????

Tandy 1000 SX Personal Computer Catalog #25-1051B,
Tandy RGB HiRes color monitor CM-11 Catalog # 25-1024,
keyboard $75 for complete system

Tandy TRS80 Monitor Stand $5.00

Tandy Color Scripsit cat. # 26-3105

Tandy Spectaculator cat # 26-3104

Tandy Deluxe 2 button color mouse for
computer 2.3. 1000 family

new in boxes $25

Tandy 4-Pen Color Graphic Printer NIB $165/offers
IBM PS/2 286 VGA monitor, keyboard, mouse $295

VICTOR 9000 systems offers ???

SHARP EL-506A scientific calculator offers ???

+=+
WANTED TO BUY: APPLE PROTOTYPES, BLACK TV MACS
MAC COLOR CLASSIC VETREX VIDEO ARCADE SYSTEMS
APPLE EURO MODELS APPLE MARKED BOSE SPEAKERS
+=+

Apple, Mac, HP, PC's, Packard Bell, Atari, Commodore
Kaypro, Tandy Computer Sales And Service
Software Hardware Upgrades Repairs
New And Used Scanners, Printers, Monitors

WE BUY SELL TRADE IN'S ACCEPTED

Vic Halling
Associated Enterprises
Computer Sales and Service
2781 Houston Drive
Los Osos, CA 93402
(805) 528-1117
(805) 534-1117 (FAX)

http://www.silcom.com/~halling

email:
Dave Berry
DCBBERRY@aol.com

Vic Halling
halling@silcom.com

569. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199707232332.a57888@do2.maus.de>
Source record: 71425

```
RSE>>AC><grin> I doubt they could be ported to the 8bit though...
RSE>>AC>hardware limitations..

RSE>>Take a look at the asskicker-demo and then think again about
RSE>>hardware limitations. =8-)

RSE>Frank,
RSE> Where can this demo be found?

ftp://yoshi.meil.pw.edu.pl/atari8bit

Unfortunately it is only for PAL-Systems.

Tschuess
Frank [PGP]
```

570. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33d56e4a.2272967@news.injersey.com>
Source record: 71489

On Sun, 20 Jul 97 20:00:27 GMT, I@Am.not.here <www.kwll.demon.co.uk>
(Lawrence Staveley) wrote:

-In article <33D2420A.CE130E73@holyoak.com>, Trevor Holyoak
<trevor@holyoak.com> wrote:
-
-I'm in agreement with you on this. ftp.hackerz.com and umich don't
come close
-and there isn't much else around.

Need uploads.....
I've exhausted all the mail trades I can handle for awhile.

571. Re: what has happened to...:

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33d56ff8.2703332@news.injersey.com>
Source record: 71490

On Mon, 21 Jul 1997 11:50:29 GMT, "Marius Diepenhorst"
<marius@atari.demon.nl> wrote:

-Hi
-
-what has happened to xlit sever?
-
-what has happened to jellystone? yoshi.meil....? Taquart?
-
-Grtx. Marius
-

Jellystone archive (not the web pages) are once again at:

ftp.hackerz.com

572. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33d56e95.2348020@news.injersey.com>
Source record: 71491

On Mon, 21 Jul 1997 11:28:09 -0600, Trevor Holyoak
<trevor@holyoak.com> wrote:

-This CD is intended to be a convenient archive of all the stuff
anyone
-could download from the Internet. It is assumed that anybody using
any
-of the copyrighted files on the CD is a legal owner of the particular
-file. I really don't expect to make any money off of this CD - the
-amount I am charging will (hopefully) cover my expenses and time. A
lot
-of work went into this so that Atari fans don't have to spend a lot
of
-time hunting for stuff on the Internet and downloading files.
-

Is it a masked CD or a CDR?

573. Re: To whoever is running an 8-Bit Website with plenty of disk space....

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33d56f17.2478013@news.injersey.com>
Source record: 71492

On 21 Jul 1997 06:12:33 GMT, guy1015@aol.com (GUY1015) wrote:

-
->From: dklugh@user.iwaynet.net
-
->Why don't you just put them up as
->DCM files so that everyone can use
->them.
->ATR is about the most useless
->format for distribution that there is.
-
-I agree with you ... Get the ATR2DISK.ARC at :
-closertohome.dyn.ml.org It will turn those ATR files back to
-Atari disk both 90k and 130k formats.
-
-Thanks to TOM HUNT we have a way around those ATR files.
-

The thinking was this - the atr's are all zipped now, and theres no zip for the 8 bit, and arc comes in too many flavors. Therefore, the reasoning was: even people w/ 8 bits on the net also have some other form of access, and so can convert zip->atr->dcm and xfer to their 8 bit's or use sio2pc cables.
I did ASK in the newsgroup for input on this issue. It was decided to use ATR so that a checksum could be entered and used by APE....
As I dont use real atari drives for anything but putting the software in archive format on my pc, I use ATR exclusively anyhow.

Other sites (maybe that mirror site?) are free to put them up in dcm's. I dont have the time anymore to run the archive full time and have in fact not touched it for about 4 months.

574. Re: To whoever is running an 8-Bit Website with plenty of disk space....

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970723042601.AAA15450@ladder02.news.aol.com>
Source record: 71493

Hi Tom..

Im going to talk to Technoid's brother next week Ill get the bbs number
for you. I did speak to Technoid about a month ago and at that point the
system was not online. I was planning to call you on Sunday but stayed in
bed all day, kids wore me out.
Ill call ya on Sunday..

<<Star>>

575. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970723044100.AAA16568@ladder02.news.aol.com>
Source record: 71494

:

>"Marius Diepenhorst" (marius@atari.demon.nl) writes:
>>> You are definatly NOT giving away anything. You are selling CDR's
full
>> of
>>> pirated ROM images, and shareware, for a large profit. I've seen
your
>> post
>>> arguing that your 'charging for your time'.
>>
>> Ofcoz I agree with you! I Don't like the providing of pirated software
>> either.... but I looked into your APE-package.... and look: PIRATED
>> software as well!!!!!!!!!
>>
>> You packed KARATEKA.PRO and more....
>
>I don't _sell_ the included images for $50 a pop. Try forming a rational
>chain
> of thought next time.
>
>Steve

Karateka has been out of print since 1987, thats 10 years..
The Company that published it has no plans for releasing a 10 year old
program . Like the 3000 other classic Atari programs there just DEAD
SOFTWARE . Nobody care about 10 year old programs besides someone that
just picked up a XL or XE at a thrift store for $5.00
I dont think you can Pirate DEAD Software.

576. final MIST show bulletin

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: Al Andalus <erasmus@Atari.World>
Message-ID: <Pine.GSO.3.96.970723044644.15877A-100000@iglou2>
Source record: 71495
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

BULLETIN FROM JEFFREY G. HAMMER, MIST SHOW CO-ORGANIZER:

It's almost here! Don't miss it! Possibly the last Atari Show
in the United States!

Saturday, July 26th, from 10 am til 3 pm. (Chicago time)
Post Road Community Center
1313 S. Post Road (south of Washington St., US-40)
Indianapolis, Indiana, USA
Admission: $1

Vendor/User Group/Seller list:

This is a list of vendors that have confirmed they are coming
to the show. (We are SOLD OUT.)

Nashville Atari user Group
Emulators, Inc (Derek Mihocka)
FMH Games
LCACE
ACORN - R. Magdich
LAG
ICD
Doug Palmer
It's All Relative
Systems for Tomorrow
SCAT
Donald Turnock
chro_MAGIC / Crawly Crypt
Sanjay Parker
Chris Danyi
Tom Tolman
TOTAL: 24 tables plus MIST plus Jaguar

NOTES:

Missionware will not be there. There may be software available.

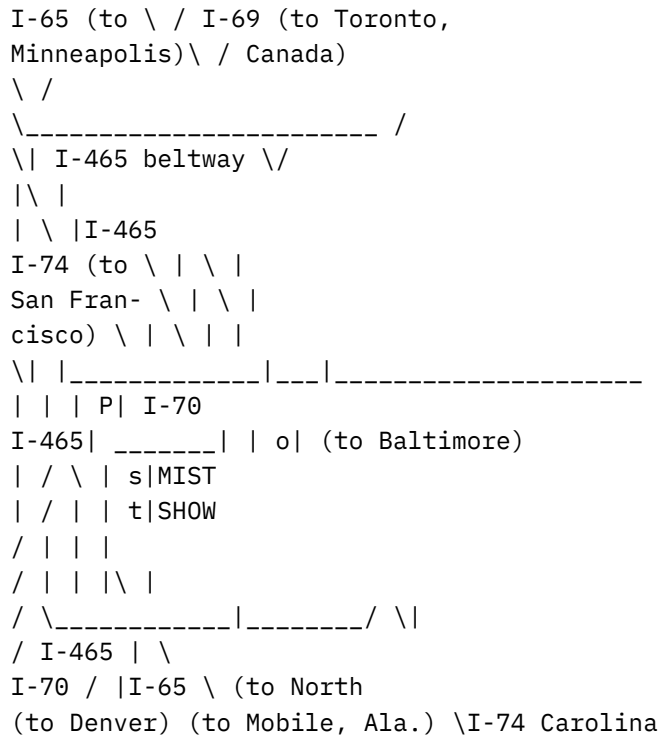
Clear Thinking (Edit Plus - Craig Harvey) will not be there.
There will be software updates available.

Toad most likely will not be there.

ICD will run networked Jags, with Battlesphere. He will also
have a limited number of another Jag network game available for

sale. (made by another vendor)

DIRECTIONS: Post Road is located between exit 90 of I-70 and
exit 96 of I-74, outside the I-465 beltway, on the southeastern side
of the Indianapolis area.


I-65 (to \ / I-69 (to Toronto,
Minneapolis)\ / Canada)
\ /
_____ /
\| I-465 beltway \/
|\ |
| \ |I-465
I-74 (to \ | \ |
San Fran- \ | \ |
cisco) \ | \ | |
\| |_____|___|_____
| | | P| I-70
I-465| _____| | o| (to Baltimore)
| / \ | s|MIST
| / | | t|SHOW
/ | | |
/ | | |\ |
/ _____|_____/ \|
/ I-465 | \
I-70 / |I-65 \ (to North
(to Denver) (to Mobile, Ala.) \I-74 Carolina)

577. Re: 8-Bit seen on HBO!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5r4nb6$s8s@news.asu.edu>
Source record: 71496

I remember an episode of "Barnaby Jones" where the executive-type baddie used an intercomm to summon his secretary, but the inter-comm was actually a 1010 recorder!

John Collins
www.inficad.com/~bosco
(It's a mess right now, but it will be fixed soon)
--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts

578. Re: Atari 400 items wanted!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: Al Andalus <erasmus@Atari.World>
Message-ID: <Pine.GSO.3.96.970723062946.28562C-100000@iglou2>
Source record: 71497

On Mon, 21 Jul 1997 coslor@bobcat.peru.edu wrote:
->I am wondering if anyone might have ANY cassettes or cartridges for the
->Atari 400 computer? I am also looking for a disk drive for this unit.

There are plenty of ads on this newsgroup for 8-bit stuff. If you read
the messages for a week or two you'll find what you're looking for.
Common cartridges can be found for a dollar or two, and disk drives can be
found for $10 to $15 for single density, $15 to $20 for double density.
Sometimes bargains can be found for less than that.

>>>--<<<
>>> david moeser -- erasmus at iglou dot com <<<
>>> Censornati, Ohio - USA <<<
>>>--<<<
* "All Indus -- All The Time!" *

579. Re: Pirates Treasure Chest and other classic items

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: Al Andalus <erasmus@Atari.World>
Message-ID: <Pine.GSO.3.96.970723064332.28562E-100000@iglou2>
Source record: 71498

```
->On Mon, 21 Jul 1997, Steven Posey (sposey@ioa.com) wrote:
->> ... the Monkey Wrench II cartridge that went
->> into the right slot on the 400/800 series.
->> I'm curious to know if anyone else has any of these pieces of history.

I found the Monkey Wrench useful in Basic programming but
unfortunately I don't have an 800 set up anymore! Is there such a thing
as a handler program that could be run on an XL/XE to tell it to treat the
memory locations so that the right-cartridge-slot Monkey Wrench could be
used with the built-in Basic?!?

>>>-------------------------------------------<<<
>>> david moeser -- erasmus at iglou dot com <<<
>>> Censornati, Ohio - USA <<<
>>>-------------------------------------------<<<
* I'm sure it's clearly explained in the Zmodem DOCs *
```

580. Re: fs: Atari 800XL system

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: Al Andalus <erasmus@Atari.World>
Message-ID: <Pine.GSO.3.96.970723065929.28562F-100000@iglou2>
Source record: 71499

On 19 Jul 1997 dklugh@iwaynet.net wrote:
->Actually that sounds about right for the place I bought Atari stuff from.
->disk drive=$70

I've attempted to delete all your crosspostings outside of the 8-bit group. I agree with Sam Ismail's reply to the original seller's posting, namely that the whole bunch of stuff that was offered would be more appropriately priced at $30 if the seller wants it "priced to sell." On the other hand, if that seller wants to wait years and years, either for some sucker to come along or for somebody who's had a hardware breakdown and is desperate, then that seller can stick with the $130 price tag. These days $130 can buy a supposedly "old and obsolete" 386 IBM-compatible system, so it's hardly a great deal for an 8-bit.

Why do you use the past tense "bought"? What's relevant is current market prices, based on current demand, not prices charged by stores in past years. Today $70 for a *used* disk drive is way too high. (Unless we're talking about Portland, Oregon, again -- in which case $70 would apparently be way too low!)

>>>---<<<
>>> david moeser -- erasmus at iglou dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Zeus was deified, saw Suez *

581. Re: A few 8-bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33d5f590.59864735@news.ioa.com>
Source record: 71500

On Mon, 21 Jul 1997 06:11:52 GMT, webmaster@penny-empire......com
wrote:

>I need to know how I can tell which basic revision I have and which
>Atariwriter revision I have. Also I just picked up an AXIOM AT-846
>Atari computer direct-connect parallel printer interface. I need some
>specs on it. It looks like it needs a power supply. Also what software
>did it come with.
>
>Thanks,
> Chuck
>
>
>remove extra dots.... for email.

Chuck,
Digging through my old issues of ANALOG Magazine last night, I found
the answer to one of your questions.

At the BASIC Ready prompt, type ?PEEK(43234)

You'll see 162 if you have Revision A, 96 for Rev. B, or 34 for Rev.C.

Actually, you might be able to tell just by looking at the cart.
Rev.A has the 70's brown look, and Rev.C is silver striped. As far as
I know, Rev.B was the on-board ROM in all the XL machines (and maybe
some of the XE models, though I think most shipped with Rev.C).

Thanks go to Allan Frink of Lino Lakes, MN for his Reader Comment
letter with that answer from December of 1984!

582. Re: Pirates Treasure Chest and other classic items

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33d5f841.60553156@news.ioa.com>
Source record: 71501

On Wed, 23 Jul 1997 10:57:32 GMT, Al Andalus <erasmus@Atari.World>
wrote:

>->On Mon, 21 Jul 1997, Steven Posey (sposey@ioa.com) wrote:
>->> ... the Monkey Wrench II cartridge that went
>->> into the right slot on the 400/800 series.
>->> I'm curious to know if anyone else has any of these pieces of history.
>
> I found the Monkey Wrench useful in Basic programming but
>unfortunately I don't have an 800 set up anymore! Is there such a thing
>as a handler program that could be run on an XL/XE to tell it to treat the
>memory locations so that the right-cartridge-slot Monkey Wrench could be
>used with the built-in Basic?!?
>
> >>>---<<<
> >>> david moeser -- erasmus at iglou dot com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<
> * I'm sure it's clearly explained in the Zmodem DOCs *
>
>

There was a version released for the XL machines that piggybacked the
on-board BASIC. You might try to find someone who'll sell the MWII XL
version to you. Unfortunately, I don't know of anyone :-(

Yes, I've already been corrected...the 400 only had ONE cart slot, so
the MWII couldn't possibly work on it.

Again, anybody out there know if this Pirate's Treasure Chest is
public domain?

Steven

583. Re: what has happened to...:

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33d5fa84.61132775@news.ioa.com>
Source record: 71502

On Wed, 23 Jul 1997 02:44:39 GMT, noone@nowhere.com (Yogi) wrote:

>Jellystone archive (not the web pages) are once again at:
>
>ftp.hackerz.com
>

Not when I checked it two minutes ago, it wasn't. What gives?

584. ST System Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: "Charles D. Koontz" <denzil@ftc-i.net>
Message-ID: <33D5FA09.8593329@ftc-i.net>
Source record: 71503

Posted for an off-line friend. Do not respond to sender's email address.

QUOTE

I have a lot of Atari ST equipment for sale.

MegaST
1040ST
520ST
power supplies
laser printer
manuals
modems
and mucho software

I paid $1200. Want to sell complete with no leftovers for $700.

Please contact John at (214) 327-8855 (Dallas, TX).

585. Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33d6069e.0@news.comet.net>
Source record: 71504

I am looking for Eastern Front, for the Atari 800. If it was made in a cartridge, I would perfer that. If not then a disk (I have had no luck with the tape loading).

GFH

586. Re: ST System Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d616d0.84497389@news.aatech.com>
Source record: 71505

On Wed, 23 Jul 1997 08:33:14 -0400, "Charles D. Koontz"
<denzil@ftc-i.net> wrote:

>Posted for an off-line friend. Do not respond to sender's email
>address.
>
>QUOTE
>
>I have a lot of Atari ST equipment for sale.
>
> MegaST
> 1040ST
> 520ST
> power supplies
> laser printer
> manuals
> modems
> and mucho software
>
>I paid $1200. Want to sell complete with no leftovers for $700.
>
>Please contact John at (214) 327-8855 (Dallas, TX).

He's gotta be kidding. I bought a 1040ST, plus color monitor, plus
floppy drive, plus a ton of software from the neighbor's gar(b)age
sale for $35. STs it seems are even less wanted than the 8-bit.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

587. Hackerz atari archive on CD

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: "Luis R. pena" <lrpena@insc.net>
Message-ID: <33D60AF5.B677DB55@insc.net>
Source record: 71506

Hackerz Atari Archive on CD for $12.00 + shipping if anyone is
interrested please e-mail me to get more info. The CD it will include
2600roms, 5200roms Atari 8 bit binaries and bootdisks. and ST Files.
Also instructions on how to build an sio2pc cable.

Luis R. Pena
Cybrchld@hackerz.com

588. Re: Textprocessors and XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33d62455.0@news.carleton.edu>
Source record: 71507

In article <3828574b.2cc1.4b23@raukamp.dame.de>, RAUKAMP@dame.de (THOMAS RAUKAMP) wrote:

> does anyone know of a textprocessor that uses the 80 columns of a XEP-80?

I own the only two of 'em I know of:

AtariWriter 80, by Atari

TurboWord, by Micromiser

I bought TurboWord first, never able to enjoy it. It has a lot of neat features, but the editor itself is just too slow.

Then AtariWriter 80 finally came out so I bought that. I used AtariWriter 80 all the time for years. It's not as rock-solid and full-featured as, say, my all-time favorite 8-bit word processor Letter Perfect, but it does the job. Besides obviously looking nice on the XEP80, it supports 128K RAM for long files, and I was even able to make it run under SpartaDOS X so I could take advantage of my XF551's DS/DD 360K per disk support.

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

589. A few 8-bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <869684195.23525.0.nnrp-6.9e9882d2@news.demon.co.uk>
Source record: 71508

Whilst reading the rubbish I usually find here, Michael Current wrote somet=
hing interesting about "A few 8-bit Questions"

Hello Michael,

>> You'll see 162 if you have Revision A, 96 for Rev. B, or 34 for Rev.C.
MC> In the FAQ I seem to have 234 for rev C rather than 34. Anyone care=
to

I think that it may be a typo, on the poster's part. Easily done.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. Liberation for women, that's what I preach, preacher man.
Peaches; The Stranglers

590. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d27eed.810071221@news.aatech.com>
Source record: 71509

On Sat, 19 Jul 1997 23:48:09 -0600, Trevor Holyoak
<trevor@holyoak.com> wrote:

>NOW AVAILABLE:
>
>CDROM for PC with 600+ megabytes of files for the Atari 2600, 7800, and
>5200 videogame systems, and the Atari 8-bit computers (400/800/XL/XE).
>
>Contents
>
>2600/7800: Docs, emulators, FAQs, manuals, and 675 ROMs for using with
>the emulators (play all the old games on your PC!).
>
>5200: Emulator, FAQs, and 49 ROMs.
>
>8-bit Computers: Docs, emulators, FAQs, manuals, and literally thousands
>of files!
>
>You can run most programs right off the CD!
>
>Price: $50 each (prepaid) + $3.00 Priority Mail shipping (cheaper
>shipping is also available).

Given the price of duplicating a CD today, isn't $50 a tad on the
expensive side?

>E-mail me if interested!
>
>(If there is enough demand I may also put together a package with the
>CD, an Atari computer (probably either an 800XL or an 800), and an
>SIO2PC adaptor so that you can run APE and the THOUSANDS of disk image
>files directly from the CD on your PC.)

Just a thought, but did you contact all the individuals who hold
copyrights on any of the materials that are not explicitly labelled
"Public Domain"?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

591. Re: what has happened to...:

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33d6695f.1712752@news.injersey.com>
Source record: 71510

On Wed, 23 Jul 1997 12:35:57 GMT, webmaster@cat-inc.com (Steven Posey)
wrote:

-On Wed, 23 Jul 1997 02:44:39 GMT, noone@nowhere.com (Yogi) wrote:
-
->Jellystone archive (not the web pages) are once again at:
->
->ftp.hackerz.com
->
-
-Not when I checked it two minutes ago, it wasn't. What gives?

Trust me, its there. Its pretty slow sometimes.

592. Re: A few 8-bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33d62923.0@news.carleton.edu>
Source record: 71511

In article <33d5f590.59864735@news.ioa.com>, webmaster@cat-inc.com (Steven Posey) wrote:

>At the BASIC Ready prompt, type ?PEEK(43234)
>
>You'll see 162 if you have Revision A, 96 for Rev. B, or 34 for Rev.C.

In the FAQ I seem to have 234 for rev C rather than 34. Anyone care to set us straight?

>Actually, you might be able to tell just by looking at the cart.
>Rev.A has the 70's brown look, and Rev.C is silver striped. As far as
>I know, Rev.B was the on-board ROM in all the XL machines (and maybe
>some of the XE models, though I think most shipped with Rev.C).

I believe later model XL's have Rev.C on board, and all XE's include Rev.C.

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

593. Lots of Atari Stuff(2)

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: Brian Costello <bcostell@isd.net>
Message-ID: <01bc9786$a0fa47a0$90fa9cce@best-p-75-ever->
Source record: 71512

Sorry to post this again, I accidentally hit post the first time.
Anyway, my dad and I are selling ALL this Atari stuff:

Games

----Cartridges-----

-(3) donkey kong

-reactor

-frogger

-alien ambush

-missile command

-twerps

-ms. pac man

-food fight

-star raider

-dig dug

-asteroids

-super breakout

-----On Disk-----

-exodus ultima 3

-match racer

-pole position

-wheel of fortune

-Sublogic flight simulator

-flight landing simulator

*****Misc-********* -over 34 SPACE(Saint Paul Atari Enthusiasts) disk of the months, w/ utils, games, graphics, SPACE is still active and has lots of stuff availabe for cheap. Ask for more info. Also over 30 blank disks, disk filers(storage boxes) and cables.

Magazines

-30 issues of ANALOG, ---13 of atari explorer, ---29 of ANTIC,

********Poductivity software**********

-Broderbund SYN-calc(2 copies) SYN file+, SYN chron, SYN trend

-File writer- automatically codes in basic

-home financial management(tape)

-Financial cookbook

-advanced calculator program

-atari writer

-MS BASIC 2

-VisaCalc

-bond analysis

-Print shop, and PS companion -cardware(cardmaker)

-B-graph

-atari basic 1

**********educational/graphics**********

-Delta Drawing

-epyx fun w/ art

-the graphic magician

-picture painter

-typing tutor

-atari education system

-programming in basic - Basic socialology

- US government

-intro to sound

-joystick sketch pad

-turtle tracks programming

*******HARDWARE****** (MOST HARDWARE IS IN ORIGINAL BOXES(!!))

1- 130XE

1-800XL w/ 256 k memory

2-other 800XL's

3-1050 drives

2-1020 4 color printer/plotters

2- 850 interface modules(multiple serial and parrellel ports)

2- parrellel interface cables

2-AMDEX color 13.5 inch monitors w/ RCA a/v inputs(For TV/VCR/camcorder and Atari hook-ups)

1 epson lx-86 9DM printer w/ tractor and sheet feeder, printer stand

MANY extra power supplies

1- atari XM 301 modem,

1 panasonic acoustic modem,

1 racal-vadic modem,

1 multitech modem

2- 1010 cassette players/recorders

5- joysticks

1- 2-player paddle controllers

1 trackball

MANUALS FOR ALL HARDWARE INCLUDED, BOXES, INSTRUCTIONS FOR MANY GAMES, MANY TECHNICAL ARTICLES**

*****BOOKS-********

-3 visicalc books

-atari for kids 8-80

-ANALOG compedendum w/disk

-Computes best of atari w/disk

-3 atari software guides

-4 Atari basic programming guides

-2 programming tricks and tips books

All this for $500/BO.
bcostell@isd.net
You can also view this list at:
http://www.isd.net/everythingcool-1/everythingcool.htm
just scroll down, and then click on "Atari stuff for sale".

594. Re: Textprocessors and XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: slackey@slackey-sun.cisco.com
Message-ID: <SLACKEY.97Jul23173557@slackey-sun.cisco.com>
Source record: 71513

In article <33d62455.0@news.carleton.edu> "Michael Current" <mcurrent@carleton.edu> writes:

In article <3828574b.2cc1.4b23@raukamp.dame.de>, RAUKAMP@dame.de (THOMAS RAUKAMP) wrote:

> does anyone know of a textprocessor that uses the 80 columns of a XEP-80?

I own the only two of 'em I know of:

AtariWriter 80, by Atari

TurboWord, by Micromiser

I wrote an emacs subset for the xep80 years ago. Screen even looks like real emacs. Nice and fast, supports multiple buffers. Only downside is that all the current buffers need to reside in the 32K of free memory. OK OK the other downside is you can only display one buffer at a time.

Unfortunately I am cleaning my basement and just put the system away. If there's enough interest, I could set it up again and make a zip of the exe and the sources (it's in AMAC).

-Stan

595. Re: Games For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <33d67a5e.738942@allnews.infi.net>
Source record: 71514

>The following games are for sale. I'm asking $2.50 for each, or make a
>reasonable offer; I just basically want to cover postage and packing costs
>and am otherwise willing to give these away for free.

I am very interested in purchasing your games. I can put $25 in the
mail tommorow morning if you are interested. Let me know if they are
still available.

Thanks.

Dave Bertschy
dbert@pottsville.infi.net

596. 8-bit Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: tommy.oawe@bbs.trideja.com
Message-ID: <869619086@bbs.trideja.com>
Source record: 71515

For anyone still using an 8-bit atari, I saw a few programs for sale at Computer Clearance Warehouse yesterday. One was a music prg and the other couple I can't remember. They looked new.

l8r

597. BBC using Ataris as props...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <869676934.18705.0.nnrp-5.9e9882d2@news.demon.co.uk>
Source record: 71516

Whilst reading the rubbish I usually find here, Larry Anderson & Diane Hare
wrote something interesting about "BBC using Ataris as props..."

Hello Larry,

LAD> I would have thought the BBC to use the Acorn or maybe the Spectrum..=
.

They use whatever the plot calls for.

There were very few programs that used the Acorn machines, on the BBC, and
they were all educational. As for the Spectrum....

LAD> Do the fonts look similar on the two machines to the Atari's?

From memory, not very.

--

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. I'll tell you something I think that you should know.
Rich Kids; Rich Kids

598. Lot's of Atari Stuff for Sale!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: Brian Costello <bcostell@isd.net>
Message-ID: <01bc9785$9bfc9ec0$90fa9cce@best-p-75-ever->
Source record: 71517

I am selling:

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-missile command

-twerps

-ms. pac man

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-3 atari software guides

-4 Atari basic programming guides

-2 programming tricks and tips books

bcostell@isd.net

599. Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <869684197.23525.1.nnrp-6.9e9882d2@news.demon.co.uk>
Source record: 71518

Whilst reading the rubbish I usually find here, George F. Hardy wrote somet=
hing interesting about "Eastern Front"

Hello George,

GFH> I am looking for Eastern Front, for the Atari 800. If it was made in=
a
GFH> cartridge, I would perfer that. If not then a disk (I have had no lu=
ck

It was available on both disk and cartridge. Originally, it appeared on
disk under the APX program. Later, it was ported to cart. I've only ever
ownd the cart (which I'm not prepared to part with, sorry), but I'm told
that there are a few "enhancements" over the disk version.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. If I had one wish, it wouldn't be hard to choose.
Seven Sundays; Extreme

600. Re: Jellystone's URL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33d666f9.88901338@news.ioa.com>
Source record: 71519

On Mon, 21 Jul 1997 14:12:37 GMT, webmaster@cat-inc.com (Steven Posey)
wrote:

>On Fri, 18 Jul 1997 14:05:10 -0600, marksim@bitstream.net (Mark L.
>Simonson) wrote:
>
>>In article <01bc9266$8b3a3b20$c638adce@crc3.concentric.net>, "Fred
>>Thompson" <fhthomps@concentric.net> wrote:
>>
>>> I have what must be an old URL for Jellystone. Would somebody please send
>>> me an accurate one?
>>
>>Here is a mirror that works:
>>http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/
>>
>>Mark
>
>I've checked out the mirror, but everything is in a .gz format and I
>can't find the appropriate uncompressor.
>
>Anybody got a link to get one?
>
>Steven

Never mind, I'm being stupid. It just occured to me that WinZip
supports .gz formats.

Apologies,
Steven

601. Re: How do I program for GameLink 2?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <33D6BC9B.5316@worldnet.att.net>
Source record: 71520

GUY1015 wrote:
>
> You did say there was some space in the game core?

Yeah, but I probably meant the 16K cartridge had a few hundred bytes
spare.

> all that would be needed is some cool wallpaper, and a swing gun

Textured wallpaper is not too easy. If I just tacked it into the
Agdagon code, it would become real obvious what cheats I made in
graphics to make it run so fast.

I'll poke through my code to decide how easily the "core" of networking
stuff can be removed, so others could play with it.

Jeff

602. Re: A few 8-bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33d662c6.87826655@news.ioa.com>
Source record: 71521

On 23 Jul 1997 18:16:14, brad@pianosa.demon.co.uk (Brad Rogers) wrote:

>Whilst reading the rubbish I usually find here, Michael Current wrote somet=
>hing interesting about "A few 8-bit Questions"
>
>Hello Michael,
>
> >> You'll see 162 if you have Revision A, 96 for Rev. B, or 34 for Rev.C.
> MC> In the FAQ I seem to have 234 for rev C rather than 34. Anyone care=
> to
>
>I think that it may be a typo, on the poster's part. Easily done.
>
>--
> _
> Regards, /_) 2:251/18.14 39:139/33.14
> / _)rad brad@pianosa.demon.co.uk
>
>.. Liberation for women, that's what I preach, preacher man.
> Peaches; The Stranglers

You're correct, the Rev. C peek DOES report 234, NOT 34, as I originally posted. However, the original letter in ANALOG says it should be 34, which makes it a 13-year old typo. I should have tested it myself before I posted.

Here's a quip from that letter that you may find interesting:

"Revision A is the cartridge that came with the Atari 800 or was purchased for the Atari 400. Revision B is the built-in BASIC for the Atari 600XL or 800XL. Revision C is a new cartridge that can be obtained from Atari Customer Relations at a cost of $15."*

I have a note in my magazine that I ordered that cart on 12-7-84. I don't have any history on what machines had which revisions installed after that date.

*Thanks again to Allan Frink of Lino Lakes, MN for his letter in December of 1984 (hey, I give credit where I can!)

Steven

603. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d69997.117981674@news.aatech.com>
Source record: 71522

On Wed, 23 Jul 1997 21:28:44 GMT, kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:

>On Sat, 19 Jul 1997 23:48:09 -0600, Trevor Holyoak
><trevor@holyoak.com> wrote:
[snip]

oops. It appears I just figured out what my newsreader meant when I shut it down earlier and it said it had one unposted message due to earlier server errors (a couple days ago). Probably shouldn't have clicked on the Ok, Post Now button. :-)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

604. Re: E-mail fails :(

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <36f3df79.1841.29d6@raukamp.dame.de>
Source record: 71523

FRANK_SZYMANSKI schrieb am Montag in COMP/SYS/ATARI/8BIT :

FS> How about buying another 800XL, they are really cheap?

I already have one - but I love to work on my 130XE. Maybe I'm s a bit
sentimental. Looks like I'll choose a polish solution. They developed an IDE-
interface for XEs. I would prefer a German solution, just because it's easier
to do buisness within your own country. But I don't know how to get a
connector between the different parallel port XL<>XE :(

FS>
FS> Tschuess
FS> Frank [PGP]
--
cu -- thomas -- fonfax (+49)4331849337 -- atariMSTE -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

605. XL-IT!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-23 00:00:00 UTC
From: Chris Cholette <cholette@pilot.msu.edu>
Message-ID: <33D6BB63.7571@pilot.msu.edu>
Source record: 71524

Hi everyone,

I've been trying to reach Markus's site so I can download XL-IT! but the site's been down for at least three days. Is there anywhere else I can get it or is it now commercial software? Thanks in advance for any help!

--
Chris Cholette
cholette@pilot.msu.edu
Fascist Liberal Pantheist Time Bomb

606. Re: ST System Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: Al Andalus <erasmus@Atari.World>
Message-ID: <Pine.GSO.3.96.970723195146.27859A-100000@iglou2>
Source record: 71426

On Wed, 23 Jul 1997, Charles D. Koontz wrote:
->I have a lot of Atari ST equipment for sale.
->I paid $1200. Want to sell complete with no leftovers for $700.

This is the 8-bit group, Bub! Anyhow, if we're gonna start posting on behalf of friends who want to unload their 16-bit junque, I know somebody offering their whole pile of "STuff" for $300. So if anybody out there wants to bring a U-haul or Ryder to Censornati to pick up a truckload, contact me by e-mail and I'll put you in touch. (Use address below, not the anti-spammed address in the header.)

>>>---<<<
>>> david moeser -- erasmus at iglou dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI 8-bit -- Love it or leave it! *

607. Re: Free Sex stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970724060401.CAA23686@ladder01.news.aol.com>
Source record: 71427

Man That post keeps comming up, I had to set my parental options on my browser to keep that message off...
And Im 41!

608. APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5r6qfi$emt@freenet-news.carleton.ca>
Source record: 71428

Due to abuse by bottom-feeders, the following terms are ammended to the
APE distribution terms. They are effective to all sales as of 12:01am EST,
July 24th, 1997.

I know it sounds draconian, but I just don't feel APE should be used as
a guide program or sales tool for warez CD's.

Added terms follow:

Without my written permission, no version of APE, past or present, may be
included on any CDROM or other software compilation that is intended for sale,
with or without profit to the seller.

The shareware version of APE may not be sold for any amount, except a media
charge not to exceed $5 US, without my written permission. The registered
version may never be distributed in any form, and any licences received are
non-transferable.

Written permission can be obtained only by submitting your request along with
your product content listing, and sale price to:

Steven Tucker
9731 Sunrise M-33
North Royalton, Ohio 44133

The shareware version of APE may continue to be freely distributed between
private parties without charge (including personal web pages), and by
online archives and BBS systems, without charge.

Steven Tucker
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

609. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <33d71476.905971@allnews.infi.net>
Source record: 71429

>Due to abuse by bottom-feeders...

I don't really want to enter into yet another useless Usenet pissing contest, but I fell compelled to make an observation here...

You have made several posts to the effect that the individual who has advertised the Atari CD collection is profiting by the unauthorized use of the shareware version of your program.

You have also alluded to "pirated software" a couple of times. But let's face it - the only reason your full-version APE utility is marketable is because of the vast wealth of "warez" games out there. Or do you really think that people are going to shell out $100 for a cable and software so that they can use Atari programs they already own and want to transfer to their PCs? That's ridiculous. The one great attraction for purchasing your system is that the 8-bit owner can now access the online program archives (or CD collections) and use the software that he or she once wanted but could never afford or find. With your cable, practically everything ever published for the Atari is now available. Your sales are directly related to the availability of pirated software on the Net. Does that make you a bottom-feeder too?

>I know it sounds draconian, but I just don't feel APE should be used as
> a guide program or sales tool for warez CD's.

And this raises another point. It is the applications and games archve on this CD that is it's selling point - not your shareware utility, or even the utilities genre in general, which anyone can download for free. Frankly if he hasn't burned off a bunch of copies he should just take your program off. Or all of the utility/emulator programs for that matter. It wouldn't hurt the potential sales of this CD one iota. But it seems to me that you should be happy that your shareware is included for distribution with this CD - I thought that's what the shareware concept was all about - getting the teaser version to as many people as possible in hopes that it will generate as many registrations as possible.

And what if he would have asked permission from you to include it on the CD. Would you have denied him, or asked him for a cut of the profits? He would simply have left your program off and you wouldn't have got anything anyway and you would also be missing out on at least one distribution channel for your shareware.

So the bottom line it seems to me is that your shareware program is simply not fueling whatever sales demand there might be for this

program, so any profit he might be making is not as a result of your work.

And let's be honest - you yourself are relying on that evil, nasty ol' "pirated software" to make a buck too.

Dave B.

610. Hard Hat Mac - play hint

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: stosh@faber.edu
Message-ID: <5r6g9g$c4b$1@shadow.skypoint.net>
Source record: 71430
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Refresh my memory, please: when you pick up the jackhammer, how do you *lose*
it again?

Thanks...

611. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: I@Am.not.here
Message-ID: <869742720.17805.0.nnrp-5.9e987e17@news.demon.co.uk>
Source record: 71431

In article <19970724055701.BAA07224@ladder02.news.aol.com>, guy1015@aol.com (GUY1015) wrote:
>Who ever put this CD together is doing us a service gathering
>those thousand and thousands of files

Maybe if it was for the cost of a disk. His price is WAY to high, even including the CD, downloading time and postage.

612. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970724055701.BAA07224@ladder02.news.aol.com>
Source record: 71432

>From: kenneth@spam.not.sayeth.i (Kenneth Jennings)
>Date: Wed, 23 Jul 1997 21:28:44

>Just a thought, but did you contact all the individuals who hold
>copyrights on any of the materials that are not explicitly labelled
>"Public Domain"?

Most if not all the Companys that Published this stuff is long gone,
I know of only 1 or 2 Companys still around.

Activision and 1 other. Most of the Stuff you find on the net is
dead software or shareware demos and util from Poland.
Even the condition of the new polish games are in question these days
cause there are no software retail channels left besides
MD in England, and he has only a few new titles.
Who ever put this CD together is doing us a service gathering
those thousand and thousands of files

I doubt the ATF will smash down your door for the CD.

613. Re: Rescue at fractalus key commands..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d742f1.161342029@news.aatech.com>
Source record: 71433

On 22 Jul 1997 17:14:00 +0100, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>In article <Re: Rescue at fractalus key commands..>, kenneth@daffy.aatech.com (Kenneth Jennings) wrote:

>> I think 'S' turns shields on and off.
>
>'S' means systems on or off not shield!

The end effect is that your pilot (or alien in disguise) gets fried by the shields.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

614. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33d75b9a.0@news.comet.net>
Source record: 71434

In article <869684197.23525.1.nnrp-6.9e9882d2@news.demon.co.uk>, brad@pianosa.demon.co.uk (Brad Rogers) says:
>
> I've only ever
>ownd the cart (which I'm not prepared to part with, sorry), but I'm told
>that there are a few "enhancements" over the disk version.
>

I'd be interested in your evaluation of Eastern Front as a war game.
I did not do well the one time I got to play it. It seemed very
sophisticated (not in graphics, but in tactics and realistic
representation of the problems the Germans faced).

GFH

615. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d77369.173751329@news.aatech.com>
Source record: 71435

On 24 Jul 97 13:41:46 GMT, georgeh@comet.net (George F. Hardy) wrote:

>In article <869684197.23525.1.nnrp-6.9e9882d2@news.demon.co.uk>, brad@pianosa.demon.co.uk (Brad Rogers) says:

>> I've only ever
>>ownd the cart (which I'm not prepared to part with, sorry), but I'm told
>>that there are a few "enhancements" over the disk version.

>I'd be interested in your evaluation of Eastern Front as a war game.
>I did not do well the one time I got to play it. It seemed very
>sophisticated (not in graphics, but in tactics and realistic
>representation of the problems the Germans faced).

I believe the docs for the game explained how trying to take Russia
was a losing cause -- with the weather/seasons, supplies, distances
involved, etc.

The best I could ever do was to break a few holes in the line and just
barely manage to get one or two units to Moscow. But eventually, more
and more Soviet troops dribbled in and I never was able to take the
city before being totally decimated.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

616. Re: Top5 Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d77604.174418717@news.aatech.com>
Source record: 71436

On 20 Jul 1997 04:17:53 GMT, "Gary Tabar Jr." <nebula@digital.net>
wrote:

>> Thanks to all the fans who took part.More votes are welcome :)
>>
>> 1. Alternate Reality / 10 votes
>> 2. Star Raiders / 9 votes
>> 3. M. U. L. E. / 5 votes
>> 4. Rescue On Fractalus / 3 votes
>> International Karate / 3 votes
>> 5. DropZone / 2 votes
>> Bruce Lee / 2 votes
>
>Okay, here's my votes!!!
>1. rescue at fracatlus
>2. Rainbow walker
>3. Spelunker
>4. Slime
>5. Galaxy Defender
>(BTW, I did the graphics for galaxy defender!!!)

Here's Mine:

1 Rescue on Fractalus
2 Ballblazer
3 Shamus
4 Star Raiders
5 Asteriods (on an Atari 800 with 4 people playing combat mode!...
This is a serious party game! :-)

(hmmm, where to put Choplifter and Archon in there? 5 is too small a
number for this)

I also liked most of tha arcade conversions that were done for ther
8-bits: Gorf, Pac Man, Defender, Donkey Kong, DigDug....

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

617. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d74408.161620410@news.aatech.com>
Source record: 71437

On Thu, 24 Jul 1997 09:07:56 GMT, dbert@pottsville.infi.net (Dave Bertschy) wrote:

>>Due to abuse by bottom-feeders...

>I don't really want to enter into yet another useless Usenet pissing >contest, but I fell compelled to make an observation here...

>You have made several posts to the effect that the individual who has >advertised the Atari CD collection is profiting by the unauthorized >use of the shareware version of your program.

> You have also alluded to "pirated software" a couple of times. But >let's face it - the only reason your full-version APE utility is >marketable is because of the vast wealth of "warez" games out there.

I thought it meant I could use a PC hard drive instead of trying to buy Atari 8-bit compatible peripherals that probably won't work long, anyway.

>Or do you really think that people are going to shell out $100 for a >cable and software so that they can use Atari programs they already >own and want to transfer to their PCs? That's ridiculous.

No, that's reasonable. I have about 150 disks of stuff I bought and things I typed in from magazines and programs I wrote, too.

>The one
>great attraction for purchasing your system is that the 8-bit owner >can now access the online program archives (or CD collections) and use >the software that he or she once wanted but could never afford or >find.

It's not "The One" great attraction. Just not having to use flaky 8-bit drives, etc. is Another Great attraction.

>With your cable, practically everything ever published for the >Atari is now available.

And? With a 4x4 truck and a good chain practically all the money in the ATM on the corner is available to me. It doesn't mean I am expected to use the truck in that way.

>Your sales are directly related to the >availability of pirated software on the Net.

That is your assumption, perhaps because you are a pirate?

>>I know it sounds draconian, but I just don't feel APE should be used as
>> a guide program or sales tool for warez CD's.

>And this raises another point. It is the applications and games archve
>on this CD that is it's selling point - not your shareware utility, or
>even the utilities genre in general, which anyone can download for
>free.

Nearly everything on the CD is available for download from somewhere,
so in following your logic, there's no selling point at all for the CD
since everything on it can be found elsewhere.

[snip]

>And what if he would have asked permission from you to include it on
>the CD. Would you have denied him, or asked him for a cut of the
>profits? He would simply have left your program off and you wouldn't
>have got anything anyway and you would also be missing out on at least
>one distribution channel for your shareware.

But if, as you suggest below, nobody is interested in his shareware
utility then he's not missing out on anything if the program is not
distributed on that CD.

>So the bottom line it seems to me is that your shareware program is
>simply not fueling whatever sales demand there might be for this
>program, so any profit he might be making is not as a result of your
>work.

That his program or the utilities in general are not fueling sales is
is completely your assumption. Take a poll of all the buyers of the
CD to find out what programs on the disc they are most interested in
using.

If the utilities were removed from the CD I (and certainly others)
would recognize it as having substantially reduced value.

He's also asking more for a CD full of old 8-bit software than I paid
for two commercial CDs full of postscript fonts and a commercial CD
full of 10,000 clip arts. $50 might be reasonable if he had licensing
agreements with some shareware authors to include registered versions
of the program on the CD.

>And let's be honest - you yourself are relying on that evil, nasty ol'
>"pirated software" to make a buck too.

I think he's relying on the fact that authentic Atari peripherals are
old, slow, and slowly dying off one by one and Atari 8-bit enthusiasts
would find it more convenient to host files on a more modern computer
and get themselves some faster I/O to boot.

If only there was an Amiga version of APE. :-)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com

ken at ntalr dot aatech dot com

618. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <33d7783f.10872555@allnews.infi.net>
Source record: 71438

>>With your cable, practically everything ever published for the
>>Atari is now available.
>
>And? With a 4x4 truck and a good chain practically all the money in
>the ATM on the corner is available to me. It doesn't mean I am
>expected to use the truck in that way.

True, but what if you knew that you could take the money with absolutely no chance of ever getting caught or punished - which is the situation with the program archives on the Net. If you purchase the cable and download all of the software or use a warez CD nobody will bother you one way or the other. That's the thing about software piracy - there is no accountability for the user. Or for utility designers who produce products which allow people to make use of pirated software.

>>>Your sales are directly related to the
>>availability of pirated software on the Net.
>
Do you mean to tell me that you are an 8-bit Atari fan and you have never downloaded a game or application from one of the archives, or that you haven't tried using downloaded games with some of the emulators? I don't believe it. And I also don't believe that the majority of the people who would buy the APE interface would do so with entirely altruistic intentions to just use their PCs to back up their old Atari software. That's pretty naive.

>>>I know it sounds draconian, but I just don't feel APE should be used as
>>> a guide program or sales tool for warez CD's.
>
>>And this raises another point. It is the applications and games archve
>>on this CD that is it's selling point - not your shareware utility, or
>>even the utilities genre in general, which anyone can download for
>>free.
>
>Nearly everything on the CD is available for download from somewhere,
>so in following your logic, there's no selling point at all for the CD
>since everything on it can be found elsewhere.

The appeal of a CD full of programs is in it's archival quality. It's nothing to download utilities - every single utility available for Atari 8-bits on the Net could probably be downloaded in the space of an hour and probably use up less than 5 megs total. But downloading Yogi's or the Closer inventories would take a long, long time and take up quite a few megs on the harddisk, nevermind trying to back up all

of that info onto floppies. That's the attraction of a CD archive. No download time and no harddisk megs used up - but you still have all of the important info at your fingertips.

>>And what if he would have asked permission from you to include it on
>>the CD. Would you have denied him, or asked him for a cut of the
>>profits? He would simply have left your program off and you wouldn't
>>have got anything anyway and you would also be missing out on at least
>>one distribution channel for your shareware.
>
>But if, as you suggest below, nobody is interested in his shareware
>utility then he's not missing out on anything if the program is not
>distributed on that CD.

I didn't say nobody was interested in his utility. I said its inclusion in this collection was not a reason that people would decide or not decide to pay for this CD, and that is true.

>>>So the bottom line it seems to me is that your shareware program is
>>simply not fueling whatever sales demand there might be for this
>>program, so any profit he might be making is not as a result of your
>>work.
>
>That his program or the utilities in general are not fueling sales is
>is completely your assumption. Take a poll of all the buyers of the
>CD to find out what programs on the disc they are most interested in
>using.

Absolutely. Take your poll. The opportunity to conveniently archive all of the games and apps are what makes this CD marketable - not the inclusion of exclusion of a few utility programs.

>If the utilities were removed from the CD I (and certainly others)
>would recognize it as having substantially reduced value.

Nuts.

>He's also asking more for a CD full of old 8-bit software than I paid
>for two commercial CDs full of postscript fonts and a commercial CD
>full of 10,000 clip arts. $50 might be reasonable if he had licensing
>agreements with some shareware authors to include registered versions
>of the program on the CD.
>
>>And let's be honest - you yourself are relying on that evil, nasty ol'
>>"pirated software" to make a buck too.
>
>I think he's relying on the fact that authentic Atari peripherals are
>old, slow, and slowly dying off one by one and Atari 8-bit enthusiasts
>would find it more convenient to host files on a more modern computer
>and get themselves some faster I/O to boot.

Double nuts.

Dave B.

619. Re: Star raiders II works with xlit???

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <33d77519.10066436@allnews.infi.net>
Source record: 71439

>I really wish there was a 90's equivalent!!! (not x Vs tie, but the star
>raiders idea...) a relativly short 3d space save your system type thing!!!

I don't know about "relatively short", but "Star Rangers" for PC CD
was designed using Star Raiders as a guide. It's pretty cheap now too.

Dave B.

620. Re: Rescue at fractalus key commands..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <869746054_OASIS_@pcc-uky.campus.mci.net>
Source record: 71440

In article <6aKjD0bpzHB@peter.soemtron.sb.sub.de>
peter@soemtron.sb.sub.de (Thomas Havemeister) said:-

>'S' means systems on or off not shield!

Right. I believe the recovery of downed pilots goes something like this:

1) Locate flashing pilot icon-wait till its at the narrowest part of your
radar-going "beep-beep-beep" quite madly...
2) Press "L" to land...
3) Press "S" to turn Systems off (don't know if this is necessary)
4) The pilot will run to you if you are close enough, if not you will be
told... Press "A" to open the Airlock...if you don't open the Airlock
by the time the pilot gets there, he will bang on your hull-cute! ;)
5) Close Airlock once pilot is aboard-reverse procedures, and press
<option> to take back off...

Hope this helps...! Its a great game by the way...Oh watch out for some of
those pilots-sometimes they are not all that they seem to be...! <smile>

--

```
_/_/_/
```

621. Re: Rescue at fractalus key commands..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: Derek O'Neil <derek.o'neil@oneil.force9.net>
Message-ID: <01bc982b$298c2f80$c5577ec2@oneil>
Source record: 71441

Do the keys actually work with xl-it ????

I can't get them to work :(

Does anybody know the settings in xl-it that will allow the game to
function normally ?

Derek O'Neil
doneil@globalnet.co.uk

Gary Tabar Jr. <nebula@digital.net> wrote in article
<01bc9535$a447b760$25e6d7cc@ast-adventure>...
> Ok..I got it working on xl-it... now what were the key commands??
>
> I think I remember:
> B=booster
> L=land
> A=airlock
>
> Weren't there speed settings as well???
>
> Help!!! there are downed pilots that need me!!
>
> --
> /| / ___ / / ___ / Gary Tabar Jr,
> / | / /__ /__ / / / /__/ / @ Da Mouzzz...
> / |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net
>
>

622. Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <869771882.14354.1.nnrp-3.9e9882d2@news.demon.co.uk>
Source record: 71442

Whilst reading the rubbish I usually find here, George F. Hardy wrote somet=
hing interesting about "Eastern Front"

Hello George,

GFH> I'd be interested in your evaluation of Eastern Front as a war game.=
I

One that that struck me as odd at the time: The game originates for the
USA, so why is the player forced into being the AXIS power, rather than one
of the Allies? Perhaps it has to do with America's hatred of communism.

(Please note: This is just idle curiosity, and is not intended to start a
flame war)

GFH> did not do well the one time I got to play it. It seemed very

Nor me. I could take Moscow on the easiest level of the game, but that was
by sending a couple of units there. On the more challenging levels,
strategy becomes far more important. Of course, we know that Germany lost
anyway, so the game stacks the odds in favour of the Russians.

GFH> sophisticated (not in graphics, but in tactics and realistic
GFH> representation of the problems the Germans faced).

It certainly had a fair bit going for it, I think. It's some years since
I've played now, but lines of supply, etc. stick in my mind.

The thing is, EF is the only war game I ever played, as I wasn't really a
fan of the genre. I was more your straight text adventure man, so my
opinion probably doesn't count for much as I have nothing to compare it to.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. I love, you love, he loves. We love, you love, they love.
Juan Lopez; Alberto Y Los Trios Paranoias

623. I can't undenstand PEEK & POKE Please help me!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: emendoza@tunku.uady.mx
Message-ID: <33d7a747.21543873@news.unam.mx>
Source record: 71443

I recently buy an old atari 65 xe, this computer had a very poor and imcomplete spanish manual (i live en Yucatan, Mexico). I can program some things, but in some manual's examples are shown the instructions peek and poke. The manual explains nothing about it or their parameters, i can't understand how they work and i would like to get some list of reference for this commands or related information.
Any help will be apreciate.

Greetings from Merida, Yucatan, Mexico (Land of mayans).

624. WTB : SC1224 please help

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <33D7CF23.20A4@midamer.net>
Source record: 71444
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I am in the market for an Atari SC1224 color monitor. I hope to have the money very soon and need to get arrangments made so when I get the money I can get it to you ASAP. If you have one of these for sale please write with a price. I might consider monochrome if cheap enough but really want color.

Thanks
Tony Martin

625. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d7d75d.199343492@news.aatech.com>
Source record: 71445

On Thu, 24 Jul 1997 16:09:33 GMT, dbert@pottsville.infi.net (Dave Bertschy) wrote:

>>>With your cable, practically everything ever published for the
>>>Atari is now available.

>>And? With a 4x4 truck and a good chain practically all the money in
>>the ATM on the corner is available to me. It doesn't mean I am
>>expected to use the truck in that way.

>True, but what if you knew that you could take the money with
>absolutely no chance of ever getting caught or punished - which is the
>situation with the program archives on the Net.

It would still be wrong. Whether or not you can get away with it doesn't change the fact that it is wrong.

>Do you mean to tell me that you are an 8-bit Atari fan and you have
>never downloaded a game or application from one of the archives, or
>that you haven't tried using downloaded games with some of the
>emulators? I don't believe it.

Well, I haven't. Just because you have dulled your conscience to piracy doesn't mean the rest of the world wallows with you.

Besides, I just got my 8-bit stuff dug out of the attic and another co-worker (and former 8-bit enthusiast) and I are going to spend the next (ummm) indeterminate number of weeks/months/whatever getting my stuff moved from bit-rotting floppies and cassettes to a PC.

>And I also don't believe that the
>majority of the people who would buy the APE interface would do so
>with entirely altruistic intentions to just use their PCs to back up
>their old Atari software. That's pretty naive.

I have just about all the software I need, and my bent toward the Atari is coding anyway, so I don't need to sponge stolen stuff from friends, the net, CDs, whatever.

>>>>I know it sounds draconian, but I just don't feel APE should be used as
>>>> a guide program or sales tool for warez CD's.

>>>And this raises another point. It is the applications and games archve
>>>on this CD that is it's selling point - not your shareware utility, or
>>>even the utilities genre in general, which anyone can download for
>>>free.

>>Nearly everything on the CD is available for download from somewhere,
>>so in following your logic, there's no selling point at all for the CD
>>since everything on it can be found elsewhere.

>The appeal of a CD full of programs is in it's archival quality. It's
>nothing to download utilities - every single utility available for
>Atari 8-bits on the Net could probably be downloaded in the space of
>an hour and probably use up less than 5 megs total. But downloading
>Yogi's or the Closer inventories would take a long, long time and take
>up quite a few megs on the harddisk, nevermind trying to back up all
>of that info onto floppies.
> That's the attraction of a CD archive. No
>download time and no harddisk megs used up - but you still have all of
>the important info at your fingertips.

Nevermind that a typical person wouldn't care about most of it anyway.
It seems pirates are the only ones obsessed with acquiring and
distributing a copy of everything that's made.

>>>And what if he would have asked permission from you to include it on
>>>the CD. Would you have denied him, or asked him for a cut of the
>>>profits? He would simply have left your program off and you wouldn't
>>>have got anything anyway and you would also be missing out on at least
>>>one distribution channel for your shareware.

>>But if, as you suggest below, nobody is interested in his shareware
>>utility then he's not missing out on anything if the program is not
>>distributed on that CD.

>I didn't say nobody was interested in his utility. I said its
>inclusion in this collection was not a reason that people would decide
>or not decide to pay for this CD, and that is true.

People are interested in it or they are not. If they are interested,
then it becomes a reason for them to buy the CD, thus a selling point.
If they are not then it it just wasted space. Don't contradict
yourself.

>>>>So the bottom line it seems to me is that your shareware program is
>>>simply not fueling whatever sales demand there might be for this
>>>program, so any profit he might be making is not as a result of your
>>>work.

>>That his program or the utilities in general are not fueling sales is
>>is completely your assumption. Take a poll of all the buyers of the
>>CD to find out what programs on the disc they are most interested in
>>using.

>Absolutely. Take your poll.

I used implied "you". You take a poll, since you are the one
interested in the CD. I'm a little too busy figuring out how to deal
with all the BASIC/XL stuff I wrote about 13 years ago.

[snippity]

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

626. Re: Hard Hat Mac - play hint

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: morbid@best.com
Message-ID: <33d7cbd7.14269402@nntp.best.com>
Source record: 71446
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

On Thu, 24 Jul 97 02:54:12 GMT, stosh@faber.edu (Stosh) wrote:

>Refresh my memory, please: when you pick up the jackhammer, how do you *lose*
>it again?
>
Press the space bar.

Also, at the title screen, press 2 or 3 before pressing Start to warp
to a different level.

627. A few 8-bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <869771881.14354.0.nnrp-3.9e9882d2@news.demon.co.uk>
Source record: 71447

Whilst reading the rubbish I usually find here, Steven Posey wrote somethin=
g interesting about "A few 8-bit Questions"

Hello Steven,

>> I think that it may be a typo, on the poster's part. Easily done.
SP> You're correct, the Rev. C peek DOES report 234, NOT 34, as I original=
ly

That's unusual: Me being right, for a change.

SP> posted. However, the original letter in ANALOG says it should be 34,
SP> which makes it a 13-year old typo. I should have tested it myself

13, eh? Coincidence? Or prophetic? :-))

SP> before I posted.

Why? I rarely do. Hence my usually being incorrect, I suppose. :-)

SP> December of 1984 (hey, I give credit where I can!)

Good for you. I'll have to dig out my copies of ANALOG, just to satisfy my
curiosity now.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. There's a killer in the subway, an anarchist on your street.
Bombsite Boy; The Adverts

628. Re: I can't undenstand PEEK & POKE Please help me!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: Marius Diepenhorst <marius@atari.demon.nl>
Message-ID: <01bc9883$a948f5c0$47e79fc2@default>
Source record: 71448

Lic. Victor Mendoza <emendoza@tunku.uady.mx> schreef in artikel
<33d7a747.21543873@news.unam.mx>...
> I recently buy an old atari 65 xe, this computer had a very poor and
> imcomplete spanish manual (i live en Yucatan, Mexico). I can program
> some things, but in some manual's examples are shown the instructions
> peek and poke. The manual explains nothing about it or their
> parameters, i can't understand how they work and i would like to get
> some list of reference for this commands or related information.
> Any help will be apreciate.
>
> Greetings from Merida, Yucatan, Mexico (Land of mayans).

POKES and PEEKS are basic statements, that let you work with the real HEART
of your computer.

Those instructions are very complex and it's hard to explain in one, two,
three senctences how they work.

With POKE you can input a value in an allocated memory adress, with PEEK
you can read it out (not ALL memory adresses can you actually read out...)

memory adress 710 is screen colour

color 0 = black

pokey 710,0 (put 0 into adress 710) makes the screen black

try this: setcolour 2,4,6
a = peek (710)
print a

and TADAA you can read out this colour register.

You should get a great book like MAPPING THE ATARI.

I have some documentation anywhere here... (3 files)... if i find them i'll
mail them to you.

Succes with it.

Marius

629. Re: Rescue at fractalus key commands..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: I@Am.not.here
Message-ID: <869788284.25589.0.nnrp-3.9e987e17@news.demon.co.uk>
Source record: 71449

In article <01bc982b$298c2f80$c5577ec2@oneil>, "Derek O'Neil" <doneil@globalnet.co.uk>
wrote:
>Do the keys actually work with xl-it ????
>
>I can't get them to work :(
>
>
>Does anybody know the settings in xl-it that will allow the game to
>function normally ?

You won't get it to work. You have two options.

(1) Run 'Behind Jaggi Lines' and have the keys working with the mountain
ranges all screwed up

or...

(2) Run 'Rescue on Fractalus' with the correct mountain ranges, but no
response from the keyboard.

630. WTB:SC1224 color monitor

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <33D81135.3601@midamer.net>
Source record: 71450
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Anyone got one of these for sale ??? I want good appearance and perfect working cond. Would also consider monochrome if the price is right but prefer color. Please e-mail me with a price.

631. For Sale: More Atari Hardware, Software, Books, Etc.

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: bensmith@linda.teleport.com
Message-ID: <5r97s9bbb1@linda.teleport.com>
Source record: 71451
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here, Direct all responses in E-Mail to: bensmith@teleport.com

I've added more Items to my Catalogs, such as several large boxes full of Atari ST Software. All of them Complete in Boxes with Documentation. Some are still UNOPENED and SHRINKWRAPPED. As well as an Atari Laser Printer. For the Classic Atari 8 Bit Line Added Hardware was a U.S. Doubler Disk Drive and Lots of 8 Bit Disk SoftWare for $5 each.

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is. Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP.

This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

632. Get FREE SEX SITE..password is

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: 0987263268@compuserve.com
Message-ID: <5r6hh5$nq4@news1-alterdial.uu.net>
Source record: 71452

```
This is a multi-part message in MIME format.

--_-=218
Content-type: text/html; name="Sex~1.htm"
Content-transfer-encoding: base64

<encoded_portion_removed>
b25nPjwvZm9udD48L2ZvbnQ+PC9hPjwvcD4NCjwvYm9keT4NCg0KPC9odG1sPg0K

--_-=218
```

633. Re: BBC using Ataris as props...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2407972212160001@port105.bitstream.net>
Source record: 71453

In article <33D5A645.2AB2@goldrush.com>, foxnhare@goldrush.com wrote:

[snipped]
> > Okay, how about this one: In the Doctor Who episode "The Caves of
> > Androzani" all the computers in the nerve center of the underground
> > complex appear to be Ataris. I recognized the screen font when I saw it
> > years ago. You can't see any actual computers though. The displays show
> > locations of various things in the network of caves and tunnels and later
> > display a count-down timer for a nuclear bomb which has been set to
> > detonate.
> >
> > Mark
>
> I would have thought the BBC to use the Acorn or maybe the Spectrum...
> Do the fonts look similar on the two machines to the Atari's?

Okay, I dug up the tape. It was filmed in 1984. Atari computers were
fairly popular in England at that time. There was no count-down timer, but
the map of the cave *could* be an Atari display. The characters on-screen
look short and squat like graphics mode 2 text, and they appear to be the
familiar character shapes (mostly numbers). The display uses 6 colors, so
it would have to be done with display interupts, but the layout, which is
divided into horizontal sections, is consistent with that. On the other
hand, I'm not familiar with the graphics capabilities of the computers you
mention. So... possible, but hard to say for sure.... Guess I'll have to
contact the BBC. ;-)

Mark

634. Re: 1090XL AUCTION With Expansion Cards -- Initial Post

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: <>
Message-ID: <33d75b44.1468409@news.whc.net>
Source record: 71454
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600,rec.games.video.marketplace,alt.games.video.classic

On 24 Jul 1997 03:31:28 GMT, bcoakley@teleport.com (Ben Coakley)
wrote:

>On Wed, 23 Jul 1997 20:57:36 GMT, Keita Iida <keita@mindspring.com> wrote:
>>What the HELL????
>>
>>Please ignore the original post.
>>
>>I have NO idea how it got out. You can
>>probably find out by reading the auction
>>rules at the bottom, but he auction was run
>>and completed in December of last year!
>
>You know, call me a nasty cynic, but as soon as I saw the "Initial Post",
>I thought "Hey, he's found a limited supply of those, and he's auctioning
>them off at hugely inflated prices every six months or so."
>
>Glad to see that's not the case.
>
>--
>Ben Coakley CBEL: Xavier OH bcoakley@teleport.com
> http://www.math.grin.edu/~coakley

I was counting on it!

635. Re: 1090XL AUCTION With Expansion Cards -- Initial Post

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: <>
Message-ID: <33d75963.986885@news.whc.net>
Source record: 71455
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari,alt.atari.2600,rec.games.video.marketplace,alt.games.video.classic

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>--
>Ben Coakley CBEL: Xavier OH bcoakley@teleport.com
> http://www.math.grin.edu/~coakley

I was counting on it.

636. Re: A few 8-bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33D7D576.348A@tcd.net>
Source record: 71456

The Axiom can be used with or without a power supply. It has jumpers inside.

Hook it up if it works then the jumpers are set for computer power, will not work on a 1200XL unless the 1200 has been modified to supply power to the port.

bob

637. a couple more 8-bit questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: <>
Message-ID: <33d7ab8f.1130305@news.whc.net>
Source record: 71457

I have 2 800XL's sitting here, and I was wondering why the FCC ID's are different. 1: BPA72R800XL 2:BPA7YJ800. Can anyone shed some light? I can see a bunch of little changes, but the only electronic change I can find is the ground wire from the cartridge doors to the chassis. one has one with 1 wire and the other has 2 wires, one being red and going to the board, The other one doesn't have the wire nor the jack to hook it to.

Thanks,
Chuck

638. NEED MULE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: Paul Castellani Jr <cfipaul@concentric.net>
Message-ID: <33D7A0DF.9405CCA0@concentric.net>
Source record: 71458
Body handling: HTML body converted to readable text

Does anybody have a copy of MULE they can mail to me? I would be happy to supply the disk or whatever is necessary.....My copy D.I.E.D.....Bummer :(

Please E-mail if you've got it....

Thanks!

639. Re: PBI-adaptor for XE - where to get ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33D7D6B8.7FC9@tcd.net>
Source record: 71459

Only one place to get them now..I bought the Rights to Supra's XE PBI to
50 pin card edge connection..

K-Products
4267 W. Midway Dr.
Salt Lake City, Ut. 84120 U.S.A.

Price $19.95 plus $4.00 shipped within the U.S.A..

Comes with 1 cartridge port.

640. Re: Pirates Treasure Chest and other classic items

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-24 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33D7D769.A03@tcd.net>
Source record: 71460

I have them also...long time collecting dust..Very nice for the collection..

641. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d8a999.253171872@news.aatech.com>
Source record: 71375

On Fri, 25 Jul 1997 10:41:53 GMT, Al Andalus
<erasmus@spam.is.a.trademark.com> wrote:

>On Thu, 24 Jul 1997, Kenneth Jennings (kenneth at daffy dot aatech dot
>com) wrote:

> [Atari hardware putdown #1:]
>->I thought it meant I could use a PC hard drive instead of trying to
>->buy Atari 8-bit compatible peripherals that probably won't work long,
>->anyway.

> [putdown #2:]
>->... Just not having to use flaky 8-bit drives, etc. is Another Great
>attraction.

> [putdown #3:]
>->I think he's relying on the fact that authentic Atari peripherals are
>->old, slow, and slowly dying off one by one and Atari 8-bit enthusiasts
>->would find it more convenient to host files on a more modern computer
>->and get themselves some faster I/O to boot.

>On that latter score you're got a point: Real 8-bit hardware is
>getting older every day (and who isn't?!) which means that maintaining it
>and finding parts are more difficult as time passes. And it's also true
>that more modern computers are faster, bigger, and possibly <ha-ha!> even
>better in some ways.

>Nevertheless, I disagree with your characterization of the real Atari
>hardware as being flaky and shabby and so on.

Unfortunately, that is the reality of 17 year old mechanical
components. Things break. There are no Atari-authorized service
centers in most people's neighborhoods.

But as Atari hardware in general goes (and the computers specifically)
I've found Atari equipment has always been much more reliable than C64
stuff which my friends were constantly having repaired even when they
were new.

>If you bought cheap stuff
>back in the golden age and encountered disk errors and your hardware broke
>down, that's because you bought cheap stuff.

No, that's because mechanical things break. It is a statistical
certainty.

>I went the high quality
>route from Day One and *never* had any such problems!

Pick one:

A) You're just plain lucky.

or

B) God loves you.

>And from everything
>I've seen on this newsgroup in the last couple of years (i.e., all the
>moaning and groaning about emulation), it seems that running 8-bit
>software on the real thing is vastly superior to trying to use emulators.

The Atari 8-bit has the most sophisticated hardware in it of any
8-computer which probably explains why emulators are only now able to
efficiently handle things like DLIs.

> If you want to avoid the "flaky" problems, my advice is:

> * Use high-quality disk drives, not cheapies. (Better drives also
>have the benefits of additional features and options.)

Too bad there isn't an Atari store on my corner selling new Atari
drives.

> * Don't try to use disks over what they're rated for. For example,
>don't use the second side on single-side-rated disks.

Never did. I even used double density disks as single density,
because by the time I got my first floppy drive, the single density PC
5 1/4 floppy drives were gone.

>* Store disks in pristine atmospheric conditions. Disks stored in a
>dusty or dank basement, for example, will make the heads dirty and cause
>read/write errors. (As I found out when I obtained a collection from
>somebody else a few years ago.)

Recorded data stored on floppies in even pristine environmental
conditions will fail over time.

>* Forget "warp" speeds. DOS programs that require read/write routines
>to pass checksums may be slower but they're more reliable.

Now, how do all of your points keep printers, drive motors, all the
mechanical moving parts in your peripherals from breaking over time?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

642. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: rdell@best.com
Message-ID: <5raa49$p84$1@shell5.ba.best.com>
Source record: 71376

In article <5r9l0a$db4@freenet-news.carleton.ca>,
Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:
>
>Dave Bertschy (dbert@pottsville.infi.net) writes:
>>>Due to abuse by bottom-feeders...
>>
>> I don't really want to enter into yet another useless Usenet pissing
>> contest, but I fell compelled to make an observation here...
>>
>> You have made several posts to the effect that the individual who has
>> advertised the Atari CD collection is profiting by the unauthorized
>> use of the shareware version of your program.
>>
<deletions>
>
>I never made any objection to the archival of the software, its not my
> place to do so. Thats a moral decision on the part of the persons
> involved.
>
>My ammendum only restricts the SALE of ape on compilations, thats it. If your
> upset about that, too bad. It can still be downloaded FREE from
> anywhere on the net.
>
>The only persons the ammendum has any effect on are people selling other
> peoples software for money. Period. You sell other peples software
> for profit?
>

But ... your ammended license can ONLY apply to future versions and
distributions of software from you ... if I CURRENTLY download a
previously released version, with the previous license, than that
previous license is what applies .. you cannot change it once
the software is released to the public (you can't put the genie
back in the bottle). So it cannot affect or apply to the version
being distributed on the CD in question.

As an aside, I definitely agree the CD is vastly overpriced. 15-20
dollars would be more like a fair market price .. heck for $10
I would be tempted to blow a CD of the archives I've archived
on my hard drive (umich, yogi, yoshi .. something else??) which
only total way less than 100 megs in raw form. Not that I am
offering at this time ... but if I was a bit more organized
I might (say after I get things into a form that I want to
archive onto CD). But CDR blanks are down to $4 each or less.

More to the point, it is hard to sell anything priced over $25 to
the Atari community from the gist of posts I've read here. After
all, systems are commonly available with boxes of software for $30 or so.
As a business person, I would be more interested in selling 50 CDs
at $15 than less than 10 at $50. But then, I'm not in that business.

--
Richard Dell

643. Re: a couple more 8-bit questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33d8b5fd.0@news.comet.net>
Source record: 71377

In article <33d7ab8f.1130305@news.whc.net>, webmaster@penny-empire.....com says:
>
>I have 2 800XL's sitting here, and I was wondering why the FCC ID's
>are different. 1: BPA72R800XL 2:BPA7YJ800. Can anyone shed some
>light?

The first three letters (BPA) are the owner of the FCC registration.
The second three letters (72R and 7YJ) are the manufacturer. The
numbers after these six letters are assigned by the applicant, who
may be the owner or the manufacturer.

GFH

644. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19970725143301.KAA07507@ladder02.news.aol.com>
Source record: 71378

In article <5r9l0a$db4@freenet-news.carleton.ca>,
ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:

>If APE is popularly viewed as primarily a tool of piracy, then perhaps its
> time for me to turn my efforts away from the Atari completely.

I don't know. Look at anything that constituted progress in society, and you'll find that people use it as intended and also not as intended. Sometimes a discovery is brought to light simply because it's a discovery, and enhances our understanding of nature or technology. No motive of good or evil can be assumed on the part of the discoverer or inventor.

You can't be blamed if people take a tool that was intended for personal archival copying and turn it into a way to pirate software. You also can't be responsible for how people view your work.

645. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d8b801.256860728@news.aatech.com>
Source record: 71379

On Fri, 25 Jul 1997 08:29:29 GMT, dbert@pottsville.infi.net (Dave Bertschy) wrote:

>Yogi, you said:

>>-On Thu, 24 Jul 1997 09:07:56 GMT, dbert@pottsville.infi.net (Dave >>-Bertschy) wrote:

>>Why is the atari 8 bit community so eager to quash the piracy issue?

>Beats me. I think it is a lot of sanctimonious crap myself.
[snip]

>>Why do atari people feel so holier than anyone else about this issue?

More or less holy than Amiga people who have experienced the same sort of piracy problems.

>I dunno - let's ask Kenneth to respond.

Oooooers, I'm reguarded as an authority? :-)

Perhaps it is because piracy on the 8-bits was blatant, rampant, and utterly dwarfed the piracy on the C64, et. al. platforms despite the larger installed base of other computers. Perhaps it is because this activity relegated the 8-bit Atari, a superior platform, to the "dead and unsupported" pile well before other lesser computers.

In the early 80s I knew several people who had hundreds of disks of software and not a single one was paid for. I knew people who would even burn their own eeproms, just so they could have carts without buying them. (At least the Mil-Atari user group I attended had the good sense to forbid that activity during meetings.)

If you download something from the net that was commercial/non-pd software you should find out who owns the copyright and make every attempt to contact them about purchasing it. If the company or individual no longer cares, then it is fine to use it for free. But if you don't make the honest attempt to acquire the legitimate rights to use the software then it is just as dishonest as it was to steal the program when it was on the shelf in a store 15 years ago.

Maybe if all the aging pirates out there actually invested as much time in tracking down copyrights and determining the exact state of programs as they did in copying everything in sight then perhaps we could all be happy about copying stuff from the net. Contacting former developers might even pop up new versions of unreleased programs or formally move some commercial programs (maybe even source

code for them) into the public domain.

However, the original issue here is someone charging an exhorbitant amount for a CD containing not just discontinued, out-of-date, and unsupported commercial software, but also currently supported software packaged in a way that violates the distribution license.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

646. Re: Rescue at fractalus key commands..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d8c807.260962537@news.aatech.com>
Source record: 71380

On Thu, 24 Jul 97 12:07:34 GMT, thechyld@pcc-uky.campus.mci.net
(Ronald J. Hall) wrote:

> In article <6aKjD0bpzHB@peter.soemtron.sb.sub.de>
> peter@soemtron.sb.sub.de (Thomas Havemeister) said:-
>
>>'S' means systems on or off not shield!
>
> Right. I believe the recovery of downed pilots goes something like this:
>
> 1) Locate flashing pilot icon-wait till its at the narrowest part of your
> radar-going "beep-beep-beep" quite madly...
> 2) Press "L" to land...
> 3) Press "S" to turn Systems off (don't know if this is necessary)

Yes, they won't leave their crashed ship until you turn off your
shileds/systems.

> 4) The pilot will run to you if you are close enough, if not you will be
> told... Press "A" to open the Airlock...if you don't open the Airlock
> by the time the pilot gets there, he will bang on your hull-cute! ;)

Ummm. I don't bother to open the airlock until after I hear the
banging on the hull. In later levels, the nasty-wasty aliens
impersonate the real pilots and try to break through your windshield.
I keep my finger poised to fry them by pressing the S key.

> 5) Close Airlock once pilot is aboard-reverse procedures, and press
> <option> to take back off...
>
> Hope this helps...! Its a great game by the way...Oh watch out for some of
> those pilots-sometimes they are not all that they seem to be...! <smile>

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

647. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d8c8fa.261206334@news.aatech.com>
Source record: 71381

On Fri, 25 Jul 1997 15:32:35 GMT, kenneth@spam.not.sayeth.i (Kenneth
Jennings) wrote:

>On Fri, 25 Jul 1997 08:29:29 GMT, dbert@pottsville.infi.net (Dave
>Bertschy) wrote:
>
>>Yogi, you said:
>
>>>-On Thu, 24 Jul 1997 09:07:56 GMT, dbert@pottsville.infi.net (Dave
>>>-Bertschy) wrote:
>
>>>Why is the atari 8 bit community so eager to quash the piracy issue?
>
>>Beats me. I think it is a lot of sanctimonious crap myself.
>[snip]
>
>>>Why do atari people feel so holier than anyone else about this issue?
>
>More or less holy than Amiga people who have experienced the same sort
>of piracy problems.

Oops. That was a question. orgot the '?' :-)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

648. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d8d23c.263576787@news.aatech.com>
Source record: 71382

On Fri, 25 Jul 1997 14:26:25 GMT, dbert@pottsville.infi.net (Dave Bertschy) wrote:

>>It would still be wrong. Whether or not you can get away with it
>>doesn't change the fact that it is wrong.

>Kenneth, do you mean to tell me that you consider downloading a game
>like Preppie or Dig Dug from the archives to be a problem of morality?

Not if you pay for it. Do the work to find out who holds the copyrights. As I understand it, the Trameiel's Atari was bought in its entirety by some other company. Technically, Atari does not exist, but the company that bought it should now own all the Atari intellectual property. How about you get those floppy-copying fingers busy making phone calls and writing some letters? Get some documentation from the people involved proving that the software is now considered free.

If I can take $40 from your wallet and you never find out about it I can pretend I didn't do anything wrong. Right?

>Understand - I am not advocating pirating software which would result
>in the loss of royalties or profit from those that deserve them.

You are advocating distributing copyrighted materials and denying the owners their rightful compensations. That is advocating piracy. You justify this by assuming that nobody cares, since you are too lazy to find out if the copyright owners have actually waived their rights.

>That
>is most certainly wrong. But, let's face it, the archived Atari
>software is no longer in any commercial distro channels -

And it will probably get up to 90 degrees in Miami today.

Both facts equally effect the software copyrights. -- Not at all.

>it's not even being made anywhere -

The program is "made" each time it is copied. Copyrights protect the original creator's right to collect compensation from each copy made.

>you can't buy it from the companies who released it.

Here you are assuming things again. Just because you think the producers of software aren't interested in it, doesn't make it so. Do the honest work to find out.

>Are you serious when you suggest that it's wrong to download
>the ROM image of an ancient game like Temple Of Apshai when Epyx
>itself has ceased to exist?

Find out who actually holds the copyrights and ask them what can be
done with the programs. Even if a company is liquidated or sold, some
body somewhere holds the copyrights.

>>Besides, I just got my 8-bit stuff dug out of the attic
[snippity]

>>my bent toward the Atari is coding anyway,
[snippity snip]

>I am curious - in your old collection of disks and programs
>accumulated when Atari and all it's supporting companies were actually
>producing and making royalties - when the idea of Atari piracy had
>real meaning - do you have any copies of pirated software that you
>obtained from friends?

AFAIK, nope. Mostly I bought ROM carts since I didn't have a floppy
drive most of the time, and when I finally did I bought software
development stuff. Occasionally I borrowed a disk or (gasp) a copy
from a friend. If the program was good I bought it. If not the disk
was always more useful reformatted.

>Everybody I knew in my local users group in Texas at the
>time (1985-1990) was. In fact, everybody I knew who had an Atari at
>the time was.

It's probably not safe to brag on an Atari 8-bit newsgroup that you
and your friends are responsible for the premature death of third
party software support for the 8-bits.

I guess I must have hung around a better class of people than you did,
because I do remember people in our 8-bit user group who didn't steal
software.

Didn't your mother ever tell you that just because you think "everyone
else" does it, doesn't make it right?

>Remember all of the Antic and Analog articles about how
>piracy was killing the Atari? Well, they weren't just talking about me
>ya' know.

Ok, not just you. You and your questionably motivated friends.

>So I dispute your claim to speak for the Great Atari Majority.

I don't claim to speak for a majority. I just know the difference
from right and wrong, but I don't rationalize the wrong things I may
do, just so I can feel undeservedly better about myself.

>>Nevermind that a typical person wouldn't care about most of it anyway.
>>It seems pirates are the only ones obsessed with acquiring and
>>distributing a copy of everything that's made.

>Look, as I said above, I used to hang out with Atari users.

No, you described yourself as hanging out with Atari pirates.

>At users
>groups, in the military all over the world, and at college. I flatly
>dispute your claim to say that the "typical person" wouldn't care
>about "most of the software". That absolutely does not characterize
>the hundreds of Atari enthusiasts I met over the years.

If you had the entire Atari 8-bit software library at your fingertips, exactly what percent of the software could you or would you actually use? Probably not more than 25% even if you are an Atari zealot. So, it can be inferred that you quite obviously don't care about the other 75%.

So, why put it on a CD when you don't care about most of it and it is all easily downloadable? A single archive of READ.ME files listing the contents of the ftp archives would be just as useful as the archive itself and it could probably be distributed on a floppy instead of a $50 CD-ROM.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

649. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5raibv$63t@freenet-news.carleton.ca>
Source record: 71383

Yogi (noone@nowhere.com) writes:
> On Thu, 24 Jul 1997 12:26:35 GMT, kenneth@spam.not.sayeth.i (Kenneth
> Jennings) wrote:
>
> -On Thu, 24 Jul 1997 09:07:56 GMT, dbert@pottsville.infi.net (Dave
> -Bertschy) wrote:
> -
> ->>Due to abuse by bottom-feeders...
> -
>
> Or - people who use software that they'd wish they had- nah, people
> who used to pirate the software when they were "warez dudez" (i.e.
> teenagers with bad acne like myself) and want to relive that
> relatively innocent time (I dont think they put you in jail for
> software piracy at that time if you were under 18).
>
> If I'd have known that other people were going to bitch about pirated
> 8 bit software for so long on the net I wouldn't have wanted to bring
> the archive back and collected it all. I would have collected it for
> myself.

Scott,

Someone seems to have decided, that in a fit of egomania, that I
have declared jehad on the archival of 8-bit software. This is a
blatant misrepresentation of what I said, or at best a misunderstanding.

All I suggested in any of my posts is that I didn't want my
software sold on any $50 CDR's, that the people selling them were
profiteering, and I wanted no part of it.

I was not bitching about pirated software, or you, or your
efforts to keep the archive. If I made any suggestion otherwise then
it was a mistake, and I apologize in advance.

> Why is the atari 8 bit community so eager to quash the piracy issue?

There are people who are making it a holy war, and following thier own
moral compass in doing so. It's a bit unfair however, to infer
someones views are to the extreme right, or the extreme left, based on
what are actually unrelated statements.

> C-64 and apple 2 piracy was running rampant (probably due to the
> availability of good emulators 2 years ago, unlike atari emus which
> only got really good relativly recently). I believe atari software
> always sold less copies than the same titles on the other platforms,

> even though most of the apple 2 ones were inferior. The c-64's drive
> design made that platform VASTLY inferior, IMO.
> However, this still doesnt explain why those sites featuring those
> platforms are so numerous, and ataris weren't. Hell, there was even a
> Trash 80 software archive in numerous places.
>
> Why do atari people feel so holier than anyone else about this issue?

I think a more to the point question is what keeps happening to the
archives that people have started? Is that jehad element complaining
that loudly about it? Nobody has said much about it in public.

Yours is the first to last longer than a week.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

650. BASIC/XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d900c4.4747227@news.aatech.com>
Source record: 71384

How many people are using BASIC/XL or BASIC/XE?

Can you give me the differences between the two?

Is anyone else aware of bugs? (I found out that the Move command of
Basic/XL running on an XL is sometimes unpredictable. Running the
Translator on the XL fixes it, so I think the cart is using something
that conflicts with the OS to do the memory moves.)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

651. Re: a couple more 8-bit questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bc993e$d9f893e0$2f39adce@crc3.concentric.net>
Source record: 71385

webmaster@penny-empire......com wrote in article
<33d7ab8f.1130305@news.whc.net>...
> I have 2 800XL's sitting here, and I was wondering why the FCC ID's
> are different. 1: BPA72R800XL 2:BPA7YJ800. Can anyone shed some
> light? I can see a bunch of little changes, but the only electronic
> change I can find is the ground wire from the cartridge doors to the
> chassis. one has one with 1 wire and the other has 2 wires, one being
> red and going to the board, The other one doesn't have the wire nor
> the jack to hook it to.

Atari probably had to recertify the units after they were redesigned.

652. Re -Re APE Distribution

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <33d91f14.15007531@news.world-net.net>
Source record: 71386

Didn't see a place where I could jump in that thread and stay dry, so here' s my view on the $50 CD.
The Commodore 8-bit newsgroup has a guy on it frequently named Jim Brian. He has put far more into that community than he has ever taken out of it. He is a DOER, like Steve. Yet some of the watchers are ready to shred him when he states an opinion, and now he is considering leaving that scene, like Steve is this one. We will miss them if they go. We need everyone we have left to stay afloat.
Lots of good points made. I HAVE pirated before, and don't lose sleep at night over it. I REGISTERED my APE, not to pirate, the shareware would do as well, but to reimburse someone who has worked for hours on end to develop a delightful utility.
It would surely burn me as well, if I got nothing from the developement I had worked so hard on, only to have some guy come in and charge a big time price of $50 for the sweat of mine, and other folks brows. More exposure? Tell me the one klutz who will shell out that $50 bucks, but hasn't already heard of APE?.
So it doesn't bother me that Steve has a higher moral standard concerning pirateng of obsolete programs than I do. Just wish we'd all cut him a little slack. Register with any of those developed programs you like, and I'm sure the obsolete pirate Gods will forgive us all.
Thanks. James Lueck.

653. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33d8b49a.0@news.comet.net>
Source record: 71387

In article <869771882.14354.1.nnrp-3.9e9882d2@news.demon.co.uk>, brad@pianosa.demon.co.uk (Brad Rogers) says:
>
>Whilst reading the rubbish I usually find here, George F. Hardy wrote somet=
>hing interesting about "Eastern Front"
>
>
>> GFH> I'd be interested in your evaluation of Eastern Front as a
>> war game.
>
>One that that struck me as odd at the time: The game originates for
>the USA, so why is the player forced into being the AXIS power, rather
>than one of the Allies? Perhaps it has to do with America's hatred of
>communism.

Yes, that is part of it. The USSR is the enemy. We might have to
try the same thing as the Germans. It (was) is not easy!

Also, for those interested in military history, far more was
available (at the time) from the German than the USSR point of
view.

GFH

654. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33d8b562.0@news.comet.net>
Source record: 71388

In article <33d77369.173751329@news.aatech.com>, kenneth@spam.not.sayeth.i (Kenneth Jennings) says:

>I believe the docs for the game explained how trying to take Russia
>was a losing cause -- with the weather/seasons, supplies, distances
>involved, etc.
>
>The best I could ever do was to break a few holes in the line and just
>barely manage to get one or two units to Moscow. But eventually, more
>and more Soviet troops dribbled in and I never was able to take the
>city before being totally decimated.

I knew some players who regularly won. It takes skill and a minimum
of mistakes. And a real adjustment for the attributes of the
Russian soldier. It is hard to wipe out bypassed until. But hey,
that was real. Germany 'faced' over a million active partisans in
the rear areas, which cost over a million Germans to keep in check.

GFH

655. Windows for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <33D8DC20.4DF7@midamer.net>
Source record: 71389

BAck in the late 1980's some company was developing a system similar to
GEOS for C64. Can anyone tell me about it ???

656. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <33d8b13c.6892663@allnews.infi.net>
Source record: 71390

>It would still be wrong. Whether or not you can get away with it
>doesn't change the fact that it is wrong.

Kenneth, do you mean to tell me that you consider downloading a game like Preppie or Dig Dug from the archives to be a problem of morality? Understand - I am not advocating pirating software which would result in the loss of royalties or profit from those that deserve them. That is most certainly wrong. But, let's face it, the archived Atari software is no longer in any commercial distro channels - it's not even being made anywhere - you can't buy it from the companies who released it. There are no loss of royalties and nobody is getting messed over. Heck, the vast majority of the companies don't even exist anymore. Are you serious when you suggest that it's wrong to download the ROM image of an ancient game like Temple Of Apshai when Epyx itself has ceased to exist?

>Besides, I just got my 8-bit stuff dug out of the attic and another
>co-worker (and former 8-bit enthusiast) and I are going to spend the
>next (ummm) indeterminate number of weeks/months/whatever getting my
>stuff moved from bit-rotting floppies and cassettes to a PC.

>I have just about all the software I need, and my bent toward the
>Atari is coding anyway, so I don't need to sponge stolen stuff from
>friends, the net, CDs, whatever.

I am curious - in your old collection of disks and programs accumulated when Atari and all it's supporting companies were actually producing and making royalties - when the idea of Atari piracy had real meaning - do you have any copies of pirated software that you obtained from friends? Were you a pirate, back when it meant something? Everybody I knew in my local users group in Texas at the time (1985-1990) was. In fact, everybody I knew who had an Atari at the time was. Remember all of the Antic and Analog articles about how piracy was killing the Atari? Well, they weren't just talking about me ya' know. So I dispute your claim to speak for the Great Atari Majority.

>Nevermind that a typical person wouldn't care about most of it anyway.
>It seems pirates are the only ones obsessed with acquiring and
>distributing a copy of everything that's made.

Look, as I said above, I used to hang out with Atari users. At users groups, in the military all over the world, and at college. I flatly dispute your claim to say that the "typical person" wouldn't care about "most of the software". That absolutely does not characterize the hundreds of Atari enthusiasts I met over the years.

Dave B.

657. Re: Rescue at fractalus key commands..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: Rene Gambke <rega@uriela.in-berlin.de>
Message-ID: <33D8E455.176C@uriela.in-berlin.de>
Source record: 71391

Ronald J. Hall wrote:

> 1) Locate flashing pilot icon-wait till its at the narrowest part of your
> radar-going "beep-beep-beep" quite madly...
> 2) Press "L" to land...
> 3) Press "S" to turn Systems off (don't know if this is necessary)
> 4) The pilot will run to you if you are close enough, if not you will be
> told... Press "A" to open the Airlock...if you don't open the Airlock
> by the time the pilot gets there, he will bang on your hull-cute! ;)

Better you wait until he knocks. Otherwise you may have an alien
onboard:((

> 5) Close Airlock once pilot is aboard-reverse procedures, and press
> <option> to take back off...

--

Rene Gambke

e-mail: rega@powerslam.in-berlin.de (home)
rega@uriela.in-berlin.de (more frequently)
fido: 2:2410/1030

658. Re: atari8-l - new discussion list about 8 bit atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5rag3v$834$1@zwieracz.psych.uw.edu.pl>
Source record: 71392

Mon, 21 Jul 1997 13:46:12 GMT Kenneth Jennings napisal byl w comp.sys.atari.8bit:
> I'd rather not fill my mailbox with more stuff. The I-Amiga mailing
> list is mirrored/repeated in bit.listserv.i-amiga newsgroup and posts
> made to the newsgroup are also sent to the mailing list. I wonder if
> a mechanism like this could be worked out for the atari8-l.

i can gateway this list to a newsgroup on my private newsserver at
zwieracz.psych.uw.edu.pl, but no sooner as in two weeks, as i'm leaving
for a vacation now...

871
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

659. Re: Anyway we can make this a MODERATED group?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5rao32feg1@zwieracz.psych.uw.edu.pl>
Source record: 71393

20 Jul 1997 21:33:51 Brad Rogers napisal byl w comp.sys.atari.8bit:
> There's an alternative to going for a moderated ng: Set up a mailing list. Mind you, that means even *more* time for the maintainer. :-(

happily, a mailing list for 8bit ataris is already set up. to subscribe, simply
write to majordomo@zwieracz.psych.uw.edu.pl, with the line
subscribe atari8-l <your mailing address>
in the body (not the subject) of the message.

we're talking now about creating new operating system for 6502, with unix style
shell, networking, tcp, multiprocessing...

all people that want to participate in this project, as well as people
interested in atari 8bit computers are welcome.

879
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

660. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970725145808.14944G-100000@fissure.scar>
Source record: 71394

> Or - people who use software that they'd wish they had- nah, people
> who used to pirate the software when they were "warez dudez" (i.e.
> teenagers with bad acne like myself) and want to relive that
> relatively innocent time (I dont think they put you in jail for
> software piracy at that time if you were under 18).
> If I'd have known that other people were going to bitch about pirated
> 8 bit software for so long on the net I wouldn't have wanted to bring
> the archive back and collected it all. I would have collected it for
> myself.
> Why is the atari 8 bit community so eager to quash the piracy issue?
> C-64 and apple 2 piracy was running rampant (probably due to the
> availability of good emulators 2 years ago, unlike atari emus which
> only got really good relativly recently). I believe atari software
> always sold less copies than the same titles on the other platforms,
> even though most of the apple 2 ones were inferior. The c-64's drive
> design made that platform VASTLY inferior, IMO.
> However, this still doesnt explain why those sites featuring those
> platforms are so numerous, and ataris weren't. Hell, there was even a
> Trash 80 software archive in numerous places.
>
> Why do atari people feel so holier than anyone else about this issue?
>
> BTW, $50 is too much for this CD, anyway. It has tons of duplicated
> software on it. A good ftp client will snag EVERYTHING in the archives
> from more than 1 location.
> Also, he doesnt have any of the polish Yoshi archive in there, a lot
> of stuff is there that isnt in Jellystone.
>
>
> As for complaining about the price of ape, you can build your own
> cable for less than $10 assuming you have an old sio cable to cut up
> and dont care if it looks pretty in its own box or not. You dont have
> to register the software if you dont want to write at high speeds to
> virtual atari disks (which do you really have to? We're just playing
> some games here)
>
> BTW, how many people here served on the US congressional committee to
> investigate how many people become violent after playing old pirated
> video games and explore their other deviencies because they copyed
> that file? How many people want to?
>
> How many people think its ridiculous that this happens? Loss of
> respect for a copyright is not usually a good thing. That means that
> you probably dont pay your taxes, respect your marriage, protect your

> children, hell you probably drive to kill.
>
> Atari 8 bit piracy NOW is not going to gouge anyone. I use them as a
> memory refresher (mostly as a re-cracking exercise) much like a
> notebook. I collect things (including the actual atari computers 12 at
> last count) merely to have them and preserve them, along with the
> software.

I agree with you Yogi...

The CD collection of Atari stuff is a nice idea to have all the Atari material in one convenient location... but my concern is is not so much with the ancient copyrights. Like does anybody from Siruis Software exist anymore to even care about a 1981 galaxian-clone that stunk anyway??? My concern is distributing the emulators without the original authors consent. I don't know if the author of this $50 CD (that price seems a little on the high side, some thing like $20 or $30 seems respectable), has contacted the emu authors.. those guys are now, 1996, 1997.. you can't just distribute their stuff and make money off of it.. that is what I have a problem with...

Alan

661. Re: I can't undenstand PEEK & POKE Please help me!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970725150521.14944H-100000@fissure.scar>
Source record: 71395

On Fri, 25 Jul 1997, Kenneth Jennings wrote:

> On Fri, 25 Jul 1997 02:07:54 -0400, "Brian C. Allen" <bca@udel.edu>
> wrote:
>
> >Lic. Victor Mendoza wrote:
> >>
> >> I recently buy an old atari 65 xe, this computer had a very poor and
> >> imcomplete spanish manual (i live en Yucatan, Mexico). I can program
> >> some things, but in some manual's examples are shown the instructions
> >> peek and poke. The manual explains nothing about it or their
> >> parameters, i can't understand how they work and i would like to get
> >> some list of reference for this commands or related information.
> >> Any help will be apreciate.
> >>
> >> Greetings from Merida, Yucatan, Mexico (Land of mayans).
> >
> >Poke allow you to change a value for a memory address that controls
> >a function in the computer. For instance, poke 720,10 will change
> >the value of location 720 to a 10. poke 720,15 would change it to
> >a 15, etc.
> >
> >Peek allow you to look at the values without changing them.
> >
> >It has been about 15 years since I have programmed one of those things,
> >so I cannot help you out with any real examples.
>
> If you can find it, Compute!'s Mapping the Atari gives the layout of
> all the 8-bit's memory and registers. It's indispensible.
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com

Hey didn't I sell you my copy of Mapping the Atari??!! :) <grin> Or was
it somebody else ont he net.. geez I can't remember now.. I have sold
nearly a quarter of my Atari 8bit inventory.

Alan

662. Re: I can't undenstand PEEK & POKE Please help me!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d92cd2.16026710@news.aatech.com>
Source record: 71396

On Fri, 25 Jul 1997 19:06:52 GMT, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>On Fri, 25 Jul 1997, Kenneth Jennings wrote:

>> >Lic. Victor Mendoza wrote:

>> >> I recently buy an old atari 65 xe, this computer had a very poor and
>> >> imcomplete spanish manual (i live en Yucatan, Mexico). I can program
>> >> some things, but in some manual's examples are shown the instructions
>> >> peek and poke. The manual explains nothing about it or their
>> >> parameters, i can't understand how they work and i would like to get
>> >> some list of reference for this commands or related information.
>> >> Any help will be apreciate.

[snippity snip]

>> If you can find it, Compute!'s Mapping the Atari gives the layout of
>> all the 8-bit's memory and registers. It's indispensible.

>Hey didn't I sell you my copy of Mapping the Atari??!! :) <grin> Or was
>it somebody else ont he net.. geez I can't remember now.. I have sold
>nearly a quarter of my Atari 8bit inventory.

Ah, nope. I think I bought the Compute's Book of Atari Graphics
(something like that) and Compute!'s First Book of Atari Games from
someone (maybe you). But Mapping the Atari was the first book I
bought for it back in the deep, dark days or yore.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

663. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970725223401.SAA06113@ladder02.news.aol.com>
Source record: 71397

The Asckicker Demo will only run on a 130 xe with a PAL chip. A North American Atari 130xe with a PAL chip put in will do the trick. Believe me this demo is worth it alone putting your PAL chip in. I use to think "JOYRIDE" was the best demo for the 8-bit until I saw this. It's basically a DOOM clone with the texture on the walls minus the hand with the gun and the monsters.
If somebody had come up with this kind of programming back in the golden age of the 8 bit in the early 80's we would have had a DOOM clone long ago.
But maybe its not too late- Taquart, HARD, Heaven all you guys there in Poland, If you were to come up with such a game, it would be a best seller here in America (among us faithfull 8 bitters) as in mucho money. Take the challenge, make us proud!!>
>On Mon, 21 Jul 1997, Frank Szymanski wrote:
>
>> AC>I wouldn't mind an 8bit version of WarCraft II or DUKE NUKE 'em 3D...
>> AC><grin> I doubt they could be ported to the 8bit though...
>> AC>hardware limitations..
>>
>> Take a look at the asskicker-demo and then think again about hardware
>> limitations. =8-)
>>
>> Tschuess
>> Frank [PGP]
>>
>I have never heard of this ass-kicker (?) demo.. then again the newest
>Atari 8bit material I have seen in 1993 stuff. Will it run under XLIT
>0.20? :) <grin> or do I have to fire up my old 800Xl to see it..
>
>also if it is created in Europe it might not run properly under a North
>American Atari..
>
>

664. CELLular Service

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: fhkjhf@usa.net
Message-ID: <5rb838$pr5@buck.innerx.net>
Source record: 71398

National Cellular Phone Company offering new service.
Everyone qualifies no credit checks or lengthy contracts visit our web site.

Click or cut and paste here: http://www.cell-direct.com

665. Re: E-mail fails :(

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199707250937.a60205@do2.maus.de>
Source record: 71399

```
TR> because it's easier to do buisness within your own country. But I
TR> don't know how to get a connector between the different parallel port
TR> XL<>XE :(

I know someone who develops an adaptor for the msc-ide interface on a XE.
Perhaps you can wait?

Tschuess
Frank [PGP]
```

666. FOR SALE: ATARI GAME CARTRIDGES FOR ATARI 2600

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: happyman@erols.com
Message-ID: <33df1fbf.98905044@news.erols.com>
Source record: 71400
Cross-posted to:
rec.collecting,rec.games.video.atari,rec.games.video.marke,rec.games.video.class,comp.sys.atari.8bit,alt.atari.2600

```
Phoenix
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Soccer
Football
River Raid
Berzerk
Asking price $3.00 ea plus shipping or best offer for the entire lot.
Contact happyman@erols.com
```

667. Re: Star raiders II works with xlit???

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bc9898$cb4244a0$33e6d7cc@ast-adventure>
Source record: 71461

Hmmmm maybe I'll have to hunt that down!!! BTW no one ever did respond...
does star raiders II work with xl-it?? is there some setting I need to
make??
Help!

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

Dave Bertschy <dbert@pottsville.infi.net> wrote in article
<33d77519.10066436@allnews.infi.net>...
> >I really wish there was a 90's equivalent!!! (not x Vs tie, but the star
> >raiders idea...) a relativly short 3d space save your system type
thing!!!
>
> I don't know about "relatively short", but "Star Rangers" for PC CD
> was designed using Star Raiders as a guide. It's pretty cheap now too.
>
> Dave B.
>
>

668. Re: I can't undenstand PEEK & POKE Please help me!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bc9895$0ca01ca0$9a38adce@crc3.concentric.net>
Source record: 71462
Body handling: Inline uuencoded payload not displayed: Antic - The Atari Resource.url

PEEK and POKE allow a BASIC program to directly access memory contents. If I remember correctly,

A=PEEK(1457) will put the value stored in memory location 1457 decimal into the variable called A

POKE(1457,6) will put the decimal value 8 in memory location 1457 decimal

As far as a list of commands goes, it's not that simple.

You need to know more about how the computer's CPU and hardware work together to understand what you are doing with PEEK and POKE. Languages like BASIC really are just attempts to translate between what the machine does and how a human thinks.

Antic and A.N.A.L.O.G. magazines had good articles explaining the basics of the Atari 8-bits. Antic was the more elementary of the two. I have attached a link to a web project to put issues of that magazine online.

Hope this helps,
Fred Thompson

[Inline uuencoded payload not displayed: Antic - The Atari Resource.url]

end

669. Re: Hard Hat Mac - play hint

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33d819e5.1538557@news.injersey.com>
Source record: 71463
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

On Thu, 24 Jul 97 02:54:12 GMT, stosh@faber.edu (Stosh) wrote:

-Refresh my memory, please: when you pick up the jackhammer, how do
you *lose*
-it again?
-
-Thanks...

spacebar

670. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33d81a9b.1720008@news.injersey.com>
Source record: 71464

On Thu, 24 Jul 1997 12:26:35 GMT, kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:

-On Thu, 24 Jul 1997 09:07:56 GMT, dbert@pottsville.infi.net (Dave -Bertschy) wrote:
-
->>Due to abuse by bottom-feeders...
-

Or - people who use software that they'd wish they had- nah, people who used to pirate the software when they were "warez dudez" (i.e. teenagers with bad acne like myself) and want to relive that relatively innocent time (I dont think they put you in jail for software piracy at that time if you were under 18).
If I'd have known that other people were going to bitch about pirated 8 bit software for so long on the net I wouldn't have wanted to bring the archive back and collected it all. I would have collected it for myself.
Why is the atari 8 bit community so eager to quash the piracy issue? C-64 and apple 2 piracy was running rampant (probably due to the availability of good emulators 2 years ago, unlike atari emus which only got really good relativly recently). I believe atari software always sold less copies than the same titles on the other platforms, even though most of the apple 2 ones were inferior. The c-64's drive design made that platform VASTLY inferior, IMO.
However, this still doesnt explain why those sites featuring those platforms are so numerous, and ataris weren't. Hell, there was even a Trash 80 software archive in numerous places.

Why do atari people feel so holier than anyone else about this issue?

BTW, $50 is too much for this CD, anyway. It has tons of duplicated software on it. A good ftp client will snag EVERYTHING in the archives from more than 1 location.
Also, he doesnt have any of the polish Yoshi archive in there, a lot of stuff is there that isnt in Jellystone.

As for complaining about the price of ape, you can build your own cable for less than $10 assuming you have an old sio cable to cut up and dont care if it looks pretty in its own box or not. You dont have to register the software if you dont want to write at high speeds to virtual atari disks (which do you really have to? We're just playing some games here)

BTW, how many people here served on the US congressional committee to investigate how many people become violent after playing old pirated

video games and explore their other deviencies because they copyed that file? How many people want to?

How many people think its ridiculous that this happens? Loss of respect for a copyright is not usually a good thing. That means that you probably dont pay your taxes, respect your marriage, protect your children, hell you probably drive to kill.

Atari 8 bit piracy NOW is not going to gouge anyone. I use them as a memory refresher (mostly as a re-cracking exercise) much like a notebook. I collect things (including the actual atari computers 12 at last count) merely to have them and preserve them, along with the software.

just rambling yogi

671. For Sale: Various Hardware Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: rweber@stratos.net
Message-ID: <5r8v0n$7t9$1@news.megsinet.net>
Source record: 71465

```
1 - 800XL with Power Supply.................................$25 or best offer
1 - Indus GT with Power Supply and SIO cable........$35 or best offer
1 - Happy 1050 with Power Supply, SIO, & SW.......$40 or best offer
1 - 850 Interface with Power Supply, SIO & Docs.....$35 or best offer
1 - Supra Microprint Printer Interface Cable..............make offer
1 - ST Transformer Cable.....................................make offer

Shipping is not included in any offer and is based on method of shipping
desired. Prepay is preferred, but I will consider COD.

rweber@stratos.net
```

672. Get FREE SEX SITE..password is.

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: 188d77@compuserve.com
Message-ID: <5r967l$i2f@news1-alterdial.uu.net>
Source record: 71466

http://www.2bornot2b.com/password

Protect Your Children From Viewing ADULT XXX Material
and at the same time get UNLIMITED FREE ACCESS to
over 1200 of the Hottest Adult Sites on the Web.

Also get FREE UNLIMITED Live Video Sex and FREE XXX
rated chat room access.

Stop paying to get into Adult Sites. This secret password gets
you into them for FREE!!!

I posted all the info at the URL above.

673. Re: I can't undenstand PEEK & POKE Please help me!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: "Brian C. Allen" <bca@udel.edu>
Message-ID: <33D842BA.61F4@udel.edu>
Source record: 71467

Lic. Victor Mendoza wrote:
>
> I recently buy an old atari 65 xe, this computer had a very poor and
> imcomplete spanish manual (i live en Yucatan, Mexico). I can program
> some things, but in some manual's examples are shown the instructions
> peek and poke. The manual explains nothing about it or their
> parameters, i can't understand how they work and i would like to get
> some list of reference for this commands or related information.
> Any help will be apreciate.
>
> Greetings from Merida, Yucatan, Mexico (Land of mayans).

Poke allow you to change a value for a memory address that controls
a function in the computer. For instance, poke 720,10 will change
the value of location 720 to a 10. poke 720,15 would change it to
a 15, etc.

Peek allow you to look at the values without changing them.

It has been about 15 years since I have programmed one of those things,
so I cannot help you out with any real examples.

BCA

674. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5r9l0a$db4@freenet-news.carleton.ca>
Source record: 71468

Dave Bertschy (dbert@pottsville.infi.net) writes:
>>Due to abuse by bottom-feeders...
>
> I don't really want to enter into yet another useless Usenet pissing
> contest, but I fell compelled to make an observation here...
>
> You have made several posts to the effect that the individual who has
> advertised the Atari CD collection is profiting by the unauthorized
> use of the shareware version of your program.
>
> You have also alluded to "pirated software" a couple of times. But
> let's face it - the only reason your full-version APE utility is
> marketable is because of the vast wealth of "warez" games out there.
> Or do you really think that people are going to shell out $100 for a
> cable and software so that they can use Atari programs they already
> own and want to transfer to their PCs? That's ridiculous. The one
> great attraction for purchasing your system is that the 8-bit owner
> can now access the online program archives (or CD collections) and use
> the software that he or she once wanted but could never afford or
> find. With your cable, practically everything ever published for the
> Atari is now available. Your sales are directly related to the
> availability of pirated software on the Net. Does that make you a
> bottom-feeder too?

I'm a bottom feeder for writing a useful utility? No more than PKWARE
is a bottomfeeder for providing a ZIP utility, and responsible for the
PC Warez scene.

If all you see in a product like APE is its ability
to bring you 'more warez more faster' then you are saying more about
yourself than APE.

I never made any objection to the archival of the software, its not my
place to do so. Thats a moral decision on the part of the persons
involved.

My ammendum only restricts the SALE of ape on compilations, thats it. If your
upset about that, too bad. It can still be downloaded FREE from
anywhere on the net.

The only persons the ammendum has any effect on are people selling other
peoples software for money. Period. You sell other peples software
for profit?

>>I know it sounds draconian, but I just don't feel APE should be used as
>> a guide program or sales tool for warez CD's.

>
> And this raises another point. It is the applications and games archve
> on this CD that is it's selling point. - not your shareware utility, or
> even the utilities genre in general, which anyone can download for
> free.

Then why are you pissing yourself over me asking it not be included?

> Frankly if he hasn't burned off a bunch of copies he should just
> take your program off.

Yes, he should. I believe that is the point? Are we having the same
conversation here?

> Or all of the utility/emulator programs for that matter.

What I said has nothing to do with what other people do with thier work. I
never alluded to that and it's frankly not my place or yours to do so.

> It wouldn't hurt the potential sales of this CD one iota.

My point exactly, so whats all the whining about? Its not like they
are doing anyone a favor by including it, except themselves.

> But it seems to me that you should be happy that your shareware is
> included for distribution with this CD - I thought that's what the
> shareware concept was all about - getting the teaser version to as
> many people as possible in hopes that it will generate as many
> registrations as possible.

My program is available free everywhere. I don't want scumbags using it
to sell warez CD's and its well within my rights to say so. I could
care less what you think I should be greatful for.

> And what if he would have asked permission from you to include it on
> the CD. Would you have denied him, or asked him for a cut of the
> profits?

I would have politely asked he not include it, if I had been politely asked
that is, which is all I have requested. You have an objection to
a polite society?

> He would simply have left your program off and you wouldn't
> have got anything anyway and you would also be missing out on at least
> one distribution channel for your shareware.

Since it's freely available to anyone who wants it, the only value of
having it on a $50 illegal pirate CD is to the wallet of the person
selling them.

> So the bottom line it seems to me is that your shareware program is
> simply not fueling whatever sales demand there might be for this
> program, so any profit he might be making is not as a result of your
> work.

Then he does not need an unzipped and ready to run version of my
program on his cd (a violation of the already existing agreement), and
he does not need to advertise it as making his new $50 CD easy to use.

> And let's be honest - you yourself are relying on that evil, nasty ol'
> "pirated software" to make a buck too.

Why people like you use APE has nothing to do w/ why the other segments
the the Atari community use it. I'm sure there are like minded
individuals who will find your 31337 'piracy is helpful' speech
rousing, but I don't believe you speak for the majority.

If APE is popularly viewed as primarily a tool of piracy, then perhaps its
time for me to turn my efforts away from the Atari completely.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

675. Re: Textprocessors and XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5r9phq$7jd$1@nyheter.chalmers.se>
Source record: 71469

In addition MAE and its previous standalone editor ED works with XEP-80.
Its more of a text-processor than a word-processor though, designed for
assembly language writing.
(Yeah, 80-col LDA's!)

WFR
Fredrik Lundholm
d1dol@dtek.chalmers.se

676. Re: Textprocessors and XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: Rene Gambke <rega@uriela.in-berlin.de>
Message-ID: <33D883E1.780F@uriela.in-berlin.de>
Source record: 71470

THOMAS RAUKAMP wrote:

> does anyone know of a textprocessor that uses the 80 columns of a XEP-80?

I think, ATARI-Writer should work, but S.A.M. is much better. XEP-80 is
also 320x200, good for programmes that use E: as output and are capable
of handling with 80col/line.
MAC-65 on XEP-80 should work fine too :) I am going to try it.

BTW: I remember, there was another (bugfixed?) driver for the XEP-80,
distributed by ABBUC. Does anybody know, what it does?

--

Rene Gambke

e-mail: rega@powerslam.in-berlin.de (home)
rega@uriela.in-berlin.de (more frequently)
fido: 2:2410/1030

677. bulletin: change in MIST directions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: Al Andalus <erasmus@spam.is.a.trademark.com>
Message-ID: <Pine.GSO.3.96.970725064228.1025D-100000@iglou2>
Source record: 71471
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Word has arrived that Post Road is closed just south of the
show site for repair of a railroad crossing. All those who are
coming to the MIST show from the west, south, or southeast are
advised to take I-465 to exit 46, US-40 (Washington Street), and
go east on US-40 to Post Road. The show site is located south
of the intersection of Washington Street and Post Road.

678. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: Al Andalus <erasmus@spam.is.a.trademark.com>
Message-ID: <Pine.GSO.3.96.970725060512.1025C-100000@iglou2>
Source record: 71472

On Thu, 24 Jul 1997, Kenneth Jennings (kenneth at daffy dot aatech dot com) wrote:

[Atari hardware putdown #1:]
->I thought it meant I could use a PC hard drive instead of trying to
->buy Atari 8-bit compatible peripherals that probably won't work long,
->anyway.

[putdown #2:]
->... Just not having to use flaky 8-bit drives, etc. is Another Great attraction.

[putdown #3:]
->I think he's relying on the fact that authentic Atari peripherals are
->old, slow, and slowly dying off one by one and Atari 8-bit enthusiasts
->would find it more convenient to host files on a more modern computer
->and get themselves some faster I/O to boot.

On that latter score you're got a point: Real 8-bit hardware is getting older every day (and who isn't?!) which means that maintaining it and finding parts are more difficult as time passes. And it's also true that more modern computers are faster, bigger, and possibly <ha-ha!> even better in some ways.

Nevertheless, I disagree with your characterization of the real Atari hardware as being flaky and shabby and so on. If you bought cheap stuff back in the golden age and encountered disk errors and your hardware broke down, that's because you bought cheap stuff. I went the high quality route from Day One and *never* had any such problems! And from everything I've seen on this newsgroup in the last couple of years (i.e., all the moaning and groaning about emulation), it seems that running 8-bit software on the real thing is vastly superior to trying to use emulators.

If you want to avoid the "flaky" problems, my advice is:

* Use high-quality disk drives, not cheapies. (Better drives also have the benefits of additional features and options.)
* Don't try to use disks over what they're rated for. For example, don't use the second side on single-side-rated disks.
* Store disks in pristine atmospheric conditions. Disks stored in a dusty or dank basement, for example, will make the heads dirty and cause read/write errors. (As I found out when I obtained a collection from somebody else a few years ago.)
* Forget "warp" speeds. DOS programs that require read/write routines to pass checksums may be slower but they're more reliable.

>>>---<<<
>>> david moeser -- erasmus at iglou dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

679. Re: I can't undenstand PEEK & POKE Please help me!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33d89967.249025407@news.aatech.com>
Source record: 71473

On Fri, 25 Jul 1997 02:07:54 -0400, "Brian C. Allen" <bca@udel.edu>
wrote:

>Lic. Victor Mendoza wrote:
>>
>> I recently buy an old atari 65 xe, this computer had a very poor and
>> imcomplete spanish manual (i live en Yucatan, Mexico). I can program
>> some things, but in some manual's examples are shown the instructions
>> peek and poke. The manual explains nothing about it or their
>> parameters, i can't understand how they work and i would like to get
>> some list of reference for this commands or related information.
>> Any help will be apreciate.
>>
>> Greetings from Merida, Yucatan, Mexico (Land of mayans).
>
>Poke allow you to change a value for a memory address that controls
>a function in the computer. For instance, poke 720,10 will change
>the value of location 720 to a 10. poke 720,15 would change it to
>a 15, etc.
>
>Peek allow you to look at the values without changing them.
>
>It has been about 15 years since I have programmed one of those things,
>so I cannot help you out with any real examples.

If you can find it, Compute!'s Mapping the Atari gives the layout of
all the 8-bit's memory and registers. It's indispensible.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

680. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-25 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <33d85f61.1106319@allnews.infi.net>
Source record: 71474

Yogi, you said:

>-On Thu, 24 Jul 1997 09:07:56 GMT, dbert@pottsville.infi.net (Dave
>-Bertschy) wrote:
>-
>->>Due to abuse by bottom-feeders...

Actually Yogi, I didn't say this... I was responding to it.

>Why is the atari 8 bit community so eager to quash the piracy issue?

Beats me. I think it is a lot of sanctimonious crap myself. Taking "Preppie" from an 8-bit archive is not the same as searching the warez sites for the full version of Quake. Seems stupid to just let thousands of titles just lay there because "ooohhhh, only bad people use copied software". I don't seek warez from the Net. I register emulators that I want (even if I have downloaded full versions) and I purchase the current software I am interested in. But I do get games from the Atari 8-bit archives because there is a big difference between downloading dead software for a dead computer and swiping the latest version of Duke Nukem or Interstate 76.

Plus, I also think an awful lot of people who bleat about "piracy" in public have dipped their wicks in the archives themselves and aren't being honest about it.

>Why do atari people feel so holier than anyone else about this issue?

I dunno - let's ask Kenneth to respond.

>just rambling yogi

Yogi, you are an Internet god and you're archive is pricless. Your FTP site is more important than the White House's web page. Many, many, many thanks for all the games. Never let it die.

Dave B.

681. Re: I can't undenstand PEEK & POKE Please help me!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <5rbk3j$hrf@news.dmv.com>
Source record: 71401

Lic. Victor Mendoza (emendoza@tunku.uady.mx) wrote:
: I recently buy an old atari 65 xe, this computer had a very poor and
: imcomplete spanish manual (i live en Yucatan, Mexico). I can program
: some things, but in some manual's examples are shown the instructions
: peek and poke. The manual explains nothing about it or their
: parameters, i can't understand how they work and i would like to get
: some list of reference for this commands or related information.
: Any help will be apreciate.

: Greetings from Merida, Yucatan, Mexico (Land of mayans).

Peek reads a number from a memory location and poke stores a number. The numbers read or stored must be between 0 and 255.

Here are some pokes. POKE 731,1 [Return] will silence the click sounds when pressing keyboard keys. POKE 731,0 will return them.

If no keys are pressed for a few minutes the TV screen colors will begin to cycle. This is called the attract mode and protects the TV screen from having the same colors displayed for a long time. POKE 77,128 [Return] will start the attract mode immediately. Within a program POKE 77,0 will turn the attract mode off.

Location 752 controls the screen cursor. Turn the cursor off by typing POKE 752,1. Move the cursor and it should be gone from the screen. To turn it back on type POKE 752,0.

Now for a peek. The computer uses location 53279 to detect if console keys have been pressed. Type this program:

```
10 PRINT PEEK(53279)
20 GOTO 10
```

Type RUN [Return]. You should see a line of 7s on the left side of the screen. Press and hold the OPTION key. The numbers should change to 3. If you press the START key, 6 should be displayed. Other numbers will be displayed if more than one console key is pressed at a time. To stop the program, press the BREAK key.

Page six of memory (locations 1536 to 1791) are unused by BASIC and may be used for poking and peeking without crashing the computer. For example type PRINT PEEK(1536) [Return]. You'll probably have 0 printed to the screen. Now if you POKE 1536,200 and then PEEK(1536), the computer should return 200 which you just stored.

I hope these few examples demonstrate how peek and poke work on your 65XE.

Steve

682. Re: Rescue at fractalus key commands..

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bc9965$ee5c3c20$3ee6d7cc@ast-adventure>
Source record: 71402

s turns off the systems with the shields... otherwise the guys can't come
in

Hey any idea if star raiders II works, and how to get it to run?? also. any
commands for that one?? never actually got to see it!!

Rene Gambke <rega@uriela.in-berlin.de> wrote in article
<33D8E455.176C@uriela.in-berlin.de>...
> Ronald J. Hall wrote:
>
> > 1) Locate flashing pilot icon-wait till its at the narrowest part of
your
> > radar-going "beep-beep-beep" quite madly...
> > 2) Press "L" to land...
> > 3) Press "S" to turn Systems off (don't know if this is necessary)
> > 4) The pilot will run to you if you are close enough, if not you will
be
> > told... Press "A" to open the Airlock...if you don't open the
Airlock
> > by the time the pilot gets there, he will bang on your hull-cute!
;)
>
> Better you wait until he knocks. Otherwise you may have an alien
> onboard:((
>
> > 5) Close Airlock once pilot is aboard-reverse procedures, and press
> > <option> to take back off...
>
> --
>
> Rene Gambke
>
> e-mail: rega@powerslam.in-berlin.de (home)
> rega@uriela.in-berlin.de (more frequently)
> fido: 2:2410/1030
>

683. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bc9966$92cdb540$3ee6d7cc@ast-adventure>
Source record: 71403

Al Andalus
> * Use high-quality disk drives, not cheapies. (Better drives also
> have the benefits of additional features and options.)
> * Don't try to use disks over what they're rated for. For example,
> don't use the second side on single-side-rated disks.
> * Store disks in pristine atmospheric conditions. Disks stored in a
> dusty or dank basement, for example, will make the heads dirty and cause
> read/write errors. (As I found out when I obtained a collection from
> somebody else a few years ago.)
> * Forget "warp" speeds. DOS programs that require read/write routines
> to pass checksums may be slower but they're more reliable.
I dunno about these recommendations... My mom put all my old atari stuff in the basement (which flooded!!) for a few years, and my happy drive still works, the warp speed disks work fine, and almost all of my single sided disks were made double sided with the switch accessory I had put on my 810 drive... that way the disk sleeve isn't damaged... out of a few hundred disks only one or two came up with errors... and they were in pretty bad shape to begin with...

and all my old hardware runs great!!! be interesting to see if this pc works 15 years from now... hee hee...

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

684. Re: ATARI SUX!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970726165801.MAA28037@ladder02.news.aol.com>
Source record: 71404

>From: remysite@smileyface.com (Jeremy Beard)
>Date: Sat, 26 Jul 1997 07:36:17 GMT
>Message-ID: <33d9a8ce.6174093@news.acay.com.au>

>Get a life you losers - Atari's are crap, no matter what bit!

Sorry you dont have a brain to use one, but thats your problem

PS: A brain is a terible thing to waste.

685. Re: BASIC/XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33da42fd.87248577@news.aatech.com>
Source record: 71405

On Sat, 26 Jul 1997 08:34:11 GMT, tort@springnet1.com wrote:

>kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:

>>How many people are using BASIC/XL or BASIC/XE?

>>Can you give me the differences between the two?

>>Is anyone else aware of bugs? (I found out that the Move command of
>>Basic/XL running on an XL is sometimes unpredictable. Running the
>>Translator on the XL fixes it, so I think the cart is using something
>>that conflicts with the OS to do the memory moves.)

>There are KNOWN BUGS in BASIC XL, 1.00, 1.01, 1.02, and even 1.03 the
>last version.

And? What are they?

>I myself have 1.00 and it worked flawlessly, but the
>cart is acting up, I also have Basic XE with the latest extensions,
>the difference? Basic XE EXTEND Mode, but with the Basic XL Runtime
>Pack from OSS, (I'm looking for a copy) it turns Basic XL into Basic
>XE with Extend mode....

I have the runtime Basic/XL disk from when I first got the cartridge.
(If I can find it.) I wonder if it will support bank switching ram
>64K, since when I got it, the idea of a 128K+ 8-bit had only just
appeared. I probably have the old version.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

686. Re: I can't undenstand PEEK & POKE Please help me!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bc99ac$ef861de0$3a374382@olavese>
Source record: 71406

You should try to get Mapping the Atari too! It's a great book to find out what locations is for. Take Atarian care!

swallace@home.dmv.com wrote in article <5rbk3j$hrf@news.dmv.com>...
> Lic. Victor Mendoza (emendoza@tunku.uady.mx) wrote:
> : I recently buy an old atari 65 xe, this computer had a very poor and
> : imcomplete spanish manual (i live en Yucatan, Mexico). I can program
> : some things, but in some manual's examples are shown the instructions
> : peek and poke. The manual explains nothing about it or their
> : parameters, i can't understand how they work and i would like to get
> : some list of reference for this commands or related information.
> : Any help will be apreciate.
>
> : Greetings from Merida, Yucatan, Mexico (Land of mayans).
>
> Peek reads a number from a memory location and poke stores a number. The
> numbers read or stored must be between 0 and 255.
>
> Here are some pokes. POKE 731,1 [Return] will silence the click sounds
> when pressing keyboard keys. POKE 731,0 will return them.
>
> If no keys are pressed for a few minutes the TV screen colors will begin
> to cycle. This is called the attract mode and protects the TV screen
from
> having the same colors displayed for a long time. POKE 77,128 [Return]
> will start the attract mode immediately. Within a program POKE 77,0 will
> turn the attract mode off.
>
> Location 752 controls the screen cursor. Turn the cursor off by typing
> POKE 752,1. Move the cursor and it should be gone from the screen. To
> turn it back on type POKE 752,0.
>
> Now for a peek. The computer uses location 53279 to detect if
> console keys have been pressed. Type this program:
>
> 10 PRINT PEEK(53279)
> 20 GOTO 10
>
> Type RUN [Return]. You should see a line of 7s on the left side of the
> screen. Press and hold the OPTION key. The numbers should change to 3.
> If you press the START key, 6 should be displayed. Other numbers will be
> displayed if more than one console key is pressed at a time. To stop the
> program, press the BREAK key.
>

> Page six of memory (locations 1536 to 1791) are unused by BASIC and may
be
> used for poking and peeking without crashing the computer. For example
> type PRINT PEEK(1536) [Return]. You'll probably have 0 printed to the
> screen. Now if you POKE 1536,200 and then PEEK(1536), the computer should
> return 200 which you just stored.
>
> I hope these few examples demonstrate how peek and poke work on your
65XE.
>
> Steve
>
>

687. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33da44a9.87676208@news.aatech.com>
Source record: 71407

On Sat, 26 Jul 1997 03:26:51 GMT, noone@nowhere.com (Yogi) wrote:

>On Fri, 25 Jul 1997 17:11:08 GMT, (Kenneth Jennings) wrote:

>[entire message snipped]

>This is the "holier than thou" attitude I was talking about.

The pirates' attitudeof habitually doing the wrong thing and then rationalizing it as a neutral or even good choice? That's certainly a "holier than thou" attitude. That some people can simply choose to be held to lower standards than others? That's definitely a "holier than thou" attitude.

>Of course, this does NOT in any way shape or form enable him to
>DICTATE to ME or anyone ELSE what I should/can/shouldnt/cant do.

I never told you what to do with your archive.

>In this country (USA I am in - around the world may be different) we
>all are entitled to our own opinions, and the right to voice them.

The action of stealing software is not an opinion. Pirates are scum or Pirates are no more loathesome or beneficial than a can of peas. Those are opinions which you are free to voice.

>He's saying "DONT copy that software" and I'm saying "Everyone is FREE
>to make a choice, and to live with that choice."

Your illogic is mindblowing. Thus I am free to make other choices for actions and I only have to learn to live with myself -- rob the neigbors, beat the wife, shoot the guy who cut me off on the freeway. It's my choice to shoplift. As long as I don't get caught it's not wrong. Just because you might think a behavior is wrong does NOT in any way shape or form enable you to DICTATE to ME or anyone ELSE what I should/can/shouldnt/cant do, right?

>However, I've
>ammended my opinion to be, if the guy wants to sell the CDr to people,
>the people that are buying it are the largest morons.

I agree.

>They're just
>plain lazy/plain stupid when the stuff is all available - you can even
>d/l and try them out and then go look for a person who has the
>original and buy it from them.

I agree again.

>Shouldnt be too hard, I'm sure that
>theres lots of people not using their old 8 bit stuff and would sell
>them.

Given the number of FS/FA topics posted here and in the 2600
conference here I think there's no reasonable doubt that this is true.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

688. Re: ATARI SUX!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33DA7D4B.15CC@worldnet.att.net>
Source record: 71408

Jeremy Beard wrote:
>
> Get a life you losers - Atari's are crap, no matter what bit!
>
> Remy
>
> e-mail: remysite@smileyface.com
> Remy Site: http://www.geocities.com/SouthBeach/Sands/6317/

You have no idea what you're talking about. And that in itself is the
ultimate demonstration of stupidity.

689. Durability of 8 BIT hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970726205600.QAA28491@ladder01.news.aol.com>
Source record: 71409

I think that there's a few inaccuracies about atari equipment posted here. While I am not about to defend Atari and the way they treated us 8 bitters, I have seen their equipment pass the test of time. As specific examples I have my old 800 which I bought back in 81 which stills works as good as the day I bought it. Same for my 1050 drive which has take its share of abuse by me.
The main computer operating Star-Net BBS in Orlando, FL. is an 800Xl with a 1 Meg memory upgrade. It has been on day and night 24 hours a day for the past 6 YEARS. Try doing that with an IBM clone!

690. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <5rdpbq$9t6$1@news.wco.com>
Source record: 71410

In article <33d9b9d4.991629@allnews.infi.net>, dbert@pottsville.infi.net (Dave Bertschy) wrote:
>> Like does anybody from Siruis Software exist anymore to
>> even care about a 1981 galaxian-clone that stunk anyway???
>
>Space Eggs, right? Damn that game was tough...
>
>Dave B.
>

Space Eggs was a Moon Cresta clone.
Wavy Navy was a Galaxian clone.
Sneakers was an Astro Blaster clone.

691. Re: a couple more 8-bit questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970726220801.SAA16761@ladder02.news.aol.com>
Source record: 71411

In article <01bc993e$d9f893e0$2f39adce@crc3.concentric.net>, "Fred Thompson" <fhthomps@concentric.net> writes:

>webmaster@penny-empire......com wrote in article
><33d7ab8f.1130305@news.whc.net>...
>> I have 2 800XL's sitting here, and I was wondering why the FCC ID's
>> are different. 1: BPA72R800XL 2:BPA7YJ800. Can anyone shed some
>> light? I can see a bunch of little changes, but the only electronic
>> change I can find is the ground wire from the cartridge doors to the
>> chassis. one has one with 1 wire and the other has 2 wires, one being
>> red and going to the board, The other one doesn't have the wire nor
>> the jack to hook it to.
>
>Atari probably had to recertify the units after they were redesigned.

There were two major sources for the 800XLs, Taiwan and Singapore. There were minor variations in the circuit boards, mainly in the grounding, but other than that they used the exact same electronic circuitry, and schematics between the two will be identical. Because of the minor differences between the two countries (neither is really a redesign), each model probably had to be certified separately.

Just a thought...

692. Re: Windows for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970726220801.SAA03029@ladder01.news.aol.com>
Source record: 71412

>BAck in the late 1980's some company was developing a system similar to
>GEOS for C64. Can anyone tell me about it ???

There was a cartridge-based system called Diamond GOS that appeared briefly. Also, if memory serves, either Antic or Analog published a similar GUI-type system, but I can't remember the name. The difference between the two: Diamond GOS used a Graphics 8 screen, and the magazine version used a Graphics 0 with I believe a slightly redefined character set, but I'm not certain as I haven't seen it in several years.

Hopefully someone can help clarify? dB^(

693. Re: Windows for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33da898b.105313276@news.aatech.com>
Source record: 71413

On Fri, 25 Jul 1997 10:02:24 -0700, Tony Martin <lmartin@midamer.net>
wrote:

>BAck in the late 1980's some company was developing a system similar to
>GEOS for C64. Can anyone tell me about it ???

Geos evolved into GeoWorks on the PC. Formal support for the PC
version has been transferred to a new company, NewDeal, Inc.
http://www.newdealinc.com/ Support for the C64 version evaporated a
long time ago.

Geoworks http://www.geoworks.com/ continues to concentrate on
developing their multitasking GUI for PDAs and such.

I still have a copy of GeoWorks Pro, because it runs well (real good
multitasking) on terribly obsolete PCs that can't run Windoze 9x.
Also, the other good point is that fact that it is not a Microsoft
product.

Unfortunately, there never was a GEOS for the Atari due to the piracy
deterrent. There was a Diamond OS that I think ran from a cartridge,
but I haven't seen it. Can't say if it was multitasking or not.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

694. Re: Durability of 8 BIT hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33da7808.100828889@news.aatech.com>
Source record: 71414

On 26 Jul 1997 20:56:30 GMT, euskara@aol.com (Euskara) wrote:

>I think that there's a few inaccuracies about atari equipment posted here.
>While I am not about to defend Atari and the way they treated us 8
>bitters, I have seen their equipment pass the test of time.

>As specific
>examples I have my old 800 which I bought back in 81 which stills works as
>good as the day I bought it. Same for my 1050 drive which has take its
>share of abuse by me.

>The main computer operating Star-Net BBS in Orlando, FL. is an 800Xl
>with a 1 Meg memory upgrade. It has been on day and night 24 hours a day
>for the past 6 YEARS. Try doing that with an IBM clone!

My original 48K 800 (which I no longer have) began to act flaky when
it was warm. It was fine only as long as it was in a room with *good*
A/C.

My 48K 400 works fine. My two 800XLs work fine.

My 810 disk drive no longer works. The Xf551 works, but someone
previously posted here that they have notoriously weak SIO
connections, so I am very careful with it.

The 410 tape drive still works, but a metal finger inside has slowly
cut its way through a piece of plastic so now the play/record buttons
won't stay down.

The first 1010 recorder I bought didn't work. Neither did the next
one. I remember reading complaints about them in some of the Atari
magazines. The third one I got worked and still does.

I never had an XE, because all I ever heard was complaints about
reliability and the cruddy keyboards, etc. I played with one in a
store and agree that the keyboard is the shabbiest thing ever stuffed
into an Atari.

I'd never been happy with Atari printers, especially that letter
quality printer (1027?). After getting a P:R: interface I used
several industry standard printers which were always faster, and
produced better output than Atari's.

Basically, the pre-Tramiel Atari was very good at producing very
reliable computers. I recall Antic (or Analog? Creative Computing?)
printed that the out of the box DOA rate on 800XLs was impossibly low
(below 1%) while the coloeco Adam was 22% -- something like that.

Atari was not quite as good with the mechanical peripherals, but still better than the Tramiel Commodore did with the C64. I had 3 friends all with C64s, monitors, and floppy drives. At least one of them had something being fixed all the time. Drives lasted about three months. Computers about nine. Commodore was pretty good at putting together composite monitors. I only saw one of those early Commodore monitors go bad. (In all honesty, though, I have run across people who claim they never had problems with their C64 or peripherals.)

But as time goes on, mechanical things will break. Even electronic things will go belly up. Unless someone can manufacture new 6502s, Antics, Pokeys, etc, and 8-bit motherboards the time will come when there will be no functioning 8-bit hardware.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

695. Re: BASIC/XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970726220900.SAA03032@ladder01.news.aol.com>
Source record: 71415

In article <33d900c4.4747227@news.aatech.com>, kenneth@spam.not.sayeth.i (Kenneth Jennings) writes:

>How many people are using BASIC/XL or BASIC/XE?
>
>Can you give me the differences between the two?
>
>Is anyone else aware of bugs? (I found out that the Move command of
>Basic/XL running on an XL is sometimes unpredictable. Running the
>Translator on the XL fixes it, so I think the cart is using something
>that conflicts with the OS to do the memory moves.)

I have Basic XE, and used to have Basic XL. Basic XE was designed for the 130XE to take advantage of the extra memory. I used it to run Forem XE Pro BBS for several years. Both have extra commands not found in regular Atari BASIC, but the only difference I recall is the extended memory utilization.

A MOVE routine is going to have its problems no matter what language you use if it is not written properly. Basic XL/XE (I may as well include Action!) have a very basic MOVE routine that doesn't check for which way you are moving a block of data. They always start at the first byte and go up to the last. There is no problem with this if you are moving down, but you will run into problems in moving up if the source and destination blocks overlap. The first data will overwrite the last data before the routine has had a chance to move it. I was working on a rewrite of the Action! runtime MOVEBLOCK routine to do the direction checks and act accordingly, start at the bottom when moving down, start at the TOP when moving up.

Gee, I've rambled enough for now, hope this helps.

696. Re: FS: Ultimate Atari CD!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <33DA97ED.1504937@holyoak.com>
Source record: 71416

It is a CD-R. For people willing to pay $60 for Tomb Raider, $50 should
not be that big a deal....

Yogi wrote:

> On Mon, 21 Jul 1997 11:28:09 -0600, Trevor Holyoak
> <trevor@holyoak.com> wrote:
>
> -This CD is intended to be a convenient archive of all the stuff
> anyone
> -could download from the Internet. It is assumed that anybody using
> any
> -of the copyrighted files on the CD is a legal owner of the particular
>
> -file. I really don't expect to make any money off of this CD - the
> -amount I am charging will (hopefully) cover my expenses and time. A
> lot
> -of work went into this so that Atari fans don't have to spend a lot
> of
> -time hunting for stuff on the Internet and downloading files.
> -
>
> Is it a masked CD or a CDR?

697. FS: Atari 400/800 Cartridges, Books and More

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: stever@on-ramp.ior.com
Message-ID: <stever.2009.00180E12@on-ramp.ior.com>
Source record: 71417

```
SteveR's Classic Cartridges 7/21/97
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----
>>>>>>> 10% DISCOUNT on All CASH ORDERS <<<<<<<<<<<<<<<<<<<<<
>>>>>>> This does NOT include Checks, MO's or Credit cards!!

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
----Visa/Mastercard accepted on ANY Order. E-mail me for Details-----
^^^^^^^^^^^^^^^
For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or
http://www.ior.com/~stever

DISCOUNTS: $30.00 and Over: FREE Shipping (on Cartridges ONLY)
$50.00 to $99.00 10% discount
$100.00 to $200.00 15% discount
$200.00 and Up 20% discount (MAX Discount on any order)

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated
-----------------------------------------------------------

ATARI 400/800 (CARTRIDGES/unless noted) TESTED and Works
----------------------------------------
BOOK: ATARI Games & Recreations 338 pages $12.00
Atari 1027 Printer $5.00 PLUS $8.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $10.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $8.00 - untested -
Atari ARTIST $25.00 Touch Tablet (TESTED)
Atari Writer $5.00 (2)
Assembler Editor $15.00
Astro-Grover $40.00 COMPLETE! Box/Case, Docs, For 600/800/1200
2-KeyBoard Overlays, and reference card
Basic Computer Language $2.00 (6)
BasketBall $4.00 (1)
```

Biorhythm 8k & 16k $2.00 on Cassette
Bug Hunt $8.00 (1) Light Gun Used (XE) RX8087
Centipede $4.00 (3)
ChoperLifter $9.00 Broderbund
Defender $6.00
Delta Drawing $3.00
Donkey Kong $4.00
Donkey Kong $7.00 XE/RX8091
Eastern Front (1941) $10.00
ET Phone Home $5.00
Face Maker $5.00 NO LABEL
Flight Simulator II $12.00 XE/RX8091
Frogger $5.00 (3)
Journey of the Planets $7.00 (1)
Joust $7.00
Kinder Comp $12.00 Case/Box, Docs inc
Mailing List/General List $2.00 Cassette
Music Composer $4.00 (2)
Pac-Man $3.00 (6)
Pole Position $8.00
POWERSTAR by Pandora -TRADE- or Offers, Mint In Box, ONLY 600 Made 'ER'
Snoker & Billiards $5.00 CASSETTE and box
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Star Raiders $3.00 (7)
StarBowl Football $6.00 on Cassette by Gamestar
Submarine Commander $24.00 WITH Very Nice CASE and Docs by Thorm Emi
Telelink $2.00 WASTED Label/Didn't work in testing
Wizard of Wor $10.00
Zaxxon $8.00 CASSETTE, Box and docs

Books (used condition)

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's FIRST Book of ATARI GRAPHICS
248 Pages, copyright 1982
$12.00 Plus $3 shipping

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

How to Master Video Games by Tom Hirscheld $5.00
179 Pages, 1981

Inside Atari Basic 180 pages, 1983 $7.00

Mastering Pac-Man by Ken Uston $5.00
149 pages, 1981

Programming the Z80 $20.00 (2)
Over 600 Pages, 1982, 3rd edition

The AtariBASIC SOURCE BOOK (1)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Technical Reference Notes - Atari Computers
Includes: Operating System User's manual
Operating System Source Listing
HardWare manual PLUS Schematics
About 500 PAGES in 3-ring binder
$50 or BEST OFFER/TRADE

Magazines

ANALOG - Sept 1985 - 96 pages (1) $3.00
ANALOG - March 1987 - 104 pages (1) $2.00
ANTIC - Jan 1987 - 130 pages $3.00
ANTIC - Nov 1987 - 82 pages $3.00
ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
ATARI INTERFACE - Feb 1990 - 51 pages $3.00
ATARI INTERFACE - March 1990 - 56 pages $3.00
ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $4.00
ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $4.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
COMPUTE! - Jan 1986 - 128 pages $4.00
COMPUTE! - March 1986 - 128 pages $4.00
COMPUTE! - April 1986 - 128 pages $4.00
COMPUTE! - Feb 1986 - 128 pages $4.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No2 1984 161 pages $5.00
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00

Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $3.00

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

http://prowlers.net/stever (Classic Video game Page)
http://www.ior.com/~stever (Mirror of the For-Sale List)
Buying and Selling:
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
Vectrex Hand-Helds Ody2 Much More
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 9-lines 20.0-Gigs+30 CD-ROMS

698. Re: ATARI SUX!

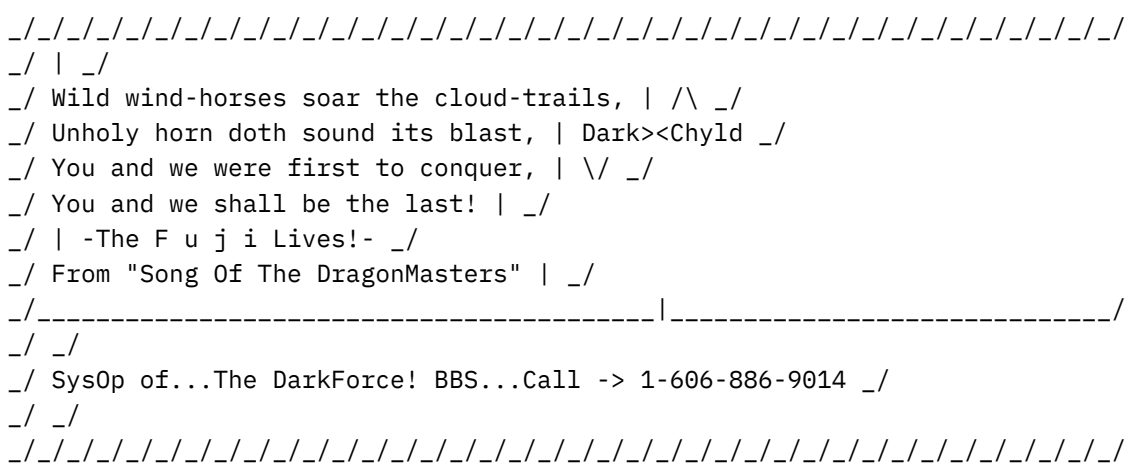
Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <869960560_OASIS_@pcc-uky.campus.mci.net>
Source record: 71418

In article <33d9a8ce.6174093@news.acay.com.au>
remysite@smileyface.com (Jeremy Beard) said:-

>Get a life you losers - Atari's are crap, no matter what bit!
>
>Remy
>
>e-mail: remysite@smileyface.com

Yeah, Atari sucks...sucks whatever lamo piece of crap machine you're using
right up their intakes and spits it out their exhaust...! (no matter what
-bit- it is...!) <grin>

--



699. Re: BASIC/XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-26 00:00:00 UTC
From: tort@springnet1.com
Message-ID: <33dbb5e1.668382@news.springnet1.com>
Source record: 71419

kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:

>How many people are using BASIC/XL or BASIC/XE?
>
>Can you give me the differences between the two?
>
>Is anyone else aware of bugs? (I found out that the Move command of
>Basic/XL running on an XL is sometimes unpredictable. Running the
>Translator on the XL fixes it, so I think the cart is using something
>that conflicts with the OS to do the memory moves.)
>
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com
There are KNOWN BUGS in BASIC XL, 1.00, 1.01, 1.02, and even 1.03 the
last version. I myself have 1.00 and it worked flawlessly, but the
cart is acting up, I also have Basic XE with the latest extensions,
the difference? Basic XE EXTEND Mode, but with the Basic XL Runtime
Pack from OSS, (I'm looking for a copy) it turns Basic XL into Basic
XE with Extend mode....

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned Section is punishable by action to recover actual monetary loss, or $1500, whichever is greater, for each violation.

E-mailing me indicates acceptance of these terms.

700. Re: Durability of 8 BIT hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970727051601.BAA12630@ladder02.news.aol.com>
Source record: 71325

Your 800 rams are probley 400ns and should be replaced with faster cooler chips.
Atari tape drives like the Hong Kong 410 had problems but not to had to fix even for a lammer
The XE keyboard was a design flaw with a life exp of 5-10 years.

Funny, Star NET was on-line in Miami from 1989-1996 and I was a DUAG member for years and never herd of you, There are a few Atari user in Miami maybe you guys can setup the DAUG group again.

Dade Atari User Group.

701. Re: Durability of 8 BIT hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970727050701.BAA28296@ladder01.news.aol.com>
Source record: 71326

You have a great point there, Durability of the 8bit is oustanding.
My system has been on 24hrs aday since 1989 and its a big system
3 fully upgraded XL's with HD,BB.MIO and a MUX "LAN" network. And its
been surged thousands of times and its still at 100% While on the other
hand I had a 386dx25 last 9 months before it died, and a few 486DXnn ,
none of my PC stuff has last as long as the old 8bit stuff. Atari put
there stuff there some incredible SALT test.
And its still keeps on going..

702. Re: Windows for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970727054101.BAA00208@ladder01.news.aol.com>
Source record: 71327

Goes for the 64 didnot multi-task not even task swap.
I had it years ago for my long gone 64c, it did have some good pionts but it was so incompatible with all commie hardware infact it didnt even support there ramdisk, to be of any good use. Diamond worked like a real GUI but was introduced to late.
The Atari Market was dying in 1986-8 and V3 had its problem.
It took Microsoft 5 versions to get it right.
Plus plenty of money for R&D.

703. Re: Windows for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970727053101.BAA29553@ladder01.news.aol.com>
Source record: 71328

I have Diamond V3 , the 8bit gem on a super cart.
I belive it used a GR.0 screen with several redefine charters set
and it was more or less developed for a floppie based system.
While it dose work with the MIO, Black box and the Multiplexer some weird
bugs have poped up. Antic and Analog both had Graphics GUI like programs
"M-windows" and a few other that had a lot of power but limited in
support. I programed a REAL gem-like clone for the 8bit in 1987-88 that
used the same Icons as Digital Research GEM not the Atari version og GEM.
I had plans of completing the system but started to run a BBS and got side
tracked. However I do thing its time to Start Project "GUI" Such a
project would be developed by Multi-programmers on the Internet in a
colective project.

704. Re: Durability of 8 BIT hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970727063000.CAA02706@ladder01.news.aol.com>
Source record: 71329

>Your 800 rams are probley 400ns and should be replaced with faster cooler
>chips.
>Atari tape drives like the Hong Kong 410 had problems but not to had to
>fix even for a lammer
>The XE keyboard was a design flaw with a life exp of 5-10 years.
>
>Funny, Star NET was on-line in Miami from 1989-1996 and I was a DUAG
>member for years and never herd of you, There are a few Atari user in
>Miami maybe you guys can setup the DAUG group again.
>
>Dade Atari User Group.
>
>Hey Guy,
Thanks for your reply. I put out a post to try to get local South
Floridians interested in forming an 8 Bit user group. I met with limited
success. Got a few initial responses, but no follow-up ones. Come on you
guys, we 8 bitters have to stick together!
We could reserve a room in the local library a Saturday or Sunday out of
the month to meet.
>
>
>
>
>
>

705. Your office secretary masturbates!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: john@outercon.com
Message-ID: <5rf324$2n0$451@nw003.infi.net>
Source record: 71330

```
Hey,
Here's a site with archives of: -Nude CHEERLEADERS
-Latina Women!
-Naughty Secretaries
-Sluts in High Heels

http://www.porno.com
```

706. Re: ATARI SUX!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970727135101.JAA14126@ladder01.news.aol.com>
Source record: 71331

In article <33d9a8ce.6174093@news.acay.com.au>, remysite@smileyface.com
(Jeremy Beard) writes:

>Get a life you losers - Atari's are crap, no matter what bit!
>
>Remy

A prime example of why parents shouldn't leave young children unattended
in the newsgoups.

707. R-Time8 problem!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: davepat@total.net
Message-ID: <33db83af.0@news.total.net>
Source record: 71332

The pass-through cart connector is dead on my RTime; anyone know what
may be the problem, and how I could repair it? Thanks in advance.
--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

708. Re: ATARI SUX!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33db97d8.174520788@news.aatech.com>
Source record: 71333

A loser with nothing better to do with his life has just discovered newsgroups and spewed forth:

>>Get a life you losers - Atari's are crap, no matter what bit!
>>
>>Remy
>>
>>e-mail: remysite@smileyface.com

This is just loser flame bait. Let it pass. He's probably just mad that his C64 doesn't work anymore. Or maybe his opinions come from being an ST owner.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

709. UPDATE: For Sale: Various Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: rweber@stratos.net
Message-ID: <5rg1ui$l04$1@news.megsinet.net>
Source record: 71334

The Happy 1050 and 850 interface have been sold, but everything else is still available.

1 - 800XL with Power Supply.....$25 or best offer
1 - Indus GT with Power Supply and SIO cable.....$35 or best offer
1 - Happy 1050 with Power Supply, SIO, & SW.....SOLD
1 - 850 Interface with Power Supply, SIO & Docs.....SOLD
1 - Supra Microprint Printer Interface Cable.....make offer
1 - ST Transformer Cable.....make offer

Shipping is not included in any offer and is based on method of shipping desired. Prepay is preferred, but I will consider COD.

rweber@stratos.net

710. Re: Durability of 8 BIT hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33db96ae.174222338@news.aatech.com>
Source record: 71335

On 27 Jul 1997 05:16:23 GMT, guy1015@aol.com (GUY1015) wrote:

>Your 800 rams are probley 400ns and should be replaced with faster cooler
>chips.

An atari 16K board and a 32K board made by ummmm, I don't remember.
Microtek? ? ? Anyway, it lives in germany now.

>Atari tape drives like the Hong Kong 410 had problems but not to had to
>fix even for a lammer.

Define lamer :-) It took me two weeks to build the voice synthesizer
described in Analog. And it tended to act funny. All them little
wirez every where :-)

>The XE keyboard was a design flaw with a life exp of 5-10 years.

Yeah, we were royally Tramieled.

>Funny, Star NET was on-line in Miami from 1989-1996 and I was a DUAG
>member for years and never herd of you, There are a few Atari user in
>Miami maybe you guys can setup the DAUG group again.

I arrived in Miami in 1993. I didn't have my Atari stuff in storage
down to Miami until 1994. Too busy running the video business (Amiga
hardware) through this year to care about the 8-bit stuff.

>Dade Atari User Group.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

711. atari520st+all extras for sale cheap

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: jayf13@aol.com
Message-ID: <19970727192401.PAA02640@ladder01.news.aol.com>
Source record: 71336

```
Atari 520ST + IB Drive +atari floppies+monitor+software all for sale real
cheap.
Email me at jayf13@aol.com. Jay.
```

712. Re: BASIC/XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: John McGowan <jmcgowan@shell.inch.com>
Message-ID: <5rg90d$h3o$1@sleepy.inch.com>
Source record: 71337

In comp.sys.atari.8bit Lenspencer <lenspencer@aol.com> wrote:

> A MOVE routine is going to have its problems no matter what language you
> use if it is not written properly. Basic XL/XE (I may as well include
> Action!) have a very basic MOVE routine that doesn't check for which way
> you are moving a block of data. They always start at the first byte and
> go up to the last.

I believe TurboBasic had two move commands. One for going up and one for
going down (to handle overlapping regions).

713. New discussion list!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: "Slawek "
Message-ID: <5rg925$d20$1@helios.man.lublin.pl>
Source record: 71338

```
*** Slaves (nic0@calia.daewoo.lublin.pl) has joined channel #atari8

__. _______ _______ .___.____ _______ _______ __.
._\ |___ ._\_._ \._\ \| \ \._\_._ \._\_._ \._\ |___
| .__/_| l/ | | | | | l/ | l/ | .__/__.
| ! | _ | | | ! | _ | _ /| ! |
|___ .|___| .|\_. \/|____ .|___| .|___| .\|___ .|
`------' `-----' /______\ `-----' `-----' /______\ `------'
gRoUp.
Welcome Atari User!

I've got an excellent news for you - there's a new discussion list, ONLY
about atari 8bit scene news, uploads on Taquart site, and so on. All in all,
to make the first PL-ENG list about atari8. The creator and moderator of
this list is Slaves (me). If you want to subscribe there, mail:

listserv@xenon.reset-pc.lublin.pl
subscribe atari8-pl

P.s. Theres one more discussion list about atari8 in Poland (english only),
to subscribe there, write to:

majordomo@zwieracz.psych.uw.edu.pl
subscribe atari8-l username@host

! Have a nice day :) !

- -| |- -

Witay! Atarowcze...

Mam dla Ciebie wspaniala nowine - Powstala nowa Lista TYLKO i WYLACZNIE po
to, aby informowac WAS wszystkich o nowosciach scenowych, upload'ach na TQA
site'y, itp... Ogolnie po to, aby miec w koncu swoja PL-ENG liste ;). Za
splodzenie i moderatowanie tej listy odpowiedzialny jestem ja = Slaves.
Jezeli chcesz sie tam zapisac wklep cos takiego :

listserv@xenon.reset-pc.lublin.pl
subscribe atari8-pl

P.s. Istnieje takze inna (w Polsce) lista poswiecona malemu Atari - jednakze
jest ona tylko i wylacznie po Angielsku. Oto jej namiary :

majordomo@zwieracz.psych.uw.edu.pl
subscribe atari8-l username@host

! Milej zabawy !

- -| |- -
```

*** Slaves has left channel #atari8

--
.-[Slaves/[NiC0] - S&#65533;awek &#65533;led&#65533;]-.---------- ------ ---- -- - .
: Unix Administrator/Webmaster | mailto:nic0@xenon.reset-pc.lublin.pl :
| For security maintance, visit: | mailto:nic0@calia.daewoo.lublin.pl |
| http://www.sp00lka.lublin.pl | ftp://ftp.sp00lka.lublin.pl |
`-------[PGP key available at http://calia.daewoo.lublin.pl/~nic0]------'

714. Re: ATARI SUX!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2707971359300001@port123.bitstream.net>
Source record: 71339

In article <33d9a8ce.6174093@news.acay.com.au>, remysite@smileyface.com
(Jeremy Beard) wrote:

> Get a life you losers - Atari's are crap, no matter what bit!
>
> Remy
>
> e-mail: remysite@smileyface.com
> Remy Site: http://www.geocities.com/SouthBeach/Sands/6317/

So, are you saying someone who posts insults to "loser" newsgroups *has* a life?

Mark

715. Rescue at fractalus/xl-it probs

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bc9ad1$25b39620$35e6d7cc@ast-adventure>
Source record: 71340

Hey!!! it looks like my xl-it doesn't recognise the keyboard when fratalus
is running...I can fly and fire using the joystick, but none of the key
commands (land boosters ect.) seem to work.. any ideas???

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

716. Re: Durability of 8 BIT hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: Alan Sharkis <ASharkis@postoffice.worldnet.att.net>
Message-ID: <33DBD9ED.4797@postoffice.worldnet.att.net>
Source record: 71341

When I first looked for a computer for my family, after having some mainframe experience and dabbling with the TRS-80s my wife used to bring home from her school for the summer, I addressed all aspects of what was on the market except for hardware durability. I tentatively chose Atari 8-bit for all of those other factors.

Then I talked to some of the people who serviced computers. In one place, the guy took me back to his workroom, where there were several Apple //s, a large stack of Commodores and one Atari 800 that was there for upgrading, not for repair. In another place, the service technician showed me the edge connectors on the C64 and compared them to the connectors on the Ataris and told me that was a good representation of how the two machines were built generally.

That convinced me. I have an 800 in the closet. I take it out every once in a while, and it boots right up. I have an 800XL that I found on the street, discarded. It works like a charm, although it could have been subjected to all kinds of abuse. My 130XE had to have a space bar repaired and joystick sockets resoldered several times when it was only a couple of years old, but has given me no trouble since. No, the keyboard doesn't measure up to the 800's, or the one on my clone for that matter. But the computer keeps humming away.

Disk drives are another story. They have lots of mechanical wear points, dust-colllection sites, etc. I keep them maintained. Even the XF-551 I have gets routine preventive maintenance, although there's less to adjust on it. And the 1050s have never needed more than cleaning and lubrication, and in one case, an adjustment to the eject spring.

I know of PRO BBSs that have been in nearly continuous use for years without problems in the Atari-manufactured hardware.

Still, I know that this happy situation cannot last forever. Many members of my user groups keep extra equipment as spares. I feel that emulation will be important in that regard, as well. And as for the hardware on which those emulators run, well, consider this:

A PC, custom designed with quality parts, went through two hard drives and four mother boards in under two years?

That's not unusual, by the way.

717. 1200XL Video "Fix"

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: ogawa@jtcc.com
Message-ID: <ogawa-2707971655130001@pulsar.iav.com>
Source record: 71342

I understand that there is a way to "fix" the video output of the 1200XL which will "tone it down" so that it no longer "overloads" a TV or monitor.

I'd greatly appreciate it if someone could post that fix here or perhaps point me in the right direction.

James

718. Re: 1200XL Video "Fix"

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2u3hfwxlm.fsf@caligula.srv.net>
Source record: 71343

The best such fix is Ben Poehland's Super Video upgrade published in Atari Classics a few years ago. Haven't done it on my 1200XL yet but have done it on several 800XLs and a 600XL and the results are spectacular. It would be nice if Ben were to give permission to put it on the web since this is info every Atari user should have. Anybody know what he's up to these days?

Brent

719. web page

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: redraven@infonie.fr
Message-ID: <5rgdkb$8mv$1@vulcain.infonie.fr>
Source record: 71344

at :
http://www.infonie.fr/public_html/redraven

720. Re: Textprocessors and XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5rf09pipi1@nyheter.chalmers.se>
Source record: 71345

In article <SLACKEY.97Jul23173557@slackey-sun.cisco.com>,
Stan Lackey <slackey@slackey-sun.cisco.com> wrote:

>I wrote an emacs subset for the xep80 years ago. Screen even looks
>like real emacs. Nice and fast, supports multiple buffers. Only
>downside is that all the current buffers need to reside in the 32K of
>free memory. OK OK the other downside is you can only display one
>buffer at a time.

Wow, that sounds cool!

>Unfortunately I am cleaning my basement and just put the system away.
>If there's enough interest, I could set it up again and make a
>zip of the exe and the sources (it's in AMAC).

That would benefit tremendously to the Atari community! (and me :))
A real editor for the XEP-80!
Please try to arc/zip/whatever the program before you put the
stuff in your besement!

>-Stan

WFR
Fredrik Lundholm
d1dol@dtek.chalmers.se

721. Re: Anyway we can make this a MODERATED group?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R2707970429010001@news.erols.com>
Source record: 71346

In article <ps40zQ9wpblW092yn@kenton.com>, gozargozar@kenton.com (Ryan
'Gozar' Collins) wrote:

>Well, I don't think that we should go to a moderated newsgroup. I just set
>up a kill file which helps a lot. Basically, it kills anything with the
>following in the subject line: $, get rich, money, xxx, cash!, cash.
>
Just hope no one posts a subject with a hex number '$' included.
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

722. Re: Windows for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R2707970436130001@news.erols.com>
Source record: 71347

In article <33da898b.105313276@news.aatech.com>, kenneth@spam.not.sayeth.i
wrote:

>Geos evolved into GeoWorks on the PC. Formal support for the PC
>version has been transferred to a new company, NewDeal, Inc.
>http://www.newdealinc.com/ Support for the C64 version evaporated a
>long time ago.
>
Not true. CMD owns & distributes GEOS for the C-64 & C-128.
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

723. Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: jurgen@southwest.com.au
Message-ID: <33dafbcb.96786277@news.southwest.com.au>
Source record: 71420

hello All,

I'm on a wonderful trip down memory lane after discovering some Atari Emulators.

I aquired my 1st Atari some 15 years ago (doesn't time fly!), and somehow, somewhere it disappeared.

I am looking now though for the game:

Bounty Bob Strikes back (by Big 5 software??)

I did download it from a site somewhere, but it didn't extract.

Also has anyone got this program to run under any of the emulators available?

any help would be appreciated.

Thanks in advance.

724. Re: BASIC/XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33da8f61.106807666@news.aatech.com>
Source record: 71421

On 26 Jul 1997 22:09:00 GMT, lenspencer@aol.com (Lenspencer) wrote:

>In article <33d900c4.4747227@news.aatech.com>, kenneth@spam.not.sayeth.i
>(Kenneth Jennings) writes:

>>How many people are using BASIC/XL or BASIC/XE?
>>Can you give me the differences between the two?

>>Is anyone else aware of bugs? (I found out that the Move command of
>>Basic/XL running on an XL is sometimes unpredictable. Running the
>>Translator on the XL fixes it, so I think the cart is using something
>>that conflicts with the OS to do the memory moves.)

>I have Basic XE, and used to have Basic XL. Basic XE was designed for the
>130XE to take advantage of the extra memory. I used it to run Forem XE
>Pro BBS for several years. Both have extra commands not found in regular
>Atari BASIC, but the only difference I recall is the extended memory
>utilization.

>A MOVE routine is going to have its problems no matter what language you
>use if it is not written properly. Basic XL/XE (I may as well include
>Action!) have a very basic MOVE routine that doesn't check for which way
>you are moving a block of data. They always start at the first byte and
>go up to the last.
>There is no problem with this if you are moving down,
>but you will run into problems in moving up if the source and destination
>blocks overlap. The first data will overwrite the last data before the
>routine has had a chance to move it.

I know this. I believe it is documented in the Basic/XL manual. In
fact, I rely on this documented behavior to coarse scroll text in a
window on a custom display in a few board games I wrote. It works
fine on an 800, but on an XL only parts of the data in the windows
scroll. (Run the Translator OS on the XL and the MOVE works again.)

Interestingly, I have found no other problems moving any other data in
any program even when the source and destination (intentionally)
overlap. It seems there's some bug between printing text and using
the Move command.

>I was working on a rewrite of the
>Action! runtime MOVEBLOCK routine to do the direction checks and act
>accordingly, start at the bottom when moving down, start at the TOP when
>moving up.
>
>Gee, I've rambled enough for now, hope this helps.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

725. - H@@KERS

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: ABSOLUTELY@ESCORTSSSSSS.COM
Message-ID: <5re69p$h5j@news1-alterdial.uu.net>
Source record: 71422

ESCORT GUIDE AND PLAYGROUND FOR THE IN THE BIZ GIRLS
http://www.escortguide.com/mirror/index.htm
AN ALL FREE SITE

Actual Escorts And Hookers From Around the World
Real Nude Pics With Contact Numbers
An escort Chat Room so That You can Converse
With Escorts Worldwide.
Live Video Feed Of Actual Escorts
Brothels Bordellos And More.
Wouldnt You Rather See The Real Thing.
This Is An All Free Site..Enjoy

http://www.escortguide.com/mirror/index.htm
http://www.escortguide.com/mirror/index.htm
http://www.escortguide.com/mirror/index.htm

726. WTB: Micro Main Frame Disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: me@home.com
Message-ID: <33dda2e3.1529799@news.inc.net>
Source record: 71423

I am looking for a "Micro Main Frame" disk drive for Atari 400/800
series of computers. This drive was manufactured from approx.
1983-1985 by Prograssive Computer Products.

Also looking for a schematic for an atari compatible disk drive: Rana
1000

reply to:
Carbon60
@
juno.com

727. FS: Commodore 1702 Composite Monitor..$25 (Lower price!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-27 00:00:00 UTC
From: Bill Frandsen <bfrandse@rrnet.com>
Message-ID: <01bc9a35$b8637040$46b70bce@pac-man>
Source record: 71424
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.marketplace

LOWER PRICE!

I have for sale a Commodore 1702 Composite Monitor that
works great when connected to any Atari or Commodore home
computers, or any VCR or the newer video game systems.

It has the two front jacks for composite video and audio, as
well as the rear jacks for separate LUMA/CHROMA and audio.

It has been cleaned inside and out, looks in good shape, however
has one minor flaw: It is blurry during the first 10 or so minutes
of being on. After that is is crystal clear for as long as it's left
on. So long as you let it warm up, it looks great--sharper than
most 13" TV's you might have your system connected to.

The picture is bright and full contrast, even with controls set
in the middle (it's not going dim or anything)

The cost is only $25.

Shipping is not included, I can ship via UPS ground,
send me your zipcode so I can quote you the actual cost.
(expect around $15 is my guess due to the weight of the tube)
Shipping to lower 48 US states only, sorry I cannot ship out of country.

Prepayment in the form of money order or personal check.
Mutiple references available upon request.

Thanks in advance!
bfrandse@rrnet.com

728. Re: MIO or Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33e1f9d0.3208737@news.inc.net>
Source record: 71275

On 25 May 1997 06:18:06 GMT, dklugh@iwaynet.net wrote:

>Like the Atari is some slow machine even though it runs faster than any other
>computer.
>(except the PC,of course.But it needs the speed to keep up with it's primitive
> graphics capability)

I think it's great that you are an Atari enthusiast, however, you take
massive liberties with the truth. I love my 800XL too, but I would
not call the video capabilities on my PC of my Matrox MGA and 3Dfx
Voodoo to be primitive. By the way, Amiga computers are not PC's nor
are they slower than the Atari 8-bits. Same with Macs. What do you
mean Atari's are fastest next to PC's?

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

729. pick a nit

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33e2fbea.3747156@news.inc.net>
Source record: 71276

Remember everyone, the "too" spelling is used when the meaning is
"similar to" or "also." Here comes the flames I suppose.

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

730. HERE'S HOW TO GET BACK AT "ATARI SUX"

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970728222201.SAA11452@ladder02.news.aol.com>
Source record: 71277

Geocities gives Web pages for free- Report this guy at:
abuse@geocities.com
foward his messages directly from this newsgroup, and let them do the
rest. Let's see how he likes it when he loses his web page.

8 bit RULZ!

731. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2807971829530001@199.166.204.230>
Source record: 71278

In article <33dcd7c4.256432319@news.aatech.com>, kenneth@spam.not.sayeth.i
wrote:

> Be a hero instead of a pirate.

Why do you assume I am?

> Exactly the point. I don't pirate.

So, you're mad that other people do. You say "here's the solution" and
then post in some sort of righteous indignation when people don't rush out
and do it. You do it if you think it's important.

> (As if having an abortion can actually make you an expert on it, heh.
> And what does your right-to-kill point of view have to do with the
> subject, anyway?)

Well actually I think everyone reading it sees it as a clear analogy for
your standpoint. If you believe in what you say, you should be doing it.
But you're not doing it, even after saying how easy it is, so it basically
suggests you're simply posting without actually believing in your own
posts as strongly as you would have us believe.

> So, because pirates are lazy

That's not it at all, they _don't care_. Can you really not see the
difference?

> I'm supposed to do all the work for them
> to discover who does and doesn't care about the software copyrights?

Yes, if you feel this is a problem, absolutely.

Have you ever blinked your lights at someone on the road to tell them a
cop is around the corner? Anyone done it to you? It's the same thing,
that action is saving someone else from breaking the law. If you _really_
believe that these people are breaking the law, do something so they
aren't.

> If you demonstrate a piece of software to friend you don't owe anyone
> else anything.

If I get payed for demoing it? Hardly.

> The subject was a $50 CD-ROM, not the archive.

Yes, but your messages do not appear to have anything to do with that,
you are condemning all the "piracy" of Atari 8-bit software equally in
your posts. If you have no problem with the archives, you should have

clearly stated this.

> And copyright lisences
> typically do describe that compensation is due for use of the product.

Not on any of the ones I can see here, I've just looked at several CD's
and not one suggests anything of the sort. Yours may differ of course.

> > Well so are you!
>
> I have nothing to prove.

Then why are you posting? It seems clear that you do have a point to
prove, one that I'm sick of you attempting to claim is not your problem.
You suggest that piracy is a problem (one you even ascribe the death of
Atari to) but then won't offer to do anything to fix it.

> I own everything I use.

So what? The fact that it's not you causing the problem is absolutely
meaningless. Ever seen people litter? That's illegal in most places.
Ever seen people gang up to clean an area, like a river bed? Your logic
is that since these people didn't toss the paper they shouldn't bother to
help clean it up. Nice sense of civic duty you have.

> Eventually... so in perhaps 70 years we can all freely, legally copy
> and use whatever 8-bit stuff we want.

Well it's obvious you don't know. As far as you know, they already expired.

> Interest level and contact with the market are not the same thing.

They are these days, because anyone with an internet connection can
access all the same things. If you think there's a problem with Yogi's,
why haven't any of the authors complained? Do you think that none of them
have internet access?

> It's probably a sfe bet that a lot of 8-bit programmers don't know
> that people are still using the equipment and software.

I came here to get information on a game I've never even seen, so that I
could write about space games in general. I have almost no interest in
the group other than that. If I have that little interest and I'm here,
one has to assume these authors have none whatsoever.

> care, maybe they don't. You are assuming that contact with the market
> is the same as interest level.

Welcome to the 90's.

> >> I guess I must have hung around a better class of people than you did
>
> > Name calling. So much for any claims to a moral high ground you may
have had.
>

> Not name calling just simple statement of fact.

Oh, I see, blanket statements about who a person you never met is a "statement of fact"? Bah.

> I didn't hang around with people who stole software.

Oh, good for you, I assume you're going to run for public office so the press can check into that perfect background of yours?

> If you want to equate theft to
> something morally neutral then you're debating from low moral ground.

Oh, good comeback, you don't even know what my moral ground is!

> >No, but you're quick to call people names and publically question their
> >morality. That's illegal too, believe it or not.
>
> Hmmm, calling a thief a thief is now illegal. What a concept.

Now you call me a thief, publically. I hate to break it to you, but "I don't agree with you" and "I think you're a snob" does not mean "I am a pirate" regardless of your preconceived opinions to the contrary. You should be very careful with your attributions.

I believe my point has been demonstrated, you are indeed using holier-than-thou arguments, while at the same time actively involving yourself in equally repugnant actions for all to see.

Maury

732. Re: Durability of 8 BIT hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970728223500.SAA28551@ladder01.news.aol.com>
Source record: 71279

As cheap as the 8 bit hardware has become, I think its a good idea to get spares of everything so that when the time comes if necessary you can canibalize from one unit to the other.
I don't think we'll be out of business for a while.!!

733. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2807971837190001@199.166.204.230>
Source record: 71280

In article <33dcdcfb.257767563@news.aatech.com>, kenneth@spam.not.sayeth.i
wrote:

> >You ascribe far too much damage to Atari's market to the wrong people,
> >Atari's failure to "beat" the C64 and Apple II in the marketplace rests
> >entirely on Atari's head, and nowhere else.
>
> So, Atari built the coffin and the pirates only nailed the lid shut,
> dug the hole, dropped it in, and filled it up.

What an absolutely baseless argument! I state that you're blaming the
wrong people, and then you go right back and state the same argument
again!

Fine Ken, let's see the numbers. I want you to demonstrate, with
numbers, how piracy on the Atari 8-bit platform, led to a "premature
death" of the system. You will have to demonstrate how it is that the
death of the other 8-bit platforms at about the same time was _not_ due to
the same thing, because you have suggested this was mainly an Atari
problem.

> I'm only repeating what the third-party developers and the Atari
> magazines (and what Dave Bertschy has testified to doing) had stated
> for years.

I used to read most of the Atari mags all the time, I don't remember
this being an issue being widely discussed, if at all.

> The same situation exists now as it did then. Back then, the larger
> user base of the C64 could support a larger _incidence_ of piracy,

Yes, but you have failed completely to back your claim that the
percentage was any different either. You claim it, but I don't believe
it and I have yet to see any hint that you can demonstrate it.

> Especially when 4 out of the 5 were getting copies.

More attributions without any evidence. Retraction please.

> So, then to quote someone, "Before making blanket statements like
> this, I'd recommend you actually find out".

Well I hate to break it to you, but you're the one that made the blanket claim.

> To someone who is lazy and content with thievery, it would probably
> seem so.

And to one that's not content the lazyness is even more inexcusable.

> Why should I have to pay twice to support software pirates?

Because then the problem wouldn't be a problem.

> Now, you want to put the burden on me to do the pirates' job for them.

No, I just want you to admit your exactly as lazy as they are.

Maury

734. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2807971840170001@199.166.204.230>
Source record: 71281

In article <33dcd6ec.256216327@news.aatech.com>, kenneth@spam.not.sayeth.i
wrote:

> Really? Explain what sort of attitude a person holds when they believe
> the laws don't apply to themselves?

I have not seen a single claim to this effect.

> Obviously pirates consider themselves superior or immune
> to the copyright laws that all us normal
> people are subject to.

I see no claim, specific or implied, that is anything like this.

> So, why does pirate morality make them
> superior to the rest of us?

Ahhh, I see it now. "Ok, just because I'm holier than thou doesn't mean
they aren't too!". Good argument.

Maury

735. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2807971841000001@199.166.204.230>
Source record: 71282

In article <33dce805.0@news.carleton.edu>, "Michael Current"
<mcurrent@carleton.edu> wrote:

> 1) for a sole author--life of the author plus 50 years;
> 2) for joint authors--life of the longest living author plus 50 years;
> 3) for works for hire, anonymous, or pseudonymous works--75 years from
> publication or 100 years from creation, whichever comes first.

I believe there is a rider on total number of copies/plays as well.

Maury

736. Re: 1200XL Video "Fix"

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970728224101.SAA28927@ladder01.news.aol.com>
Source record: 71283

>I just had to add that if in addition to the Supervideo upgrade you get
an Amiga monitor- the picture will kick you know what!
Subject: Re: 1200XL Video "Fix"
>From: guy1015@aol.com (GUY1015)
>>
>>I understand that there is a way to "fix" the video output of the
1200XL
>>which will "tone it down" so that it no longer "overloads" a TV or
>>monitor.
>
>The 300 ohm problem needs more than a tone down, you almost
>have to completly redesing the whole video signal. The 12ooxl had lots
of
>problem with video... but heres the good news.
>Contact - Atari Classic Magazine - and order there VIDEO issue, it has
>the SUPER VIDEO upgrade for the 600/800/1200XL plus the 130XE version.

>The Upgrade is not hard to do and all the parts can be found at Radio
>Shack. You have have to Look around for the 200mf 10volts cap if doing
>the upgrade for the 800XL, but it can be subsituded with a 200mf 16volts
>cap.
>You will have a SUPER picture on the 12ooxl after the upgrade.
>and its a MUST for games!
>
>

737. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: NOSPAMdmaxwell@iwaynet.net
Message-ID: <33dd236f.18185292@news.iwaynet.net>
Source record: 71284

```
-----BEGIN PGP SIGNED MESSAGE-----

Al Andalus <erasmus@spam.is.a.trademark.com> wrote:

>
> On that latter score you're got a point: Real 8-bit hardware is
>getting older every day (and who isn't?!) which means that
maintaining it
>and finding parts are more difficult as time passes. And it's also
true
>that more modern computers are faster, bigger, and possibly <ha-ha!>
even
>better in some ways.

How about the advantage of not having crates and crates of 5 1/4"
floppies laying around. I love my 130XE but I'm an apartment dweller
and I barely have room for all of my toys as it is. Face it, one of
those 3.2 gig harddrives that come standard with newer PCs takes up a
hell of a lot less room then 3 or 4 hundred floppies. I also like the
advantage of not going through this:"Where is my Rescue of Fractulus
disk? It's in here somewhere.........." Backups? That what the tape
or Zip drive is for? I'll stick with a real 130XE for trouble free
running of all programs even DEMOS but the disk emulators have the
real thing beat cold. The only use for my floppy drive is copying the
stuff to the PC.

-----BEGIN PGP SIGNATURE-----
Version: PGP for Personal Privacy 5.0
Charset: noconv

iQCVAwUBM90k1gUcDdLO4sm1AQHMFgQAiKZsjCJe5xzAtlgw4fz9x50LU2DLT4pa
RwbNLJCcw73T1i+iz9t2Tq5t9DOmlsYD2CxwX0wvsiwT4XAynnRUu+Bv3+Lfy4xt
nP9PifDyWGJ/0dHcGWwBS27mYMJz/YkU1Uy3GgH/+pDm7N4F1JHgrK6ymDQ/XxM1
eP1SSztN2ns=
=bvAH
-----END PGP SIGNATURE-----
```

738. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <8RP3zQ9wpnDd092yn@kenton.com>
Source record: 71285

In article <maury-2807971053160001@199.166.204.230>,
maury@softarc.com (Maury Markowitz) wrote:
> Sorry, but copyrights expire and titles become public domain by default,
>although I don't know the specifics of this action. For instance, the
>song "happy birthday" reverted to public domain some time ago. Before
>making blanket statements like this, I'd recommend you actually find out
>if this is true or not, because I don't believe it is.

Two sisters wrote Happy Birthday and still hold the copyrights on it. That
is why resturants do not sing Happy Birthday, but some other song.

Copyright law has changed, but I thought they last for 50 years after
the death of the author.

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

739. Re: 1200XL Video "Fix"

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: Alan Sharkis <ASharkis@postoffice.worldnet.att.net>
Message-ID: <33DD4987.3988@postoffice.worldnet.att.net>
Source record: 71286

It would be nice if Ben were to give permission to put
> it on the web since this is info every Atari user should have.
> Anybody know what he's up to these days?
>
> Brent

I am in touch with Ben sporadically. He has nearly cleaned out his Atari equipment but has a few items left. I'll save this message as a text file and send it to him, since he doesn't look at the ng any more. One possible glitch is that the magazine(s?) involved may still have rights to those articles, but Ben should be able to tell us if that's so, IF he's at all interested releasing the info in the articles.

740. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: Alan Sharkis <ASharkis@postoffice.worldnet.att.net>
Message-ID: <33DD532C.2E2F@postoffice.worldnet.att.net>
Source record: 71287

Maury Markowitz wrote:
>
> In article <33dcdcfb.257767563@news.aatech.com>, kenneth@spam.not.sayeth.i
> wrote:
>
> > >You ascribe far too much damage to Atari's market to the wrong people,
> > >Atari's failure to "beat" the C64 and Apple II in the marketplace rests
> > >entirely on Atari's head, and nowhere else.
> >
> > So, Atari built the coffin and the pirates only nailed the lid shut,
> > dug the hole, dropped it in, and filled it up.
>
> What an absolutely baseless argument! I state that you're blaming the
> wrong people, and then you go right back and state the same argument
> again!
>
> Fine Ken, let's see the numbers. I want you to demonstrate, with
> numbers, how piracy on the Atari 8-bit platform, led to a "premature
> death" of the system. You will have to demonstrate how it is that the
> death of the other 8-bit platforms at about the same time was _not_ due to
> the same thing, because you have suggested this was mainly an Atari
> problem.
>
> > I'm only repeating what the third-party developers and the Atari
> > magazines (and what Dave Bertschy has testified to doing) had stated
> > for years.
>
> I used to read most of the Atari mags all the time, I don't remember
> this being an issue being widely discussed, if at all.
>
> > The same situation exists now as it did then. Back then, the larger
> > user base of the C64 could support a larger _incidence_ of piracy,
>
> Yes, but you have failed completely to back your claim that the
> _percentage_ was any different either. You claim it, but I don't believe
> it and I have yet to see any hint that you can demonstrate it.
>
> > Especially when 4 out of the 5 were getting copies.
>
> More attributions without any evidence. Retraction please.
>
> > So, then to quote someone, "Before making blanket statements like
> > this, I'd recommend you actually find out".
>

> Well I hate to break it to you, but you're the one that made the blanket claim.
>
> > To someone who is lazy and content with thievery, it would probably
> > seem so.
>
> And to one that's not content the lazyness is even more inexcusable.
>
> > Why should I have to pay twice to support software pirates?
>
> Because then the problem wouldn't be a problem.
>
> > Now, you want to put the burden on me to do the pirates' job for them.
>
> No, I just want you to admit your exactly as lazy as they are.
>
> Maury

Guys, I hate to say it, but we could Monday Morning Quarterback this stuff forever and it would serve no purpose. My own feeling is that the software houses felt not only that they had a smaller installed user base in the Atari community, but that they could push Atari around because of it. Remember when Atari proposed a 3.5" floppy drive? The software houses stated that if Atari went that way, they'd never again produce software for the Atari because it would cost them too much to make disks in both media sizes. But when Apple went to 3.5" drives, there was no problem! As for the role of piracy in killing Atari, I feel that the perception of piracy was a lot bigger than what actually existed.

But instead of revisiting old battles, we should concentrate on a way to preserve this community.

741. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: Alan Sharkis <ASharkis@postoffice.worldnet.att.net>
Message-ID: <33DD5166.6C0E@postoffice.worldnet.att.net>
Source record: 71288

Maury Markowitz wrote:
>
> In article <33d8b801.256860728@news.aatech.com>, kenneth@spam.not.sayeth.i
> wrote:
>
> > Perhaps it is because piracy on the 8-bits was blatant, rampant, and
> > utterly dwarfed the piracy on the C64, et. al. platforms despite the
> > larger installed base of other computers. Perhaps it is because this
> > activity relegated the 8-bit Atari, a superior platform, to the "dead
> > and unsupported" pile well before other lesser computers.
>
> You ascribe far too much damage to Atari's market to the wrong people,
> Atari's failure to "beat" the C64 and Apple II in the marketplace rests
> entirely on Atari's head, and nowhere else. They had the 800 out when
> Commodore was introducing the Vic 20, if that doesn't give you a lead I
> don't know what will. Atari blew it, period.

That, unfortunately, is my feeling, too. There was a serious lack of
focus in Atari's marketing efforts through several managements. The
hardware had so much potential, compared to other machines of its time,
too.

> Furthermore I have to completely disagree with you on the piracy issue
> here, the C64's piracy "problem" made the Atari's look like a joke. There
> were _hundreds_ of pirating software programs, all sorts of hardware,
> things that never existed on the Atari because the market was too small.
> A bud of mine in U had a C64 collection spanning something like 200 disks,
> all with multiple titles on it.

I don't think it makes a bit of difference at this time to point fingers
at other communities and say that they were more into piracy than we
were. That almost parallels the "machine wars" stuff, even if nobody
gets emotional about it any more.

> I knew maybe 5 other people with Atari machines, and none of us had
> enough money to buy more than one or two programs, that's not much of a
> market.
>
> > If you download something from the net that was commercial/non-pd
> > software you should find out who owns the copyright and make every
> > attempt to contact them about purchasing it. If the company or
> > individual no longer cares, then it is fine to use it for free. But if
> > you don't make the honest attempt to acquire the legitimate rights to
> > use the software then it is just as dishonest as it was to steal the
> > program when it was on the shelf in a store 15 years ago.

>
> Sorry, but copyrights expire and titles become public domain by default,
> although I don't know the specifics of this action.

Sorry to disappoint, but the usual time frame is 75 years, and can be
longer under some circumstances.
>For instance, the
> song "happy birthday" reverted to public domain some time ago. Before
> making blanket statements like this, I'd recommend you actually find out
> if this is true or not, because I don't believe it is.
>
> You go one to suggest that we should all endeavor to contact the authors
> and ask them about their interests in the software in question. A fine
> idea, but one that is obviously impractical, obvious to the point that
> even asking people to do so appears to be flippant.

I, too, feel that there will be little favorable response to such an
effort, but not doing it is more dangerous than doing it.

> Seeing as you appear to have a problem with this issue, why don't _you_
> write the authors in the question. If you actually start such an effort,
> people will join it. Write back when you've completed the first one. If
> the author of Halcyon Days can do it, you can too.
>
> Maury

742. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: Alan Sharkis <ASharkis@postoffice.worldnet.att.net>
Message-ID: <33DD4F9E.4816@postoffice.worldnet.att.net>
Source record: 71289

Michael Current wrote:
>
> In article <maury-280797103756001@199.166.204.230>, maury@softarc.com
> (Maury Markowitz) wrote:
>
> Did anyone think this thread would go by without me chiming in? :)
>
> > Let's also not forget the whole concept of a copyright, the spirit of
> >the copyright is to protect you from having other people _profit_ from
> >your works. If anyone can demonstrate to me that anyone is _profiting_
> >from this, or that the original authors are _losing profit_ by this
> >"piracy", I'd love to see it.
>
> The owner of copyright under Section 106 (US law, in most other countries
> the law is very similar) has the exclusive rights to do and authorize any of
> the following:
>
> 1) to reproduce the copyrighted work in copies;
> 2) to prepare derivative works based upon the copyrighted work;
> 3) to distribute copies of the copyrighted work to the public by sale or
> other transfer of ownership, or by rental, lease, or lending;
> (more rights are specific to formats not applicable to software.)
>
> Commercial software, Shareware and Freeware are all covered by these
> exclusive rights of their copyright owners.
>
> (Truly Public Domain software is not protected by copyright.)
>
> The law makes no distinction based on whether profit is involved, and I
> would disagree that such a distinction is intended "in spirit."
>
> > The only availability (with certain terribly minor exceptions) of
> >anything for the Atari 8-bit world is 2nd hand or archived. This is a
> >good thing, everyone wins, and as far as I can tell, no one loses.
>
> B&C, Best, Video 61, Micro Discount, Evangelo's, and LOTS of lesser known
> vendors still sell oodles of never-opened commercial 8-bit Atari software.
> Nobody can say with any certainty that any given title is no longer
> available commercially, I would suggest.
>
> I just bought a new copy of Super Breakout from a certain commercial vendor
> (mentioned above) the other day. May I assume I could have just downloaded
> it off the 'Net?
>

Michael, you raised some issues that I discussed in a user group newsletter. As you know, many user groups have an anti-piracy policy, and some even forbid the discussion of piracy in any form during official club business. I invited comments, opposing opinions, slings and arrows, etc. None were forthcoming from the membership, which is international in scope. That may say more about user group members than the feelings of the community at large.

I feel that there's something unique about classic computers that's worth preserving, ours in particular (there's my prejudice showing again.) Preserving the software, commercial or not, is a worthwhile goal. I'm not sure that emulation is the only way to go, but as hardware ages, it will be an important part of the mix. Obviously, you can't have emulation without disk, cassette and/or rom images, which are files, which can be transferred, etc.

Some of the people in this newsgroup have suggested that the authors and/or original publishers of the software be contacted in an effort to get their permission to distribute this software as part of a heritage, perhaps with a small fee to those authors and/or publishers. I've expressed doubts that many of those authors and/or publshers will be found, or want to be found. I will state further that we won't find unanimity among them about releasing the rights no matter what our purpose is. But I do feel that the effort must be made. I'm going to bring that up at my next user group meetings (I belong to two groups,) but I highly suspect that there will be little heart to engage in such an effort when the groups merely want to continue to exist at this point.

I invite comments from the newsgroup, although I'm sure that I'll get them, invited or not.

743. Get into Sex Sites 4 Free

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: 76896545@compuserve.com
Message-ID: <5rh385$b7d@news1-alterdial.uu.net>
Source record: 71348

http://www.2bornot2b.com/password

Protect Your Children From Viewing ADULT XXX Material
and at the same time get UNLIMITED FREE ACCESS to
over 1200 of the Hottest Adult Sites on the Web.

Also get FREE UNLIMITED Live Video Sex and FREE XXX
rated chat room access.

Stop paying to get into Adult Sites. This secret password gets
you into them for FREE!!!

I posted all the info at the URL below.
http://www.2bornot2b.com/password

744. Re: Durability of 8 BIT hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970728082801.EAA03629@ladder02.news.aol.com>
Source record: 71349

Im now located in Orlando FL and was lucky to find the MFACC and even better was that Jeff Potter was the President. We meet once a month at the Library downtown Orlando, The Newsletter that MFACC publishes is going threw some changes at this time, there are plans to have a D.O.M. with each issue. Would like to exchange newsletters with you soon. Oh about your 130XE keyboard, your lucky. Keep in mind that painting traces on mylar is only quick fix and will buy you some time till a new mylar can be orderd. I have given up on mylar and nickel print :(

Its good to hear from you.

745. Re: 1200XL Video "Fix"

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970728084101.EAA20104@ladder01.news.aol.com>
Source record: 71350

>From: ogawa@jtcc.com (James Ogawa)
>Date: Sun, 27 Jul 1997 16:55:13 -1000
>Message-ID: <ogawa-2707971655130001@pulsar.iav.com>

>I understand that there is a way to "fix" the video output of the 1200XL
>which will "tone it down" so that it no longer "overloads" a TV or
>monitor.

The 300 ohm problem needs more than a tone down, you almost
have to completly redesing the whole video signal. The 12ooxl had lots of
problem with video... but heres the good news.
Contact - Atari Classic Magazine - and order there VIDEO issue, it has
the SUPER VIDEO upgrade for the 600/800/1200XL plus the 130XE version.
The Upgrade is not hard to do and all the parts can be found at Radio
Shack. You have have to Look around for the 200mf 10volts cap if doing
the upgrade for the 800XL, but it can be subsituded with a 200mf 16volts
cap.
You will have a SUPER picture on the 12ooxl after the upgrade.
and its a MUST for games!

746. Re: ATARI SUX!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5ri27p$n7p@sjx-ixn10.ix.netcom.com>
Source record: 71351

```
In article <33d9a8ce.6174093@news.acay.com.au>,
remysite@smileyface.com (Jeremy Beard) wrote:
>Get a life you losers - Atari's are crap, no matter what bit!
>
>Remy
>
>e-mail: remysite@smileyface.com
>Remy Site: http://www.geocities.com/SouthBeach/Sands/6317/
>

ALL,
I have replied in e-mail t this, so please let this end here!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

747. Re: BASIC/XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5ri1d1$afo@sjx-ixn3.ix.netcom.com>
Source record: 71352

In article <19970726220900.SAA03032@ladder01.news.aol.com>,
lenspencer@aol.com (Lenspencer) wrote:
>In article <33d900c4.4747227@news.aatech.com>, kenneth@spam.not.sayeth.i
>(Kenneth Jennings) writes:
>
>>How many people are using BASIC/XL or BASIC/XE?
>>
>>Can you give me the differences between the two?
>>
>>Is anyone else aware of bugs? (I found out that the Move command of
>>Basic/XL running on an XL is sometimes unpredictable. Running the
>>Translator on the XL fixes it, so I think the cart is using something
>>that conflicts with the OS to do the memory moves.)
>
>I have Basic XE, and used to have Basic XL. Basic XE was designed for the
>130XE to take advantage of the extra memory. I used it to run Forem XE
>Pro BBS for several years. Both have extra commands not found in regular
>Atari BASIC, but the only difference I recall is the extended memory
>utilization.
>
>A MOVE routine is going to have its problems no matter what language you
>use if it is not written properly. Basic XL/XE (I may as well include
>Action!) have a very basic MOVE routine that doesn't check for which way
>you are moving a block of data. They always start at the first byte and
>go up to the last. There is no problem with this if you are moving down,
>but you will run into problems in moving up if the source and destination
>blocks overlap. The first data will overwrite the last data before the
>routine has had a chance to move it. I was working on a rewrite of the
>Action! runtime MOVEBLOCK routine to do the direction checks and act
>accordingly, start at the bottom when moving down, start at the TOP when
>moving up.
>
>Gee, I've rambled enough for now, hope this helps.
>
>

Len,
In the manual, they talk about this problem and caution the user. The y also mention that there are no checks. It would be nice to have the checks. Personally, I'd like to see a new/updated version wirh more commands and features. I have a list of things I'd like to see added. I put it together many years ago.
I happen to love BXE and use to program everything in it. I haven't done much lately, but may, if I find a project to work on. Maybe I'll finish my ColorDump (Color View 4096 color picture print program v2.0) The last version works ok, but needs more features (hense v20).

Ken,
BASIC XE has the BASIC XL tool kit extensions built in and uses the 130XE bank switched ram in various ways. You can use BXE on an XL or 800, but you don't get the bank switch RAM (unless it has a RAM upgrade that is 130XE compatible). The BXL tool kit is disk based and must be loaded. This is messy. I happen to own BXL, BXL TK and BXE. I find that many of the programs I worte didn't generally use upper RAM. I did this so I could distribute the programs and most people could use them. CDump 1.02 did us the upper RAM for the program and lower for the data. 1.03 was completely 64K compatible.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

748. Re: your dead computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2807971014100001@199.166.204.230>
Source record: 71353

In article <Pine.GSO.3.95.970722123145.15136E-100000@fissure.scar>, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

> I have yet to encounter an Atari 8bit emulator that runs digitized sound
> effects. For some reason Xlit and Xformer both fizzle with static, can;t
> comment on Rainbow (I dont have W95!)
>
> but Xlit 0.20 emulates the Atari sound chip almost perfectly.

How about those effects? Not that it runs on my Mac, but now I am curious.

Maury

749. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2807971037560001@199.166.204.230>
Source record: 71354

In article <33d81a9b.1720008@news.injersey.com>, noone@nowhere.com wrote:

> Atari 8 bit piracy NOW is not going to gouge anyone. I use them as a
> memory refresher (mostly as a re-cracking exercise) much like a
> notebook. I collect things (including the actual atari computers 12 at
> last count) merely to have them and preserve them, along with the
> software.

This last point deserves comment. Is giving an old Atari machine to a friend piracy? People would say no, because the person giving it away no longer has access to the machine. Ok, what about emulators?

Now the question becomes a little more interesting. Just about any way you look at it, an emulator is "hardware piracy". If I give you a copy of XL-it, you get to run it, AND I get to run it, with no money going to the (defunct) creator of the hardware.

So if we want to stamp out piracy, one must start with the emulators. Yet I don't see any posts suggesting anyone do this. Why not? What's so special about 16k of code being "stolen" when

Let's also not forget the whole concept of a copyright, the spirit of the copyright is to protect you from having other people _profit_ from your works. If anyone can demonstrate to me that anyone is _profiting_ from this, or that the original authors are _losing profit_ by this "piracy", I'd love to see it.

The only availability (with certain terribly minor exceptions) of anything for the Atari 8-bit world is 2nd hand or archived. This is a good thing, everyone wins, and as far as I can tell, no one loses.

Don't be too quick to condemn this as "piracy" or every museum in the world would have to close it's doors too. When it comes right down to it, this is a collective hands on museum effort that should be applauded, not condemned as some sort of shady activity.

Maury

p.s. Has anyone contacted some of the authors? I'll bet many would be flattered to see their 15 year old code still being used.

750. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2807971022430001@199.166.204.230>
Source record: 71355

In article <33d8b562.0@news.comet.net>, georgeh@comet.net (George F. Hardy) wrote:

> I knew some players who regularly won. It takes skill and a minimum
> of mistakes. And a real adjustment for the attributes of the
> Russian soldier. It is hard to wipe out bypassed until.

Not at all, split your forces, go around the Pripet marshes, and pincer the main block of sov forces in the area behind the marshes (south of Moscow). If you need more territory, spread them further apart , north of the Crimean for instance, and move one group then the other. The sov forces will jumble into a block, chasing the force that is more mobile at that time, so you move one, they go up, you move the other, they go back down again.

Resist the urge to go gunning for cities, you'll spread yourself too thin and get picked apart. Also, playing defensive is deadly, I used to try holing up in Leningrad, or in the Crimean, but you never get back out through the huge block of forces facing you.

Maury

751. Re: BBC using Ataris as props...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2807971026240001@199.166.204.230>
Source record: 71356

In article <33D5A645.2AB2@goldrush.com>, foxnhare@goldrush.com wrote:

> > Atari Acoustical Coupler 300 Baud Modem. :-)

Sure it said Atari on it? The modem was just a knock off from Cat, they
sold a few of them in various versions over the years.

Maury

752. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2807971108180001@199.166.204.230>
Source record: 71357

In article <33d8d23c.263576787@news.aatech.com>, kenneth@spam.not.sayeth.i
wrote:

> Not if you pay for it. Do the work to find out who holds the
> copyrights. As I understand it, the Trameiel's Atari was bought in
> its entirety by some other company. Technically, Atari does not
> exist, but the company that bought it should now own all the Atari
> intellectual property. How about you get those floppy-copying fingers
> busy making phone calls and writing some letters? Get some
> documentation from the people involved proving that the software is
> now considered free.

If it's as easy to do as you claim, and you're so outraged as your
messages suggest, you do it. Go ahead, you can get JTS's phone number off
of the atari web page. Be a hero instead of a whiner.

Oh I know what you're going to say "I don't pirate, why should I do the
work". Well all I can say is that I doubt any of the men in the
right-to-life movement have had an abortion, you do what you believe and
inaction on your part demonstrates that your messages don't really seem to
be backed by anything more than spare time and a UseNet connection.

> If I can take $40 from your wallet and you never find out about it I
> can pretend I didn't do anything wrong. Right?

It's not at all like that, not even close. If I cover someone else's
tune in a show, I don't have to pay them a cent. If I cover it on a CD,
then I have to pay. It's painfully clear that no one here is a copyright
lawyer, and that includes you.

> You are advocating distributing copyrighted materials and denying the
> owners their rightful compensations.

Copyright does _not_ guarantee "rightful compensations", it _protects_
you from other people _profiting_ from the distribution or copying of your
materials. If you can demonstrate that they archives are doing this, be
my guest.

> justify this by assuming that nobody cares, since you are too lazy to
> find out if the copyright owners have actually waived their rights.

Well so are you!

> And it will probably get up to 90 degrees in Miami today.
>
> Both facts equally effect the software copyrights. -- Not at all.

Wrong, copyrights expire, just like patents.

> Here you are assuming things again. Just because you think the
> producers of software aren't interested in it, doesn't make it so.

I believe the fact that the authors in question have done absolutely
nothing whatsoever about this issue is a good demonstration of their
interest level.

> Do the honest work to find out.

Go ahead, write back when you're done.

> It's probably not safe to brag on an Atari 8-bit newsgroup that you
> and your friends are responsible for the premature death of third
> party software support for the 8-bits.

They aren't. 3rd party software was being developed well into the
platform's decline.

> I guess I must have hung around a better class of people than you did

Name calling. So much for any claims to a moral high ground you may have had.

> Didn't your mother ever tell you that just because you think "everyone
> else" does it, doesn't make it right?

Actually in some cases it does. How do you think that many laws are
created or defined?

> Ok, not just you. You and your questionably motivated friends.

More name calling.

> I don't claim to speak for a majority. I just know the difference
> from right and wrong, but I don't rationalize the wrong things I may
> do, just so I can feel undeservedly better about myself.

No, but you're quick to call people names and publically question their
morality. That's illegal too, believe it or not.

Maury

753. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2807971053160001@199.166.204.230>
Source record: 71358

In article <33d8b801.256860728@news.aatech.com>, kenneth@spam.not.sayeth.i
wrote:

> Perhaps it is because piracy on the 8-bits was blatant, rampant, and
> utterly dwarfed the piracy on the C64, et. al. platforms despite the
> larger installed base of other computers. Perhaps it is because this
> activity relegated the 8-bit Atari, a superior platform, to the "dead
> and unsupported" pile well before other lesser computers.

You ascribe far too much damage to Atari's market to the wrong people,
Atari's failure to "beat" the C64 and Apple II in the marketplace rests
entirely on Atari's head, and nowhere else. They had the 800 out when
Commodore was introducing the Vic 20, if that doesn't give you a lead I
don't know what will. Atari blew it, period.

Furthermore I have to completely disagree with you on the piracy issue
here, the C64's piracy "problem" made the Atari's look like a joke. There
were _hundreds_ of pirating software programs, all sorts of hardware,
things that never existed on the Atari because the market was too small.
A bud of mine in U had a C64 collection spanning something like 200 disks,
all with multiple titles on it.

I knew maybe 5 other people with Atari machines, and none of us had
enough money to buy more than one or two programs, that's not much of a
market.

> If you download something from the net that was commercial/non-pd
> software you should find out who owns the copyright and make every
> attempt to contact them about purchasing it. If the company or
> individual no longer cares, then it is fine to use it for free. But if
> you don't make the honest attempt to acquire the legitimate rights to
> use the software then it is just as dishonest as it was to steal the
> program when it was on the shelf in a store 15 years ago.

Sorry, but copyrights expire and titles become public domain by default,
although I don't know the specifics of this action. For instance, the
song "happy birthday" reverted to public domain some time ago. Before
making blanket statements like this, I'd recommend you actually find out
if this is true or not, because I don't believe it is.

You go one to suggest that we should all endeavor to contact the authors
and ask them about their interests in the software in question. A fine
idea, but one that is obviously impractical, obvious to the point that
even asking people to do so appears to be flippant.

Seeing as you appear to have a problem with this issue, why don't _you_
write the authors in the question. If you actually start such an effort,

people will join it. Write back when you've completed the first one. If the author of Halcyon Days can do it, you can too.

Maury

754. Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: Freddie Jorevall <freddie@jorevall.com>
Message-ID: <01bc9b6c$6e58fc30$559646c4@freddiej>
Source record: 71359

Hi Yogi,

Do you have a ROM file of the Atari Assembler Editor?

I used to have Omnimon in one of my 8Bit computers, do you know if there is
still a possibility
to get a hold of it?

/freddie@jorevall.com

755. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2807971118280001@199.166.204.230>
Source record: 71360

In article <33da44a9.87676208@news.aatech.com>, kenneth@spam.not.sayeth.i wrote:

> The pirates' attitudeof habitually doing the wrong thing and then
> rationalizing it as a neutral or even good choice?

Ohhh, and I'm sure you've never rationalized anything in your life.

> The pirates' attitudeof habitually doing the wrong thing and then
> rationalizing it as a neutral or even good choice? That's certainly a
> "holier than thou" attitude.

No it's not, how can you even claim it to be so? I see no one in that
camp suggesting they have a moral high ground because of their actions,
and that's the definition of the term.

In fact, I found the definition in Webster's:

ho-li-er-than-thou \, (can't do this part in ASCII)
1912
:marked by an air of superior piety or morality

This fits your messages perfectly, yet I can't see how it fits to any
message to anyone you're "branding" as a pirate, your obviously incorrect
(laughably so) claim above notwithstanding.

> That some people can simply choose to be
> held to lower standards than others?
> That's definitely a "holier than thou" attitude.

No, it is not.

Maury

756. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33dcd6ec.256216327@news.aatech.com>
Source record: 71361

On Mon, 28 Jul 1997 11:18:27 -0400, maury@softarc.com (Maury
Markowitz) wrote:

>In article <33da44a9.87676208@news.aatech.com>, kenneth@spam.not.sayeth.i wrote:
>
[snip]

> In fact, I found the definition in Webster's:
>
>ho-li-er-than-thou \, (can't do this part in ASCII)
>1912
>:marked by an air of superior piety or morality
>
>This fits your messages perfectly, yet I can't see how it fits to any
>message to anyone you're "branding" as a pirate, your obviously incorrect
>(laughably so) claim above notwithstanding.
>
>> That some people can simply choose to be
>> held to lower standards than others?
>> That's definitely a "holier than thou" attitude.
>
> No, it is not.
>

Really? Explain what sort of attitude a person holds when they believe
the laws don't apply to themselves? Obviously pirates consider
themselves superior or immune to the copyright laws that all us normal
people are subject to. So, why does pirate morality make them
superior to the rest of us?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

757. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33dcd7c4.256432319@news.aatech.com>
Source record: 71362

On Mon, 28 Jul 1997 11:08:18 -0400, maury@softarc.com (Maury
Markowitz) wrote:

>In article <33d8d23c.263576787@news.aatech.com>, kenneth@spam.not.sayeth.i
>wrote:
>
>> Not if you pay for it. Do the work to find out who holds the
>> copyrights. As I understand it, the Trameiel's Atari was bought in
>> its entirety by some other company. Technically, Atari does not
>> exist, but the company that bought it should now own all the Atari
>> intellectual property. How about you get those floppy-copying fingers
>> busy making phone calls and writing some letters? Get some
>> documentation from the people involved proving that the software is
>> now considered free.

> If it's as easy to do as you claim, and you're so outraged as your
>messages suggest, you do it. Go ahead, you can get JTS's phone number off
>of the atari web page. Be a hero instead of a whiner.

Be a hero instead of a pirate.

> Oh I know what you're going to say "I don't pirate, why should I do the
>work".

Exactly the point. I don't pirate. I own everything I use. I don't
need to learn if I am operating within the copyright lisences. I
don't need to prove I didn't defraud anyone of anything.

>Well all I can say is that I doubt any of the men in the
>right-to-life movement have had an abortion,

(As if having an abortion can actually make you an expert on it, heh.
And what does your right-to-kill point of view have to do with the
subject, anyway?)

>you do what you believe and
>inaction on your part demonstrates that your messages don't really seem to
>be backed by anything more than spare time and a UseNet connection.

So, because pirates are lazy, I'm supposed to do all the work for them
to discover who does and doesn't care about the software copyrights?

>> If I can take $40 from your wallet and you never find out about it I
>> can pretend I didn't do anything wrong. Right?

>It's not at all like that, not even close.

You're analogy isn't even close:

>If I cover someone else's
>tune in a show, I don't have to pay them a cent.

If you demonstrate a piece of software to friend you don't owe anyone
else anything.

> If I cover it on a CD,
>then I have to pay.

If you put that software on a CD or copy it for your friend then
someone has to pay.

>> You are advocating distributing copyrighted materials and denying the
>> owners their rightful compensations.

> Copyright does _not_ guarantee "rightful compensations", it _protects_
>you from other people _profiting_ from the distribution or copying of your
>materials. If you can demonstrate that they archives are doing this, be
>my guest.

The subject was a $50 CD-ROM, not the archive. And copyright lisences
typically do describe that compensation is due for use of the product.

>> justify this by assuming that nobody cares, since you are too lazy to
>> find out if the copyright owners have actually waived their rights.

> Well so are you!

I have nothing to prove. I own everything I use.

>> And it will probably get up to 90 degrees in Miami today.
>> Both facts equally effect the software copyrights. -- Not at all.

> _Wrong_, copyrights expire, just like patents.

Eventually... so in perhaps 70 years we can all freely, legally copy
and use whatever 8-bit stuff we want.

>> Here you are assuming things again. Just because you think the
>> producers of software aren't interested in it, doesn't make it so.

> I believe the fact that the authors in question have done absolutely
>_nothing_ whatsoever about this issue is a good demonstration of their
>interest level.

Interest level and contact with the market are not the same thing.
It's probably a sfe bet that a lot of 8-bit programmers don't know
that people are still using the equipment and software. Maybe they do
care, maybe they don't. You are assuming that contact with the market
is the same as interest level.

[snip]

>> I guess I must have hung around a better class of people than you did

> Name calling. So much for any claims to a moral high ground you may have had.

Not name calling just simple statement of fact. I didn't hang around
with people who stole software. If you want to equate theft to
something morally neutral then you're debating from low moral ground.

[snip]

>> I don't claim to speak for a majority. I just know the difference
>> from right and wrong, but I don't rationalize the wrong things I may
>> do, just so I can feel undeservedly better about myself.

>No, but you're quick to call people names and publically question their
>morality. That's illegal too, believe it or not.

Hmmm, calling a thief a thief is now illegal. What a concept.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

758. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33dcdcfb.257767563@news.aatech.com>
Source record: 71363

On Mon, 28 Jul 1997 10:53:15 -0400, maury@softarc.com (Maury
Markowitz) wrote:

>In article <33d8b801.256860728@news.aatech.com>, kenneth@spam.not.sayeth.i
>wrote:

>> Perhaps it is because piracy on the 8-bits was blatant, rampant, and
>> utterly dwarfed the piracy on the C64, et. al. platforms despite the
>> larger installed base of other computers. Perhaps it is because this
>> activity relegated the 8-bit Atari, a superior platform, to the "dead
>> and unsupported" pile well before other lesser computers.

>You ascribe far too much damage to Atari's market to the wrong people,
>Atari's failure to "beat" the C64 and Apple II in the marketplace rests
>entirely on Atari's head, and nowhere else.

So, Atari built the coffin and the pirates only nailed the lid shut,
dug the hole, dropped it in, and filled it up.

I'm only repeating what the third-party developers and the Atari
magazines (and what Dave Bertschy has testified to doing) had stated
for years. Third party support existed even thought the Atari had a
smaller user base. Third party support disappeared sooner, because
piracy was more damaging to the smaller market.

>Furthermore I have to completely disagree with you on the piracy issue
>here, the C64's piracy "problem" made the Atari's look like a joke.
> There
>were _hundreds_ of pirating software programs, all sorts of hardware,
>things that never existed on the Atari because the market was too small.

The same situation exists now as it did then. Back then, the larger
user base of the C64 could support a larger _incidence_ of piracy,
since the larger user base meant more people actually did legitimately
purchase software. The same goes for PCs today. There are easily
more people pirating PC software now than have ever even used an Atari
8-bit. But the PC survives, because the user base is larger and some
of them do buy stuff, more than enough of them to keep developers in
business. Given the much smaller user base of the Atari, a single
incident of piracy had a much more damaging effect to developers than
a single act of piracy on other platforms. Piracy on the Atari 8-bits
was a greater problem with its smaller user base compared against any
other platform. (Perhaps, except for the Amiga.)

>A bud of mine in U had a C64 collection spanning something like 200 disks,
>all with multiple titles on it.

I did not see the same thing. Out of the three people I knew with a C64, only one copied stuff and even he bought things. I personally never met anyone who had a library of nothing but stolen software for the C64. I knew several people like this with Ataris.

> I knew maybe 5 other people with Atari machines, and none of us had >enough money to buy more than one or two programs, that's not much of a >market.

Especially when 4 out of the 5 were getting copies. If 4 out of 5 C64 users copied, there could still be enough total people buying to keep a developer in business. On act of piracy on the Atari had the same impact as dozens of incidents on platforms with larger installed user bases.

(Imagined poverty is another one of those lame pirate rationalizations. Do you remember what the computers and floppy drives cost? So, you spent all your wittle pennies on the computer and couldn't afford to buy any software? Dry that one out and fertilize the lawn.)

>> If you download something from the net that was commercial/non-pd >> software you should find out who owns the copyright and make every >> attempt to contact them about purchasing it. If the company or >> individual no longer cares, then it is fine to use it for free. But if >> you don't make the honest attempt to acquire the legitimate rights to >> use the software then it is just as dishonest as it was to steal the >> program when it was on the shelf in a store 15 years ago.

> Sorry, but copyrights expire and titles become public domain by default, >although I don't know the specifics of this action.

So, then to quote someone, "Before making blanket statements like this, I'd recommend you actually find out".

> You go one to suggest that we should all endeavor to contact the authors >and ask them about their interests in the software in question. A fine >idea, but one that is obviously impractical,

To someone who is lazy and content with thievery, it would probably seem so.

> obvious to the point that >even asking people to do so appears to be flippant.

There are these nifty books at most bookstores about how to find anyone, anywhere. (You might even find one up at the local library if the idea of paying for something is so anathema to you.) Companies and individuals with copyrights leave significant paper trails.

> Seeing as you appear to have a problem with this issue, why don't _you_ >write the authors in the question. If you actually start such an effort, >people will join it. Write back when you've completed the first one. If >the author of Halcyon Days can do it, you can too.

Why should I have to pay twice to support software pirates? I kept
software publishes in business as long as possible by buying software.
Now, you want to put the burden on me to do the pirates' job for them.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

759. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33dce723.260368774@news.aatech.com>
Source record: 71364

I will be away for 3 days installing a couple of million dollars of hardware and software to control contact lens production at a client site. (None of it Atari 8-bit based.) Then I will be out of town visiting my fiance for her birthday until the 4 Aug. Then I will be out of town for 3 days for useless software engineering meetings at the previously mentioned contact lens factory.

So, flame away, piracy advocates.

I expect by 8 August some enterprising pirate (hmmm, an oxymoron) should be able to get some word on the copyright status of Atari's 8-bit software and OS.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

760. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: jharris@sierratel.com
Message-ID: <33ead5ab.999188259@news.sierratel.com>
Source record: 71365

brad@pianosa.demon.co.uk (Brad Rogers) wrote:

>One that that struck me as odd at the time: The game originates for the
>USA, so why is the player forced into being the AXIS power, rather than one
>of the Allies? Perhaps it has to do with America's hatred of communism.

I believe the decision was made from the standpoint of gameplay. The
Germans in the scenario are more challenging to play, plus it would have
been much harder to write a decent AI if the computer played the Germans.

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

761. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33dce58d.0@news.carleton.edu>
Source record: 71366

In article <maury-2807971037560001@199.166.204.230>, maury@softarc.com (Maury Markowitz) wrote:

Did anyone think this thread would go by without me chiming in? :)

> Let's also not forget the whole concept of a copyright, the spirit of >the copyright is to protect you from having other people _profit_ from >your works. If anyone can demonstrate to me that anyone is _profiting_ >from this, or that the original authors are _losing profit_ by this >"piracy", I'd love to see it.

The owner of copyright under Section 106 (US law, in most other countries the law is very similar) has the exclusive rights to do and authorize any of the following:

1) to reproduce the copyrighted work in copies;
2) to prepare derivative works based upon the copyrighted work;
3) to distribute copies of the copyrighted work to the public by sale or other transfer of ownership, or by rental, lease, or lending;
(more rights are specific to formats not applicable to software.)

Commercial software, Shareware and Freeware are all covered by these exclusive rights of their copyright owners.

(Truly Public Domain software is not protected by copyright.)

The law makes no distinction based on whether profit is involved, and I would disagree that such a distinction is intended "in spirit."

> The only availability (with certain terribly minor exceptions) of >anything for the Atari 8-bit world is 2nd hand or archived. This is a >good thing, everyone wins, and as far as I can tell, no one loses.

B&C, Best, Video 61, Micro Discount, Evangelo's, and LOTS of lesser known vendors still sell oodles of never-opened commercial 8-bit Atari software. Nobody can say with any certainty that any given title is no longer available commercially, I would suggest.

I just bought a new copy of Super Breakout from a certain commercial vendor (mentioned above) the other day. May I assume I could have just downloaded it off the 'Net?

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

762. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33dce805.0@news.carleton.edu>
Source record: 71367

In article <maury-2807971053160001@199.166.204.230>, maury@softarc.com
(Maury Markowitz) wrote:

> Sorry, but copyrights expire and titles become public domain by default,
>although I don't know the specifics of this action. For instance, the
>song "happy birthday" reverted to public domain some time ago. Before
>making blanket statements like this, I'd recommend you actually find out
>if this is true or not, because I don't believe it is.

The duration of a copyright is dependent on the date of creation.

For those works created on January 1, 1978, or later (this includes all
copyrighted 8-bit Atari software!), the copyright lasts:

1) for a sole author--life of the author plus 50 years;
2) for joint authors--life of the longest living author plus 50 years;
3) for works for hire, anonymous, or pseudonymous works--75 years from
publication or 100 years from creation, whichever comes first.

Freeware/Shareware generally fall under (1), while commercial software would
be Works Made for Hire, (3) above.

(Again, this is applicable internationally, not just in US law.)

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

763. Re: digital joystick and pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33def2de.1431134@news.inc.net>
Source record: 71368

On 14 May 1997 21:10:34 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>2) buy a gravis gamepad, which you can get for about $3 in the
> closeout Mortal Kombat pack at places like EB. ($12 or so w/o the game)
>
>I like athe gravis gamepad so much I have a little program that
> lets me use it on the PC, w/ a cable attached to the 800xl joystick
> port to translate it.

Huh? What exactly do you use your Gravis Gamepad on and how is it
hooked up? What do you think of the Microsoft Gamepad?

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

764. 1200XL Video "Fix"

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: ogawa@jtcc.com
Message-ID: <ogawa-2807970722260001@barracuda.iav.com>
Source record: 71369

Could anybody post contact information for Atari Classic Magazine?

Much thanks!

765. Re: digital joystick and pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33ddf14f.1032054@news.inc.net>
Source record: 71370

On Tue, 13 May 1997 17:06:49 GMT, lascheck@uni-koblenz.de (Christian)
wrote:

>I want to connect my digital joystick with the gameport of my pc
>because the handling is better and faster.
>Does anybody know how to connect them ??

I would say it would be a heck of a lot easier to get yourself digital
mode capable Microsoft Gamepad or Sidewinder Pro optical/digital
controller. Those are what I use on my PC, and the response is mucho
quicker than when I was using an analog only Gravis Analog Pro
joystick. I do miss the shorter handle of the Atari joyticj though.
Some of these big grip handles are not very condusive to manipulating
with the fingers. Using the fingers to move the stick I feel gives
the best control rather than a whole hand but....

Best of luck to you.

Cheers,

Jon

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a newsgroup follow-up.

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Unsolicited commercial advertising is NOT Welcome here

766. Re: digital joystick and pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33e0f416.1742801@news.inc.net>
Source record: 71371

On Fri, 16 May 1997 01:20:34 -0500, Greg Miller
<uglmiller@cc.memphis.edu> wrote:

>The PC gameport doesn't do digital controllers... You'll need a USB port
>for that. (The Gravis gamepad works by emulating an analog controller)

Microsoft has found a way. It's Gamepad and Sidewinder Pro have a
mechanism which is optical translated to digital (much like a mouse).
Of course, the Sidewinder also has a legacy analog mode for
compatibility as well. But they are definitely digital, because I
have seen the controller response in Quake go from what I consider
unacceptable to very acceptable after getting the Gamepad & Sidewinder
Pro. I do not have any technical specifications hardware or software
wise, but they say they have pure digital modes and my personal
observations support that.

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

767. Re: digital joystick and pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33dff355.1549984@news.inc.net>
Source record: 71372

On Thu, 15 May 1997 19:04:30 GMT, Robert Smith Ely
<rely@ix.netcom.com> wrote:

>Christian,
> Ok, I found the REAL web site that has the Atari joystick to PC game port conversion.
It's at Rob Funk's site. He has a full description and schematic. His site is:
><A> HREF"http://er4www.eng.ohio-state.edu/~funkr/Atari/"> </A>
>If the above didn't show Here it is again:http://er4www.eng.ohio-state.edu/~funkr/Atari/.

Doesn't that simply make the Atari digital joystick appear to the PC
as an analog joystick? If so, the problem with analog joysticks on
the PC is poor performance. The PC is now finally going to a digital
standard and the games have quicker joystick response.

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

768. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33dcf780.0@news.comet.net>
Source record: 71373

In article <maury-2807971022430001@199.166.204.230>, maury@softarc.com (Maury Markowitz) says:
>
> Not at all, split your forces, go around the Pripet marshes, and pincer
>the main block of sov forces in the area behind the marshes (south of
>Moscow). If you need more territory, spread them further apart , north of
>the Crimean for instance, and move one group then the other. The sov
>forces will jumble into a block, chasing the force that is more mobile at
>that time, so you move one, they go up, you move the other, they go back
>down again.

That proceedure will leave a number of Soviet units in the Pripjet.
I have read the German review of "Die Pripjet Probleme". These
marshes are a serious problem and serve as a base for attacks
against the rear.

> Resist the urge to go gunning for cities, you'll spread yourself too
>thin and get picked apart. Also, playing defensive is deadly, I used to
>try holing up in Leningrad, or in the Crimean, but you never get back out
>through the huge block of forces facing you.

I certainly found that attacking Leningrad was a mistake. The Finns
never help. They refuse to advance. Also the south and Kiev is a
trap. (Hitler found that out.)

I have just bought an Eastern Front cartridge, so I will get out
my old 800 and give it a try.

GFH

769. REQ: Cleaner 800XL display...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-28 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <33e0f84b.1243590@news.demon.co.uk>
Source record: 71374

Does anyone know how th sharpen the display on the 800xl as its pretty poor on my Phillips 8833 monitor. Small letters look fairly fuzzy and background graphics tend to look blurry...

Its not the monitor as my PSX goes thru it and is perfectly clean & clear...

Any adjustments for a PAL 800xl using comp video????

Thanks

Paul `Mclane` Irvine

Life is your Oyster.

But I don't like Oysters!!

770. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33dd50e4.927762@news.injersey.com>
Source record: 71290

On Mon, 28 Jul 1997 10:53:15 -0400, maury@softarc.com (Maury Markowitz) wrote:

- Sorry, but copyrights expire and titles become public domain by default,
-although I don't know the specifics of this action. For instance, the
-song "happy birthday" reverted to public domain some time ago. Before
-making blanket statements like this, I'd recommend you actually find out
-if this is true or not, because I don't believe it is.
-

Actually just the music to happy birthday had its copyright expired. The lyrics are STILL copyrighted. (I'll be damned if I'll pay a "public performance fee" to the holder of the (C) at someone's birthday party where we sing it, but TECHNICALLY, we would have to)

771. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: mhop <mhop@snip.net>
Message-ID: <01bc9973$2467c340$LocalHost@computer-name>
Source record: 71291

Gary Tabar Jr. <nebula@digital.net> wrote in article
<01bc9639$98cff8c0$26e6d7cc@ast-adventure>...
> Like I can remember more!!! The one MAJOR thing I do remember, is this
was
> supposed to be the first half of a two part game, and they never came out
> with the sequal....

There is a Universe II and III, but not for the Atari 8 bit.

>
> and it was harder then hell to get a ship started, and play.....

You got that damn straight. I could tell you a long story about the game
and how I started playing because of my uncle. I meant to reply to Maury
in mail but I haven't had time.

--

mhop@snip.net

772. Re: 8bit software in the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970729084701.EAA19651@ladder02.news.aol.com>
Source record: 71292

I called Activision in 1990 to order some 8bit software that was no longer avalible threw commercial channels and was told, Sorry but we dont publish for any 8bit platform and there was no more 8bit software in stock. I was a bit upset. Im glad that serval of those program that I've been looking for years have been floating around on the Internet. I have also lost software due to floppie falure "Bad Sectors" on old disk, that is no longer avalible anywhere!
It wasnt the pirates that killed the 8bit, It was the introduction of the 16bit machines. Why sell a computer for $85.00 when you can sell one for $1,000.00 Remember the agreement between Atari and Commodore not to produce 8bit machines, I do.
Atari's foundation was 8bit' and they blew it. But then again technology must go on, we should all be thankfull that we had almost a 10 year production run.

Now the problem is that a new user to an 8bit will have problems hunting down software to the point where its not worth the effort.

Try Calling Activision and see.

773. Re: REQ: Cleaner 800XL display...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970729081501.EAA18969@ladder02.news.aol.com>
Source record: 71293

As I previously posted 2 days a go, Contact Atari classic magazine and
order there VIDEO issue. It has the Super Video upgrade
for 600,800,1200 XL's and also for the 130XE.
It an easy upgrade to do and the Results are amazing!

774. Re: Anyone out there _play_ Universe?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5rkjsb$bfk@sjx-ixn3.ix.netcom.com>
Source record: 71294

In article <01bc9973$2467c340$LocalHost@computer-name>,
"mhop" <mhop@snip.net> wrote:
>
>
>Gary Tabar Jr. <nebula@digital.net> wrote in article
><01bc9639$98cff8c0$26e6d7cc@ast-adventure>...
>> Like I can remember more!!! The one MAJOR thing I do remember, is this
>was
>> supposed to be the first half of a two part game, and they never came out
>> with the sequal....
>
>There is a Universe II and III, but not for the Atari 8 bit.
>
>>
>> and it was harder then hell to get a ship started, and play.....
>
>You got that damn straight. I could tell you a long story about the game
>and how I started playing because of my uncle. I meant to reply to Maury
>in mail but I haven't had time.
>
>--
>
>mhop@snip.net
>
>
>
Mike,
Hey! Good to see you. I told these guys that you had the story. I was waiting for you to drop in here. I never got very far with that game. I still have a copy, I think...

Catch you on JACS...

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

775. Boxed Atari 800XL Puter, Accessories, and games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: kbolster20@aol.com
Message-ID: <19970729105200.GAA21693@ladder02.news.aol.com>
Source record: 71295

I have boxed Atari home computer stuff for auction at eBay.

Atari 800xl: item # uqs387
1050 Disk Drive: item # ljt51038
410 Tape Drive: item # xuz2549

776. FS: 130XE w/320K

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.970729114833.593580065B-100000@conrad.appstate.edu>
Source record: 71296

I have a near-mint condition 130XE that has been upgraded to 320K for
sale. Please send offers to the address below:

main@appstate.edu

I am also interested in trading for Lego.

```
ccee88oo
C8O8O8Q8PoOb o8oo
dOB69QO8PdUOpugoO9bD
CgggbU8OU qOp qOdoUOdcb ....
6OuU /p u gcoUodpP ..... .... ...
\\\\// /douUP ... ... ... . ..
. \\\\///. . ... ..... ...
.. |||/\ . . .... .. ... .. ...
.. |||\/ ... .. . .. ..
. ||||| . .. Thomas Main ..
.........//|||||\.............................main@appstate.edu.........
```

777. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: rdell@best.com
Message-ID: <5rl433$63k$1@shell5.ba.best.com>
Source record: 71297

In article <maury-2807971840170001@199.166.204.230>,
Maury Markowitz <maury@softarc.com> wrote:
>In article <33dcd6ec.256216327@news.aatech.com>, kenneth@spam.not.sayeth.i
>wrote:
>
>> Really? Explain what sort of attitude a person holds when they believe
>> the laws don't apply to themselves?
>
> I have not seen a single claim to this effect.
>
>> Obviously pirates consider themselves superior or immune
>> to the copyright laws that all us normal
>> people are subject to.
>
> I see no claim, specific or implied, that is anything like this.
>
>> So, why does pirate morality make them
>> superior to the rest of us?
>
> Ahhh, I see it now. "Ok, just because I'm holier than thou doesn't mean
>they aren't too!". Good argument.

I was considering stepping into this, but feel the flames are getting pretty
high already.

In the interest of cooling things down, I might remind people that
copyright violation is not a criminal offense, only a civil one.
And that only the copyright holders can bring action against violators,
not commercial operations such as mail order vendors (unless they
also happen to own the copyrights, as does Bub Puff and FTE, I believe).

The tone of a lot of the debate seems to be ascribing criminal
behavior to pirating software, or justified rebellion against
some form of inequity to the same action. Let's try to keep it more
in some sort of perspective.

After all .. even Bill Gates, with all his ranting back in the
days of the Altair about people stealing money from him by
pirating Microsoft Basic, would probably not be where he is
today if people had not pirated his software ... which both
increased it's popularity, and caused Microsoft to react by
licensing to the hardware manufacturors rather than the end
users.

--
Richard Dell

778. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <5rl0tp$7e2$1@star.cs.vu.nl>
Source record: 71298

noone@nowhere.com (Yogi) writes:
>Actually just the music to happy birthday had its copyright expired.
>The lyrics are STILL copyrighted. (I'll be damned if I'll pay a
>"public performance fee" to the holder of the (C) at someone's
>birthday party where we sing it, but TECHNICALLY, we would have to)

Well, at least we legally hum the song now.... :)

Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

779. Brent's SUPER SALE\TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: smurphre <smurphre@mail.mem.bellsouth.net>
Message-ID: <33DE0DA2.A90DE0A2@mail.mem.bellsouth.net>
Source record: 71299
Cross-posted to: rec.games.video.sega,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.classic,alt.games.video.classic,alt.games.lynx,comp.sys.atari.8bit

I have a whole lotta games to sell or trade, so here they are:

PC Floppy 3.5
Hot Wheels - 93' Camaro
Wolfenstein 3D
Coloring Book PC
Search for the King
Microsoft Access for Windows 95 Step by Step
MS Mouse
MS PaintBrush
Pontiac - Booneville
Pontiac - Trans Sport
SPOT!
Stormovik: SU25, Soviet Attack Fighter
Idiot's Guide to upgrading your PC
Megaman
Heretic
Commander Keen: Keen Dreams
Mean Streets
PC Secrets
Sim City w\ Terrain Editor
Jazz Jackrabbit
Airball
Monster Bash
Dummies 101: Excel 5 For Windows 95
Central Point BackUp Version 6.0
Shadow Lands
Fax Works

PC Floppy 5 1/4
ExcelNet
Central Point Backup V.6
DBFast With Update
Winfish For Windows
Capture The Flag
KiloBlaster
Excutioners

About 75 Blank Floppy Disks 5 1/4
35 Blanks For Atari Home Computers with the 1050 Disk Drive

SNES
Donkey Kong Country
Donkey Kong Country 2

Mortal Kombat III
Star Fox

NES
Mario\ Dk Ht

Sega Genesis
Boogerman
NBA Jam

Atari 5200
PacMan
Star Invaders
Centipede
Jungle Hunt

GameBoy
Zelda

PC CD-Roms
about 20 CDs from Computer gaming Magazines
CUE CD w\ 6 registered games!
Tricks of DOOM Gurus
Aftershock For QUAKE!
Pontiac CD
QUAKE!
GamePack CD - 37 VGA GAMES - Vol. 2
Doom Companion Edition
1000 games - The Encyclopedia Of 1000 games
40 Best Win 95 Games
QUKAE! mission pack Number 1 : Scourage of ARMAGON
Toyota CD w\ registered version of Netscape Navigator 3.0!
Tony LaRussa BaseBall II
Puzzle Master\Crossword Creater
Casino Master Gold
World Atlas
20th Century Video Almanac : Sports
Great Naval Battles
Earth Invasion
Cardshop Plus
Magna Flux Runner
Chessmaster 3000
100 Share Ware Picks
NetPower
Next Generation
Sega Rally
The Joruneyman Project TURBO!
Doom: Special Edition
Doom II

Want List
I would Like A used video game system with a couple of games

Atari 800 w\ Disk Drive and Printer w\ Some Games
GameGear w\ a couple of games an maybe a AC Adapter
PSX with all hookups and 1 game
SS with all hookups and 2-4 games
N64 With all hookups and 1 game
TurboGrafx 16 system w\ all hookups and a couple of games * I WANT
THIS ONE THE MOST
Some Used Atari Lynx Games

There is no price on any of the games. E-mail me with a price and i'll
decide. DO NOT REPLY IN THIS NEWSGROUP. Send e-mail to
bmurphre@juno.com.

780. Wanted:1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: okrina@cybertron.at
Message-ID: <870196705.4981@dejanews.com>
Source record: 71300

I am looking for a 1200XL
Complete systems prefered

e-mail: okrina@cybertron.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

781. Re: I can't undenstand PEEK & POKE Please help me!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33de3145.15588133@news.ioa.com>
Source record: 71301

On 26 Jul 1997 01:32:34 GMT, swallace@home.dmv.com () wrote:

>POKE 731,1 [Return] will silence the click sounds
>when pressing keyboard keys.

THANK YOU!!! I've been trying to remember that location for months
now, and I couldn't find it in any of my books or manuals.

Thank again...now I can regain my sanity!
Steven

782. Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <870203896.27977.0.nnrp-5.9e9882d2@news.demon.co.uk>
Source record: 71302

Whilst reading the rubbish I usually find here, John Harris wrote something=
interesting about "Eastern Front"

Hello John,

JH> I believe the decision was made from the standpoint of gameplay. The
JH> Germans in the scenario are more challenging to play, plus it would

Makes sense, but it does mean that people are going to be disappointed,
because the game then becomes very hard to "win". Of course, the plus side
of this is that the challenge will be there much longer, despite short-term
disappointment.

JH> have been much harder to write a decent AI if the computer played the
JH> Germans.

Sorry, but I can't see your reasoning here. Care to explain? I'm not
saying you're wrong, just that I can't see why you're right.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. They'll suck you in, and spit you out, without a thought of being
late. - Challenge; Penetration

783. Atari Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: bo.schreurs@stackbbs.nl
Message-ID: <870205035@stackbbs.nl>
Source record: 71303

Hi,
we're planning to release an update of the Pooldisk CDROM
in the near future. On this cd, there are a lot of photo's
dealing with Atari 8bit equipment. However, not all the peripherals
Atari made are on there. There are still some missing.
If you've got a device which is not on the cd, please make a
picture (or pictures) of it, and digitize it.
Send the digitized picture (preferably a .PCX file) to the
email address below:

stack@xs4all.nl

Thank you,
Bo.

... Atari 8 bit rules (as always)...
___ Blue Wave/DOS v2.30 [NR]

784. $5000 Credit Card, Low APR

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: kefera@sekmet.com
Message-ID: <5rli0i$f48@frog.inetworld.net>
Source record: 71304

Because of our arrangement with OFFSHORE BANKS-

Now you can get your own UNSECURED MAJOR CREDIT CARD at
interest rates as low as 6.95%, GUARANTEED!

*Accepted at millions of locations world-wide, this is
a MAJOR Bank Credit Card you are very familiar with!
*No Credit Check!
*No Social Security Number needed for approval!
*Even Bakruptcy-No Problem!
*$5,000 Credit Limit, minimum!
*Unsecured Line of Credit of$15,000.!
*BUSINESS paying $4800.00 monthly, with FREE WEB PAGE!
* Could earn up to $460,000 yr!

I am also available to answer all your questions!

For more info,send an email to my autoresponder,
Cashforyou@unitedmall.com

Dr. David Alan

785. Re: Durability of 8 BIT hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: Petepuma <petepuma@quartz.me.fau.edu>
Message-ID: <Pine.BSF.3.95.970729165709.16182A-100000@quartz.me.fau.edu>
Source record: 71305

On 26 Jul 1997, Euskara wrote:

> I think that there's a few inaccuracies about atari equipment posted here.
> While I am not about to defend Atari and the way they treated us 8
> bitters, I have seen their equipment pass the test of time. As specific
> examples I have my old 800 which I bought back in 81 which stills works as
> good as the day I bought it. Same for my 1050 drive which has take its
> share of abuse by me.
> The main computer operating Star-Net BBS in Orlando, FL. is an 800Xl
> with a 1 Meg memory upgrade. It has been on day and night 24 hours a day
> for the past 6 YEARS. Try doing that with an IBM clone!
>
>
>

I think the 1050's seemed to have a lot of bad track 0 sensors
(Which I just proved recently with 1050diag [thanks to Euskara ;]) and a
lot of it depended on what mech you had. Other than that, most of what I
had was pretty reliable (My 800xl took a dump but it was abused during
transit,moving,storage,etc so I can understand that [probably shorted the
PBI when the door fell off]) My 810's are 15+ years old and still cranking
as well my 2 1200's and my upgraded (with 16K upgrade sticker) 400 circa
1980.

As far as DAUG, we could rename it FAUG but that might conflict
with the ST,TT crowd and give the wrong impression. I was thinking more of
along the lines of a regional(statewide?) emulator and/or classic computer
group. We've been banging around this idea and there are a lot of closet
fanatics out there its just hard finding them (unfortunately not all of
them read usenet or more specifically c.s.a.8b)

Petey

786. Re: Looking for Image of NATO Commander

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: Derek O'Neil <derek.o'neil@oneil.force9.net>
Message-ID: <01bc9c62$b76af760$0c0893c3@oneil>
Source record: 71306

If you find this game, can you let me know ?

doneil@globalnet.co.uk

Trey Marshall <snakes@kansas.net> wrote in article
<33d37ff0.11760629@news.fileshop.com>...
> See above. Also need the codes for Crusade in Europe by
> Microprose. Thanks.
>
> Trey
>
> Trey Marshall,2Lt,FA 4-1 FA Bn, 3 Bde, 1st Arm Div
> Fire Direction Officer, 1st Platoon, Charlie Battery
> "Charlie 1 Foxtrot"
> www.kansas.net/~snakes - Wargame Scenario Site
> Best Close Combat Download Site on the web
>

787. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2907971752300001@199.166.204.230>
Source record: 71307

In article <870203896.27977.0.nnrp-5.9e9882d2@news.demon.co.uk>,
brad@pianosa.demon.co.uk (Brad Rogers) wrote:

> Sorry, but I can't see your reasoning here. Care to explain? I'm not
> saying you're wrong, just that I can't see why you're right.

Seems to me it's a lot easier to write a defensive AI than a offensive
one that needs to know about things like encirclement and maintaining
supply lines. This problem is common to wargames even today, when playing
a defensive position with a numerically stronger hand, I can easily defeat
every computer AI I've gone up against. On the other hand the offensive
position always offers challenges.

Maury

788. Re: 8bit software in the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: Alan Sharkis <ASharkis@postoffice.worldnet.att.net>
Message-ID: <33DE69F9.A4D@postoffice.worldnet.att.net>
Source record: 71308

> Now the problem is that a new user to an 8bit will have problems hunting
> down software to the point where its not worth the effort.

That's why new users have to understand that they're not alone. There's enough p/d and shareware out there to cover most, if not all, of their needs. There are also user groups, this newsgroup, and other sources. If they own a PC as well as an 8-bit, they can use SIO2PC, or A. P. E., or even a simple null-modem connection to get the two talking. And if they also own a PC, there's the Web, UMICH, and the other archives if they want to try emulation.

About 16-bit machines replacing 8-bits, I sort of half agree. But most of the ST owners I met at that time were looking for more, faster, better, and got nothing but empty promises from Atari, or at best, long delays.

789. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: Alan Sharkis <ASharkis@postoffice.worldnet.att.net>
Message-ID: <33DE6C11.572C@postoffice.worldnet.att.net>
Source record: 71309

Ivo van Poorten wrote:
>
> noone@nowhere.com (Yogi) writes:
> >Actually just the music to happy birthday had its copyright expired.
> >The lyrics are STILL copyrighted. (I'll be damned if I'll pay a
> >"public performance fee" to the holder of the (C) at someone's
> >birthday party where we sing it, but TECHNICALLY, we would have to)
>
> Well, at least we legally hum the song now.... :)
>
> Ivo
>
> --
> Ivo van Poorten
> ipoorten@cs.vu.nl
> http://pmwww.cs.vu.nl/home/ipoorten/
> Mega Magazine -- The Atari 8-Bit Homepage

Interesting. My wife and I took a week's vacation in Vermont. We went to a little restaurant in Burlington that happened to be decorated with sheet music -- mostly old standards. The restaurant also had a sticker on the door stating that they were dues-paying members of ASCAP.

I doubt that it will ever be accomplished, but a rather idealistic guy on FidoNet once proposed a national umbrella user group with a national BBS for all Atari 8-bitters. His point was that such a group could raise enough money to buy the rights to the moon, let alone Atari-related intellectual property.

790. Re: 1200XL Video "Fix"

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33de6f3d.0@news.carleton.edu>
Source record: 71310

In article <ogawa-2807970722260001@barracuda.iav.com>, ogawa@jtcc.com (James Ogawa) wrote:

>Could anybody post contact information for Atari Classic Magazine?

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
mailto:75126.3446@compuserve.com
Publisher: Atari Classics (print magazine)
"Published no more than six times a year"
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

791. Ultimate 800XL auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: kbolster20@aol.com
Message-ID: <19970729225000.SAA17897@ladder01.news.aol.com>
Source record: 71311

Please visit my Atari 800XL auction at Ebay. Most stuff ends on Sun.,
Augsut 3.

Boxed, like new, Atari 800XL home computer system. Go to...
http://www2.ebay.com/aw/itemfast.cgi?item=uqs387

Boxed, near mint, 1050 Disk Drive. Go to...
http://www2.ebay.com/aw/itemfast.cgi?item=ljx51038

Boxed, like new, 410 Tape Drive. Go to...
http://www2.ebay.com/aw/itemfast.cgi?item=xuz2549

Boxed, 1025 Atari Printer. Go too...
http://www2.ebay.com/aw/itemfast.cgi?item=kyu569

30 different Software titles that include carts, tapes, and 5 1/2 disks
Go to http://www2.ebay.com/aw/itemfast.cgi?item=dat8323

or you could just go to the eBay search page and enter my email address
(kbolster20@aol.com) and see all my items for auction.

792. NEW Search Engine Secrets

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: search@search30.com
Message-ID: <33de705d.0@news1.abac.com>
Source record: 71312

HOW CAN YOU BECOME SUCCESSFUL ON THE INTERNET?
The Secret is Don't get lost in the Search Engines
Do you want to know the secrets to getting the greatest number of hits by
BEST POSITIONING YOUR WEB SITE ON THE SEARCH ENGINES? No problem, our
complete scientific study, shows exactly how! In fact, the program is so
powerful, it's dangerous to your competitors
...PLUS....
Two (2) absolutely NEW tricks just created by our staff on July 8, 1997
be the first to use them

http://www.e-earth.net/reports.htm

793. ATARI: Bravo Sierra Computers! Hardware, Software, Accessories!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: bensmith@linda.teleport.com
Message-ID: <5rm7fg$6fv$1@linda.teleport.com>
Source record: 71313
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Hello, I'm Benjamin Smith, Proprietor of Bravo Sierra Computers. I took the Name Bravo Sierra not because it mirrored a quality of Bull Crap in me. But because my initials are Benjamin Smith. I was named after my Grandfather, Benjamin, whom I never met as my Dad was Orphaned as a Boy because both His Parents died. My father teaches me a lot and I thank God for each Day I have. My dad instilled Character in me. Don't make promises I can't keep. Don't bet money I can't afford to lose. Not to set goals too far out of my reach thereby keeping my Stress level down and keeping Depression manageable. I work closely with "The Shadow" of Shadow Software and I'm Listed under Bravo Sierra Computers under Michael Current's vendors & developers list. If I don't have what you wan't I'll try to send you to someone who does. Any ways I'm open for business. Read the last 4 lines below to find me.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

794. 6502 programmer wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-29 00:00:00 UTC
From: jim@nchant.com
Message-ID: <870225133.1093@dejanews.com>
Source record: 71314

I'm looking for a current or recent 6502 programmer for a several
month
contract. Candidate should live in S.F. Bay Area and have experience
with
real-time assembly programming on the 6502 as well as experience with
animation driver coding. Also should have a development system. Reply
to
Jim.

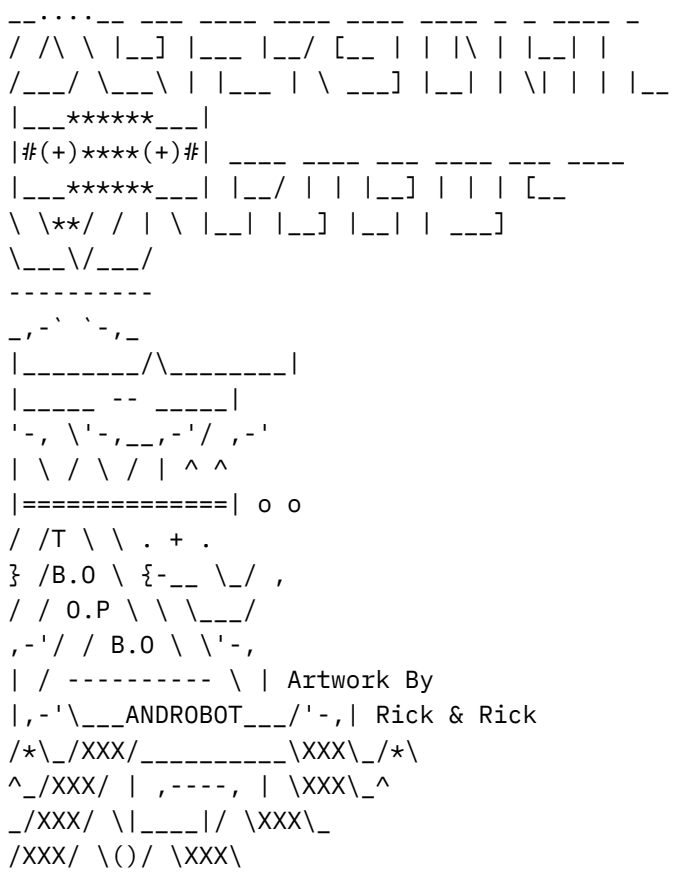
----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

795. Analog July '86 article needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: Rick Rowland <see3peoh@ix.netcom.com>
Message-ID: <33DF49B4.767F@ix.netcom.com>
Source record: 71225

Okay, I search all my magazine boxes, Analog, Antic, Rom, Atari Connection, Compute, Atari Explorer, etc and I am missing the July 1986 Analog. I need a copy of Ted Wilmot's Arm your Atari. If anyone has this I would be willing to pay for reproduction, postage, fax phone bill, etc... Or if you are looking for hardware, programs, books, etc.. I will look and see if I have it and trade. TIA

Rick Rowland
see3peoh@ix.netcom.com
(702) 435-9437 24 hour fax
--



Gone but not forgotten:
http://www.geocities.com/SiliconValley/Heights/8970/
Nolan's hobbie......

796. 130 XE Video Problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: James Mirous <jmirous@mail.halcyon.com>
Message-ID: <33DF3AAA.65A7@mail.halcyon.com>
Source record: 71226

I have a 130XE upgraded to 256k. After it is on for a few minutes, the text characters sparkle, or flicker. Game graphics are fine or maybe the flicker is not noticeable. Any ideas what it could be?
Jim.

797. Re: Textprocessors and XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <5rnfjm$aev@falcon.ccs.uwo.ca>
Source record: 71227

In article <SLACKEY.97Jul23173557@slackey-sun.cisco.com>, slackey@slackey-sun.cisco.com (Stan Lackey) writes:
|>
|> I wrote an emacs subset for the xep80 years ago. Screen even looks
|> like real emacs. Nice and fast, supports multiple buffers. Only
|> downside is that all the current buffers need to reside in the 32K of
|> free memory. OK OK the other downside is you can only display one
|> buffer at a time.
|>
|> Unfortunately I am cleaning my basement and just put the system away.
|> If there's enough interest, I could set it up again and make a
|> zip of the exe and the sources (it's in AMAC).
|>

I, too, would like to see your emacs editor. Emacs is my editor of choice on the unix systems at work, and it's be kinda cool to have the same editor on the Atari. Besides, not much can beat emacs in terms of flexibility, even if yours is only a subset....

- Mike Jewison
mjewison@irus.rri.uwo.ca

798. Re: Looking for Image of NATO Commander

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33df66aa.0@news.carleton.edu>
Source record: 71228

In article <01bc9c62$b76af760$0c0893c3@oneil>, "Derek O'Neil"
<derek.o'neil@oneil.force9.net> wrote:

>If you find this game, can you let me know ?

NATO Commander, new on disk, $9.95 from B&C ComputerVisions, www.myatari.com

:)

-Michael

799. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_870252203@rtfm.mit.edu>
Source record: 71229
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend,
several people volunteer their time and energies by maintaining Periodic
Informational Postings for this newsgroup. Please take a moment to refer to
these documents before posting to comp.sys.atari.8bit. The answer to your
question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm
```

800. Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <870286674.3621.0.nnrp-6.9e9882d2@news.demon.co.uk>
Source record: 71230

Whilst reading the rubbish I usually find here, Maury Markowitz wrote somet=
hing interesting about "Eastern Front"

Hello Maury,

MM> Seems to me it's a lot easier to write a defensive AI than a
MM> offensive one that needs to know about things like encirclement and

Right, I can see that. Thanks for the explanation.

In a similar vein, it's the main reason there aren't any good GO programs=
on
computers. Too many possible moves at any given time, except very close to
end-game. Unlike chess, where moves are restricted, etc.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. I don't want no uniform, and I don't want no book of rules.
Youth Youth Youth; Generation X

801. ATARI shirts...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: johnny blaze <jacket@mail.inficad.com>
Message-ID: <33DF4F42.606F@mail.inficad.com>
Source record: 71231
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,alt.atari.2600

Does anyone know where you can get Atari shirts? Doesn't really matter what kind. Have seen one that has the old school stripes on the front, and a joystick on the back. Have contacted Atari who said they know nothing about it. If anyone knows, or has any ideas, please reply via email...

JB

802. Re: MAC 65 question

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33df8d44.5572331@news.inc.net>
Source record: 71232

On 26 May 1997 21:21:22 GMT, "Silver Surfer"
<SilverSurfer@HalleBoppe.com> wrote:

>In the old days, some programmers were hot on synassembler...developed
>internally by Synapse software and used by them for Atari 8-bit stuff,
>eventually got marketed commercially. Anyone have any info on this? I'm
>looking for it :-)

I have it. It's in this house somewhere. Don't ask me to dig right
now though. :)

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

803. Re: MAC 65 question

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33e08dfe.5758172@news.inc.net>
Source record: 71233

On Tue, 24 Jun 1997 13:11:33 +0200, Rene Gambke
<rega@uriela.in-berlin.de> wrote:

>bsapp@xicom.com wrote:
>>
>> Hey All: I just found this group last week. Great source of info on
>> the Atari. I have read most of the items posted here and been on
>> about 50 web pages and ftp sites. Where can I find Doco for MAC 65?
>> Or can someone recommend an assembler for the Atari.
>
>http://www.best.com/~morbid/manuals/manindex.htm
>
>As far as I know, MAC-65 was the best assembler, at least 8 years ago.
>But now I would use a crossassembler on IBM.

Hey! What cross 6502, 65C02 assemblers are available for the
PC/Windows? Which have the highest recommendations?

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

804. WTB:Atari SH204

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <33DFB10E.3F18@midamer.net>
Source record: 71234
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,alt.atari,misc.forsale.computers,alt.games.video.classic

Ok folks I am looking for an Atari SH204 hard drive for my Atari 1040STFM. I would also consider a Supra HD but I need everything to be like new working order and complete. If it requires anw software I need it and the instructions. I have never ran an St with hard disk and need all the help I can get. E-mail me with your prices. Money is tight as always so the cheaper the better.

805. Re: 130 XE Video Problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970730193800.PAA03766@ladder02.news.aol.com>
Source record: 71235

>From: James Mirous <jmirous@mail.halcyon.com>
>Date: Wed, 30 Jul 1997 05:59:22 -0700

>I have a 130XE upgraded to 256k. After it is on for a few minutes, the
>text characters sparkle, or flicker. Game graphics are fine or maybe
>the flicker is not noticeable. Any ideas what it could be?
>Jim.

Ok I reread the message, I have never hred of a 256k XE upgrade, Only
320-576 The 256k upgrades are for the XL
systems. How is the author of this 256k upgrade?

806. Re: 130 XE Video Problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970730193400.PAA19902@ladder01.news.aol.com>
Source record: 71236

What upgrade did you do? 320 or 576?
Also double check all your lines, sounds to me like you got a line mixup
om the PIA

807. Lost Data

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33DFB4D8.75E3A03E@tcd.net>
Source record: 71237

I lost the complete data file due to hard drive crash on the Auction I had on the following cartridges.

Frogger, Qbert, Star Raiders, Donkey Kong, Millipede, Ms. Pac-Man, Miner 2049er
Atari Writer, Asteroids, Missle Command, Adventure Creator, Super Breakout, Tennis
Moon Patrol, Delta Drawing, Final Legacy..These are carts only no documentation or
boxes..

I also have an Indus Disk drive in good to excellant condition...Comes with power supply
and sio cable. $30.00 shipped

The cartridges are up for bid one or all..add $3.00 to carts for shipping one or all..

bob

808. Re: Lost Data

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: Frankie Lymon <frankie@teens.com>
Message-ID: <01bc9d2c$1e29a9a0$90fe4ac2@fivvwrpw>
Source record: 71238

```
You sure as hell have a lot of hard disk crashes

Jeez...
```

809. Ultimate 800XL auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: kbolster20@aol.com
Message-ID: <19970730213700.RAA28011@ladder01.news.aol.com>
Source record: 71239

Please visit my Atari 800XL auction at Ebay. Most stuff ends on Sun.,
Augsut 3.

Boxed, like new, Atari 800XL home computer system. Go to...
http://www2.ebay.com/aw/itemfast.cgi?item=uqs387

Boxed, near mint, 1050 Disk Drive. Go to...
http://www2.ebay.com/aw/itemfast.cgi?item=ljx51038

Boxed, like new, 410 Tape Drive. Go to...
http://www2.ebay.com/aw/itemfast.cgi?item=xuz2549

Boxed, 1025 Atari Printer. Go too...
http://www2.ebay.com/aw/itemfast.cgi?item=kyu569

30 different Software titles that include carts, tapes, and 5 1/2 disks
Go to http://www2.ebay.com/aw/itemfast.cgi?item=dat8323

or you could just go to the eBay search page and enter my email address
(kbolster20@aol.com) and see all my items for auction.

810. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970730215900.RAA29536@ladder01.news.aol.com>
Source record: 71240

I've said it before and I'll say it again:

If you don't have a PAL chip in you 8 bit in the 1990's you're working
with a crippled Atari!!
>
>RSE>>Take a look at the asskicker-demo and then think again about
>RSE>>hardware limitations. =8-)
>
>RSE>Frank,
>RSE> Where can this demo be found?
>
>ftp://yoshi.meil.pw.edu.pl/atari8bit
>
>Unfortunately it is only for PAL-Systems.
>
>Tschuess
> Frank [PGP]
>
>

811. Games really Cheap!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: Awesome Games!! <cadams@cyberzone.net>
Message-ID: <33df23f8.0@news.cyberzone.net>
Source record: 71241

I am looking to buy sega genesis games, 3d0, n64, snes, nintendo, and all systems. email me want you want to sell.

Playstation games only 20.00 each
NHL Faceoff

N64 games only 35.00 each.
Mario 64

Sega genesis games only 8.00 each.
NHL hockey
Turion defender
Joe mtna ftbll 93
Altered Beast
madden 94
wrestle mania
buster douglas boxing
sports talk baseball
stargate
cyberball
Forgotten Worlds
wrestle Mania
Jeopardy Sports Edition
Altered Beast

outrun
montana ftbll
altered beast
sonic and knuckles
street fighter 2
sonic the hedge hog
NHL 96!! (better hurry on this one)
Triple play 96
madden 95
pga tour gold 2
shove it ... the wharehouse game.
Nba jam
fifa soccer

Sega genesis 2 controllers, and sonic hedge hog only 45.00!!!!!! (better hurry!!)

Sega CD games only 8.00 each!!
tomcat alley
cliff hanger
demolition man
terminator

Dracula
Robo Aleste
Surgical Strike
power rangers

Snes games only8.00 each.
sold out right now but if you want to sell them to me just email me!!

Nintendo games only 3.00 each.
ninja turtles 2
millans secret castle
smash tv
super mario 2
operation wolf
mario
mario
Low g man
mafia conspiricy
shatter hand
Hoops
mario
festers quest
mario
mario
mario
football
alien syndrom
ninja turtles
solar jetman
mario
Arch Rivals
Nija Gaiden 2
mario
TETRIS!!
Game Genie w/ book
Jackal
Double Dribble
Nes play action football
seicross
Major league baseball
Iron Sword
The Simpsons
Top Gun
Faxanadu
Tetris
World Class Track meet
Excite Bike
Dragon Spirit
Dragon Warrior
Double Dragon 2
Super Mario/duck hunt

Mario/duckhunt
Super Mario 2
Mario/duckhunt

gameboy games only 4.00 each.
wrestleing superstars 2
tetris

Game Gear only 10 dollars!!

Game boy pocket w/ tetris and wrestling superstars 2 only 30.00
!!!!!!!!!!!!!!!!!!!!!!!!!

Nintendo With mario only 15.00!!!

windows 95 tutorial cd rom w/ huge book only 5 bucks.

Go to http://users.cyberzone.net/cadams to see a full list of games
and much much more. Like tournaments, reviews, and great prices!!

812. Xl-it! setting anywhere??

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bc9d3b$618d1b00$3ce6d7cc@ast-adventure>
Source record: 71242

Hi!! being a old atari user, and a new user to xl-it!, are there any lists of the settings required to run specific rom images or files?? I've been doing the try this setting, try that setting approach, and it's getting REALLy old!! for some reason I can't get rescue at fracatalus to recognise key commands, and I can't get some things like ballblazer and galaxy defender to run (I remember the latter needed basic installed, buyt I'll be damned if I can remember how to get it running!!

also alot of game exe 's were distributed on floppies with menus in the boot load.. any of those floating around anywhere?? (that'd be alot easier!!)

any help would be appreciated!!

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

813. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5rpasd$85e@nntp02.primenet.com>
Source record: 71243

The mortal Maury Markowitz wrote:
: If it's as easy to do as you claim, and you're so outraged as your
: messages suggest, you do it. Go ahead, you can get JTS's phone number off
: of the atari web page. Be a hero instead of a whiner.

For the record, I"VE DONE JUST THAT.

Go read RGVC to read the fallout. I'm hardly being treated as a hero.

: Copyright does _not_ guarantee "rightful compensations", it _protects_
: you from other people _profiting_ from the distribution or copying of your
: materials. If you can demonstrate that they archives are doing this, be
: my guest.

Profit is not the only consideration.

: _Wrong_, copyrights expire, just like patents.

Computer copyright is still very long.

No software I know of has expired save, maybe, Atari 2600 Combat.

: I believe the fact that the authors in question have done absolutely
: _nothing_ whatsoever about this issue is a good demonstration of their
: interest level.

This has to be determined in a court of law.

814. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5rpb7l$8cj@nntp02.primenet.com>
Source record: 71244

The mortal Maury Markowitz wrote:
: So, you're mad that other people do. You say "here's the solution" and
: then post in some sort of righteous indignation when people don't rush out
: and do it. You do it if you think it's important.

If I am about to do something that may be illegal, I'd want to find out
first.

Don't pass the buck.

: That's not it at all, they _don't care_. Can you really not see the
: difference?

They have not explicitly stated that they don't care. If they dragged
your ass to court, they'd still have a case against you.

The only thing piraters of 8-bit stuff have on their side is luck, not the
law.

: why haven't any of the authors complained? Do you think that none of them
: have internet access?

This will soon be answered.

815. Re: Textprocessors and XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6ap-XH8$zHB@peter.soemtron.sb.sub.de>
Source record: 71245

In article <Re: Textprocessors and XEP80>, d1dol@dtek.chalmers.se (Fredrik Lundholm) wrote:

Howdy Fredrik,

> >Unfortunately I am cleaning my basement and just put the system away.
> >If there's enough interest, I could set it up again and make a
> >zip of the exe and the sources (it's in AMAC).
> That would benefit tremendously to the Atari community! (and me :))
> A real editor for the XEP-80!
> Please try to arc/zip/whatever the program before you put the
> stuff in your besement!

a really powerfull 80-char Editor is in the UMich Archiv availble. It's name is KEdit and is a very powerfull text based editor with much functions. It uses standard E: device access so it should work with almost all E:-Handlers. The best option I remember was the XE support for text with a size up to 320k !!!

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

816. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6ap-XffpzHB@peter.soemtron.sb.sub.de>
Source record: 71246

In article <Re: APE Distribution Terms Ammendum>, mcurrent@carleton.edu (Michael Current) wrote:

Howdy Michael,

> (mentioned above) the other day. May I assume I could have just downloaded
> it off the 'Net?

that's the point. I love all my bought atari titles. If I had the chance
to buy some newer titles, I would do it.
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

817. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970729212631.21128I-100000@fissure.scar>
Source record: 71315

On Mon, 28 Jul 1997, Michael Current wrote:

> In article <maury-2807971053160001@199.166.204.230>, maury@softarc.com
> (Maury Markowitz) wrote:
>
> > Sorry, but copyrights expire and titles become public domain by default,
> >although I don't know the specifics of this action. For instance, the
> >song "happy birthday" reverted to public domain some time ago. Before
> >making blanket statements like this, I'd recommend you actually find out
> >if this is true or not, because I don't believe it is.
>
> The duration of a copyright is dependent on the date of creation.
>
> For those works created on January 1, 1978, or later (this includes all
> copyrighted 8-bit Atari software!), the copyright lasts:
>
> 1) for a sole author--life of the author plus 50 years;
> 2) for joint authors--life of the longest living author plus 50 years;
> 3) for works for hire, anonymous, or pseudonymous works--75 years from
> publication or 100 years from creation, whichever comes first.
>
> Freeware/Shareware generally fall under (1), while commercial software would
> be Works Made for Hire, (3) above.
>
> (Again, this is applicable internationally, not just in US law.)
>
Question! if copyrights last the lifetime of the author + 50 years, why
is it after say 12-18 years, remakes of songs can come out. We have all
heard of dozens of remakes of old 70s songs, old 80s songs. Isn't that a
violation of copyright under your post? (I thought copyrights last only
12-18 years)

Alan

818. help a newbie.how do i use a .atr file on a ibm

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: Acri <me@my.net>
Message-ID: <01bc9c96$28fb0c20$66f8c8d0@default>
Source record: 71316

is there a emu that will run them,tried a few but couldnt figure out how to
work them
with a win95

819. Re: Star raiders II works with xlit???

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <33daac61.42522651@news.netrox.net>
Source record: 71317

On Thu, 24 Jul 1997 15:32:16 GMT, dbert@pottsville.infi.net (Dave Bertschy) wrote:

>>I really wish there was a 90's equivalent!!! (not x Vs tie, but the star
>>raiders idea...) a relativly short 3d space save your system type thing!!!
>
>I don't know about "relatively short", but "Star Rangers" for PC CD
>was designed using Star Raiders as a guide. It's pretty cheap now too.
>
>Dave B.
>

I saw it at EB for $4.99, it's a deal at that price. Of all the Star Raiders clone/update attempts, this is probably the best one that comes closest to the spirit of the original. Cheezy sound effects though, but decent gameplay.

820. Re: ASCAP

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970730033200.XAA08757@ladder01.news.aol.com>
Source record: 71318

Funny you mention ASCAP, There a bunch of hounds
20 years ago I Had a Resturant on Miami Beach, I had to pay them a yearly
due just to play a radio. They hounded me for months.

821. Re: 8bit software in the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970730033800.XAA09229@ladder01.news.aol.com>
Source record: 71319

The ST Platform is loosing software, Lots of Util's and App can no longer be found, and games too. I sold my ST years ago but know a lot of ST users that are looking for this and that. I hope the Software Preservation groups can help them. I have herd that Toad is no longer an Atari dealer.

822. Questron

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: who@knows.com
Message-ID: <33dec57f.6641046@news.supernews.com>
Source record: 71320

I am looking for Queston. Does anyone know where to get a copy of
this game?

Jeff
jjatkin at pacbell dot net

823. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5rn2cf$7nb$1@nyheter.chalmers.se>
Source record: 71321

In article <Pine.GSO.3.95.970729212631.21128I-100000@fissure.scar>,
Alan Christie <94chrisv@scar.utoronto.ca> wrote:
>On Mon, 28 Jul 1997, Michael Current wrote:

>Question! if copyrights last the lifetime of the author + 50 years, why
>is it after say 12-18 years, remakes of songs can come out. We have all
>heard of dozens of remakes of old 70s songs, old 80s songs. Isn't that a
>violation of copyright under your post? (I thought copyrights last only
>12-18 years)

Record companies almost always owns the right to a song.
Record companies want to make money, they love to make money
on the same song again and again (prefferably by releasing new
formats CD's etc) .. So If you pay royalties and
a fee to the owner they probably let you release a remake.

>Alan

Fredrik

824. Re: help a newbie.how do i use a .atr file on a ibm

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5rn6s6$6s2@dfw-ixnews8.ix.netcom.com>
Source record: 71322

In article <01bc9c96$28fb0c20$66f8c8d0@default>,
"Acri" <me@my.net> wrote:
>is there a emu that will run them,tried a few but couldnt figure out how to
>work them
>with a win95
>

Acri,
There are 3 emulators that I know of. PC Xformer, XL-It and rainbow. XL-It and Rainboe are available at the Umich Archive ftp://atari.archive.umich.edu/atari/8bit/emulators .
PC Xformer is available from the author's site Emulators Inc. http://www.emulators.com .

Get all of them as one work better than the next for some things, depending on the application.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

825. xl/xe demos site updated / cubemenu released

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <33DEE43C.41AC9297@hrz.tu-chemnitz.de>
Source record: 71323

```
Hi,

I just want to inform you that I have updated my xl/xe demos site.
-released VENT -modified-
-released ASSKICKER -modified-
-released CubEMenU -0.1beta-

facts about cubemenu:
*load binary files while lots of memory is free (loader uses $700-$7FF
for sector buffer and $800-$8E2 for code)
*trace binary files for used memory
*supports APE
*requires DESCRIPT.ION files
*single/double density disks up to 1MB
*fast (xf) sector read
*dos 2.5/bibodos/mydos comp. disks
*mainly it was written for these huge megaimages (demos/games)

go and get cubemenu:
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm#cubemenu

go and visit the xl/xe demos site:
http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

Regards, CubE.
```

826. Re: Durability of 8 BIT hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-30 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970730134301.JAA29242@ladder01.news.aol.com>
Source record: 71324

I remember when Atari 800's were affectionately referred to as "tanks". You could beat the crap out of them and they kept running. I found one that was throw out of a car window at a donation station with a shattered case. I was allowed to take the pieces left and when I connected what was left to an old power supply and TV, it worked!

827. Re: help a newbie.how do i use a .atr file on a ibm

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: Acri <me@my.net>
Message-ID: <01bc9d47$87941900$12f8c8d0@default>
Source record: 71247

thanks guys ill try those,been looking for xl-it but none of the links
work,
tried imageman and cant seem to get any listing except with the atr file
thats on the same page ie dos25.atr,i can get a listing with adir.exe
but the 1st atr is empty and the 2nd atr file has garbled charaters and one
that says(deleted) so i dont know if these files are anygood,but ill keep
trying.
oh btw incase your interested the game is leather goddess of phobos
later

828. Duplicate Happy Eproms?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5rp2cf$bbj@news.Hawaii.Edu>
Source record: 71248

I have a Happy Enhancement board for an 810 drive but the eprom was somehow damaged. Does anyone know how to duplicate these? A friend of mine tried to do so (from my other drive) but the duplicate doesn't function. Currently, my drive 2 doesn't function ;(

Thanks.

Aloha,
John Perez - jperez@hawaii.edu
---

829. Re: I wanta go ONLINE! :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: Jeffry Johnston <homepage@http>
Message-ID: <5rpq5o$e8r@nntp02.primenet.com>
Source record: 71249

```
Jeffry Johnston <homepage@http://www.primenet.com/~jeffryj> wrote:
: Hello!

: I have an Atari 800XL which i LOVE! It wroks great, I also have a 1050
: disk drive, ONE cable that connects dthe disk drive to the computer, a
: 1040 modem, and a SIO2PC interface to my 8088 (works great!) I've
^^^^^^
1030 modem sorry.. In addition to the above I think the problem lies in
one of two areas:

1) since I only have 1 SIO cable i have to disconnect the modem to load
the program, so any initing of the modem isnt done
2) whatever drivers I might be needing I dont have, or don't know what to
substitute them with.

If you have a spare SIO cable I will buy it, name your price, also if you
have any knowledge about atari 1030 modem disks (or the absense of such
disks, or which driver to substitute) please let me know.

Thanks again,

Jeffry Johnston
jeffryj@primenet.com
```

830. Re: ATARI shirts...

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5rpri7$fli@sjx-ixn9.ix.netcom.com>
Source record: 71250

```
In article <33DF4F42.606F@mail.inficad.com>,
johnny blaze <jacket@mail.inficad.com> wrote:
>Does anyone know where you can get Atari shirts? Doesn't really matter
>what kind. Have seen one that has the old school stripes on the front,
>and a joystick on the back. Have contacted Atari who said they know
>nothing about it. If anyone knows, or has any ideas, please reply via
>email...
>
>JB
>

Johnny,
Try http://www.myatari.com B&C Computer Visions.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

831. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5rprtp$so0@sjx-ixn6.ix.netcom.com>
Source record: 71251

In article <19970730215900.RAA29536@ladder01.news.aol.com>,
euskara@aol.com (Euskara) wrote:
>I've said it before and I'll say it again:
>
>If you don't have a PAL chip in you 8 bit in the 1990's you're working
>with a crippled Atari!!
>>
>>RSE>>Take a look at the asskicker-demo and then think again about
>>RSE>>hardware limitations. =8-)
>>
>>RSE>Frank,
>>RSE> Where can this demo be found?
>>
>>ftp://yoshi.meil.pw.edu.pl/atari8bit
>>
>>Unfortunately it is only for PAL-Systems.
>>
>>Tschuess
>> Frank [PGP]

Guys,
Ok, I looked at the site above, but what is the name of the file? "Asskicker-demo" does not exist!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

832. PITFALL

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: bshack@wnpb.wvnet.edu
Message-ID: <5rqpnh$812@winter.news.erols.com>
Source record: 71252

Anybody out there have the Pitfall game on hand? I really want to have a copy of it. Please reply to bshack@wnpb.wvnet.edu. Thanks!

833. Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: Charlie Fitch <charlie@khoral.com>
Message-ID: <33E10D67.3AD7@khoral.com>
Source record: 71253

>> I really wish there was a 90's equivalent!!! (not x Vs tie, but
>> the star raiders idea...) a relativly short 3d space save your
>> system type thing!!!

> I don't know about "relatively short", but "Star Rangers" for
> PC CD was designed using Star Raiders as a guide. It's pretty
> cheap now too.

Star Raiders for the 90's

Star Fox 64 for the Nintendo 64 game console absolutely ROCKS !!!
It's about as perfect a "3d-space, save-your-system, type thing"
as you could possibly imagine. It's got *stunning* 3D graphics,
intense seemless playability, *ACTUAL BONE-JARRING* special effects
with the rew "Rumble Pack" that comes with the game (plugs into
your hand controler and *literally* shakes and vibrates it at various
frequencies depending on how hard you got hit or ran into something),
realistic 3D aerial dog fighting (with loops, 1/2-inverted turns,
barrel rolls, boosters, brakes, realistic HUD [heads-up display]
gunsights, laser cannons, radar "tone" lock on enemies and when
enemies lock onto you), continous stereo soundtrack plus effects,
and even fun cinema-style character development (a la Star Wars).

The game designers obviously played Star Raiders when they were
young and they pay a great tribute with this wonderful remake
using the latest technology. Star Fox 64 also has a fabulous
cinematic feel to it, with the authors giving a tip of the hat
to the many sci-fi and action movies that inspired this game
as well, including "Star Wars", "Star Trek", "Independence Day",
"Raiders of the Lost Ark", "Top Gun", and others. Some of the
most impressive cinematic elements are the dramatic, sweeping,
camera movements, the choreographed intellegent movement of the
many enemy and allied spacecraft, and the realistic filmlike
camera and lighting effects like lens-flare and multiple lights.
Hell, if you get a big screen TV and surround sound, you'll
swear that you're actually *INSIDE* a movie, or on a HoloDeck!
You can experience this for the bargain price of about $210,
which includes the price of the game console and the game.

Disclaimer: No connection to Nintendo.
Just giving credit where credit is due,

Happy star-hopping,
Charlie

834. Re: !!!DANGER!!!!Re: Interest in 3 classic atari games

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: Chris Clauss <clauss@mail.oric.com>
Message-ID: <01bc9db8$ac4ecd00$0927bbc6@pcsupport>
Source record: 71254

ronf1@ix.netcom.com wrote in article <869632570.23519@dejanews.com>...
> What does Ortman do is a good question.....
>
> If you search his posts he claims to have an IQ of around 300
> although it seems anyone tested over 220 is registered and they have
> never hear of him
>
(etc)
I wonder what he is doing on the Atari group? In any event - let the buyer beware. Thanks for the info!
Chris

835. Re: 130 XE Video Problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: James Mirous <jmirous@mail.halcyon.com>
Message-ID: <33E092B6.2C52@mail.halcyon.com>
Source record: 71255

GUY1015 wrote:
>
> >From: James Mirous <jmirous@mail.halcyon.com>
> >Date: Wed, 30 Jul 1997 05:59:22 -0700
>
> >I have a 130XE upgraded to 256k. After it is on for a few minutes, the
> >text characters sparkle, or flicker. Game graphics are fine or maybe
> >the flicker is not noticeable. Any ideas what it could be?
> >Jim.
>
> Ok I reread the message, I have never hred of a 256k XE upgrade, Only
> 320-576 The 256k upgrades are for the XL
Ok, it is a 320 upgrade.... Old age you know, memory fails :)
It has worked fine for several years, the video flicker just started to
occur. It is useable, the characters just seem to have some kind of
video noise. The rest of the screen is ok. It is not the monitor,
hooking up another Atari doesn't have the same symptom. Jim.

836. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-3107971009340001@199.166.204.230>
Source record: 71256

In article <Pine.GSO.3.95.970729212631.21128I-100000@fissure.scar>, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

> Question! if copyrights last the lifetime of the author + 50 years, why
> is it after say 12-18 years, remakes of songs can come out. We have all
> heard of dozens of remakes of old 70s songs, old 80s songs. Isn't that a
> violation of copyright under your post? (I thought copyrights last only
> 12-18 years)

Nothing says you can't make a remake and pay for it.

Maury

837. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-3107971012400001@199.166.204.230>
Source record: 71257

In article <5rpasd$85e@nntp02.primenet.com>, Glenn Saunders
<krishna@primenet.com> wrote:

> For the record, I"VE DONE JUST THAT.
>
> Go read RGVC to read the fallout. I'm hardly being treated as a hero.

Sorry, what is RGVC? rec.games?

> This has to be determined in a court of law.

I was at the Air Force museum last week, and saw them putting together a
Zero. Mitsubishi still owns that design, but I don't see their lawyers
lining up to sue the WPAFB.

There's a difference between "archival fun" and "copying for profit" in
my books, and to me it's clear which side of the fence this thread is
concerned about.

Maury

838. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-3107971013570001@199.166.204.230>
Source record: 71258

In article <870286674.3621.0.nnrp-6.9e9882d2@news.demon.co.uk>,
brad@pianosa.demon.co.uk (Brad Rogers) wrote:

> In a similar vein, it's the main reason there aren't any good GO programs=
> on
> computers. Too many possible moves at any given time, except very close to
> end-game. Unlike chess, where moves are restricted, etc.

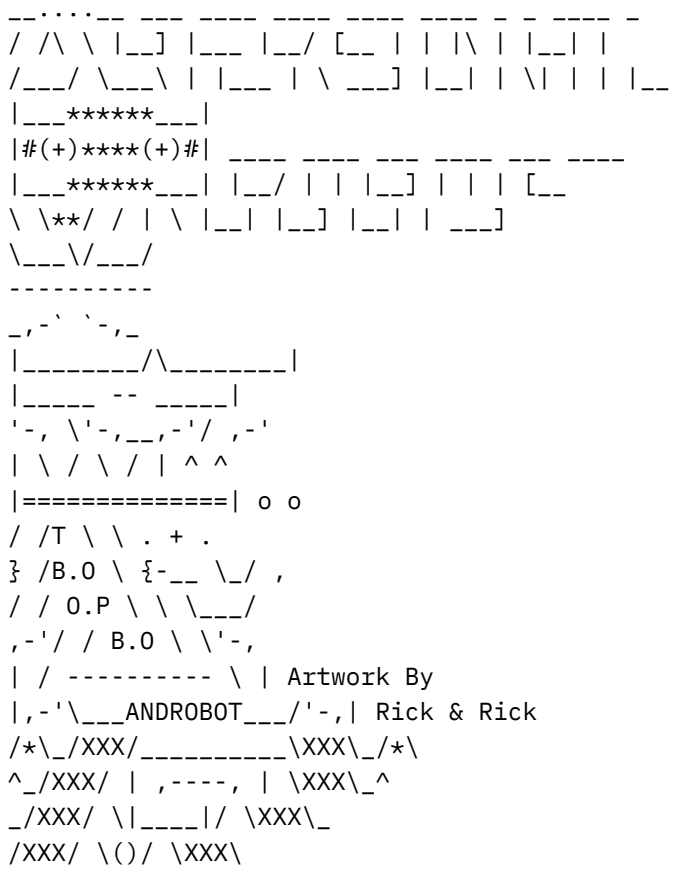
Yeah, it's even harder with a wargame where you have unlimited movement,
and each unit being different!

Maury

839. ANALOG '96

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: Rick Rowland <see3peoh@ix.netcom.com>
Message-ID: <33E09189.5114@ix.netcom.com>
Source record: 71259

Thank you all for responding, I have it coming!!!!
--



Gone but not forgotten:
http://www.geocities.com/SiliconValley/Heights/8970/

840. Re: Looking for Image of NATO Commander

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970731142934.27676C-100000@fissure.scar>
Source record: 71260

On Wed, 30 Jul 1997, Michael Current wrote:

> In article <01bc9c62$b76af760$0c0893c3@oneil>, "Derek O'Neil"
> <derek.o'neil@oneil.force9.net> wrote:
>
> >If you find this game, can you let me know ?
>
> NATO Commander, new on disk, $9.95 from B&C ComputerVisions, www.myatari.com
>
> :)

What is NATO commander? Never heard of it, who made it and when was it
released?

Is it an SSI game?

Alan

841. Give Away

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: jack <jarice@suffolk.lib.ny.us>
Message-ID: <33E0C0EC.20AC@suffolk.lib.ny.us>
Source record: 71261

Yours for the price of shipping from NY

Atari 130XE
Atari 600XL
Atari 825 printer

I have no power supplies and no way to test these items that have been
in the basement. I don't want to throw them in the town incinarator so
I'm offering them to anyone who can use the parts.

Please reply via email.

Thanks
Jack

842. Re: Analog July '86 article needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33e0e1a8.3955296@news.ioa.com>
Source record: 71262

On Wed, 30 Jul 1997 07:03:32 -0700, Rick Rowland
<see3peoh@ix.netcom.com> wrote:

>Okay, I search all my magazine boxes, Analog, Antic, Rom, Atari
>Connection, Compute, Atari Explorer, etc and I am missing the July 1986
>Analog. I need a copy of Ted Wilmot's Arm your Atari. If anyone has this
>I would be willing to pay for reproduction, postage, fax phone bill,
>etc... Or if you are looking for hardware, programs, books, etc.. I will
>look and see if I have it and trade. TIA
>

Update: I've already been in contact with Rick and have sent him
copies of the article.

843. Where is the GOOD 8-bit stuff?

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: jkramer@shell.monmouth.com
Message-ID: <5rqp1g$6c4@news.monmouth.com>
Source record: 71263

I've been looking for some good, classic 8-bit stuff to
no avail. I'm told Yogi's archive is good, but I can't
seem to get in or find it.

I'm looking for the good stuff like Archon, Star Raiders,
Montezuma's Revenge, etc.

Is this stuff even available for download?

Thanks for your time.

Jason Kramer
jkramer@monmouth.com
http://www.kramerskorner.com

844. ATARI Equipment MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: tort@springnet1.com
Message-ID: <33e2e6f8.5298285@news.springnet1.com>
Source record: 71264

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $100.00 for both of them.
Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
good condition, like new, supports single and dual density modes,
includes power supply, original cost $179.95, asking $75.00. These
sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up
programs as much as 350% faster. The 65C816 processes 4 instructions
per clock cycle (Only the new P6, 80686 Intel chip does that, besides
this), as compared to the 6502 which processes one instruction per
clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks,
valued at $25.00 each. Asking $250.00 for the entire package. These
are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific
programs, already wired for Turbo-816 installation, just need to
re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
$59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue

Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED
ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned Section is punishable by action to recover actual monetary loss, or $1500, whichever is greater, for each violation.

E-mailing me indicates acceptance of these terms.

845. Re: Windows for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: tort@springnet1.com
Message-ID: <33e1e489.4675435@news.springnet1.com>
Source record: 71265

kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:

>On Fri, 25 Jul 1997 10:02:24 -0700, Tony Martin <lmartin@midamer.net>
>wrote:
>
>>BAck in the late 1980's some company was developing a system similar to
>>GEOS for C64. Can anyone tell me about it ???
>
>Geos evolved into GeoWorks on the PC. Formal support for the PC
>version has been transferred to a new company, NewDeal, Inc.
>http://www.newdealinc.com/ Support for the C64 version evaporated a
>long time ago.
>
>Geoworks http://www.geoworks.com/ continues to concentrate on
>developing their multitasking GUI for PDAs and such.
>
>I still have a copy of GeoWorks Pro, because it runs well (real good
>multitasking) on terribly obsolete PCs that can't run Windoze 9x.
>Also, the other good point is that fact that it is not a Microsoft
>product.
>
>Unfortunately, there never was a GEOS for the Atari due to the piracy
>deterrent. There was a Diamond OS that I think ran from a cartridge,
>but I haven't seen it. Can't say if it was multitasking or not.
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com
I was a sucker and Bougth Diamond OS for the Atari, also the
programming kit, etc., it was pretty good

Then I fell for the upgrade to Diamond OS 2... The Author Reeve Soft,
ripped me off, never sent the Programmers kit flor 2.0, it's full of
bugs, won't work properly, locks up, and he left Illinois, and the
last I saw of Reeve Soft, he was makiing and markeitng a utility to
read MAC disks on the IBM, and he had moved to Kentucky?

I'm not the only one he ripped off, but if anyone wants Diamond OS,
get the first version, because 2 is the worst piece of garbage ever
made.. It was available on disk, and I do have the disk and both
cartridge versions, although the 2.0 chips ase worthless if you ask
me. The software I bought with it, Diamond Paint, etc., won't even
work with it...

I'm assuming there as no devloper's kit for it, since it obviously was released full of bugs, and he has no intentions of fixing it, but I'd at least like the money I paid for the developer's kit back!!

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned Section is punishable by action to recover actual monetary loss, or $1500, whichever is greater, for each violation.

E-mailing me indicates acceptance of these terms.

846. Re: Archon Game

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33e19149.6601653@news.inc.net>
Source record: 71266

On 31 May 1997 08:19:36 GMT, "Steven Suttle" <suttle@gte.net> wrote:

>I am not sure of the spelling, but this game was made by (EA) Electronic
>Arts and I played on on a C-64 many years ago. Did they make this game for
>Atari computers and if so any ideas on where to get this item? Thank you!
>Please reply: suttle@gte.net

It was made for many computers of that era, even the the old PC.
IMHO, the Atari version was the best of the lot. Anyway, a spiced up
version of Archon has been been released for the PC which uses sound
cards, VGA graphics etc. They changed the name to Archon Ultra & the
game play a little bit, and they explain how in the manual but I
forgot. It's not too bad. It's published by SSI. You can get it on
it's own, or as a better value in their Crittic's Choice game bundle.
It's for DOS.

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

847. WTB: Atari SIO cables (4)

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: Jason Whorton <chesster@pcl.net>
Message-ID: <01bc9df9$4eb789c0$2b880fcf@chesster.pcl.net>
Source record: 71267

Hello. I am wanting to buy 4 Atari SIO cables. If you have four, please
e-mail me with your price.

Thank you,
Jason Whorton

848. Re: Archon Game

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <870377042_OASIS_@pcc-uky.campus.mci.net>
Source record: 71268

In article <33e19149.6601653@news.inc.net>
ssilicon@antispam.lax.net (Jon D. Melbo) said:-

>It was made for many computers of that era, even the the old PC.
>IMHO, the Atari version was the best of the lot. Anyway, a spiced up
>version of Archon has been been released for the PC which uses sound
>cards, VGA graphics etc. They changed the name to Archon Ultra & the
>game play a little bit, and they explain how in the manual but I
>forgot. It's not too bad. It's published by SSI. You can get it on
>it's own, or as a better value in their Crittic's Choice game bundle.
>It's for DOS.
>
> Jon

I agree. The version of Archon for the Atari 8-bits was the best, IMHO.
I've seen Archon Ultra on a friends PC, its OK...it is VGA-256 colors,
just be aware that when it goes to the combat screens it drops down to
only 16 colors, AFAIK... :)

--

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_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The F u j i Lives!- _/
_/ From "Song Of The DragonMasters" | _/
_/_____________________________________|_____________________________/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/
_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/
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849. ATARI: Bravo Sierra Computers! Hardware, Software, Accessories!

Newsgroup: comp.sys.atari.8bit
Date: 1997-07-31 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5rrrco$kl8$1@kelly.teleport.com>
Source record: 71269
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

The Bravo Sierra Web Page has been fixed. If you find trouble with my
Web Page, please E-Mail me at bensmith@teleport.com.

I've added more Items to my Catalogs, such as several large boxes full
of Atari ST Software. All of them Complete in Boxes with Documentation.
Some are still UNOPENED and SHRINKWRAPPED. As well as an Atari SLM 124
Mono Monitor with a Built in Monitor stand and an Atari Laser Printer.
For the Classic Atari 8 Bit Line Added Hardware was a U.S. Doubler Disk
Drive plus a modified 800xl with a built in Translator on a switch that
will run older Software without a Translator Disk Plus Lots more new
8 Bit Disk SoftWare for $5 each.

I have some MFM & RLL Hard Drives I got Directly from the Shadow of
Shadow Software. Older Technology made with a lesser chance of Planned
Obsolescence. Built like Tanks. The Shadow tells me each one worked
before they were taken off their Computers. Each one, $25, as is. Model
numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may
find something you've been looking for. Something you might want. Even
Something you may of Forgot! At BSC's Web Site you can View, Capture &
even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request
Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why
not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or
Feel free to Request catalogs through E-Mail. Really, it's no inconven-
ience. All I ask is that you specify Atari 8 Bit, Atari ST or both.
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I
will get back to you after the weekend. Please let me know if I can't
attach files to your E-Mail. Please Direct any and all Replies Through
E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in
Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC
Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow
Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer
Platform. Also from The Shadow of Shadow Software (my Boss) a File

called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

850. Summertime Atari Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970801052700.BAA26764@ladder02.news.aol.com>
Source record: 71175

Welcome to the Summertime Atari Auction

Rules:

1. Please don't participate if you wont pay for bids you win
2. Winners are responsible for shipping charges
3. Bids will start with minimum amounts and go up in $1.00 increments min.
4. I reserve the right to pull an item at anytime for a buyout or trade
5. Auction goes into Going Once/Twice/Sold on August 15th.
6. Respond with EMAILs only, I will not check the newsgroups for
responses.
7. Winners should send Money Orders or Checks. NO CASH please.
8. Respond to: cvendel@aol.com

Atari 2600 Items:

Atari Dodge' Em SEALED in a rare all WHITE box with black lettering
Minimum Bid: $5.00

3 Atari Walt Disney: The Sorcerers Apprentice Cartridges Only
Excellent condition, Blue/Yellow labels with Full Color Image of Mickey in
Wizards robe.
Minimum Bid each: $5.00

2 Atari Seasame Street Packages:

Cookie Monster Munch SEALED in original box/plastic
Big Birds Egg Catch SEALED in original box/plastic
Atari Kids Controller SEALER in original box

Each package is sold as a set and will not be broken up.

Package #1
Minimum Bid: $20

Package #2
Minimum Bid: $20

!!!!!!!!!!Atari Lab Loaner Cartridges!!!!!!!!!!!!

Yes, these are REAL lab loaners with actual Atari black/white loaner
labels on
them, these are no the fakes or copies you may have seen in the past.

Atari Joust 222
Minimum Bid: $20

Atari Cookie Monster Munch
Minimum Bid: $20

Atari Big Birds Egg Catch
Minimum Bid: $20

Atari Donalds Speed Boat Race
Minimum Bid: $20

Atari Memorabilia:

Millipede Hanging In-Store Mobile advertisement (sealed in original bag)
Minimum Bid: $10

Centipede T-Shirt (large) with Atari Store tag still on it.
Minimum Bid: $10

Atari Prism: This is a TRUE COLLECTORS PIECE
Glass prism with Atari floating in the center with an Atari custom IC chip
also
floating in the center. At the base of the prism looking down from the
top you can read "Atari... We brought the computer age home"
Minimum Bid: $25

Send all email to: cvendel@aol.com

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

851. Copy of Ball Blaster disk or cart wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: Eric Wendel <ewendel@ix.netcom.com>
Message-ID: <01bc9e47$acf2ef40$70451ecc@default>
Source record: 71176

I'm looking to buy an original copy of Lucasarts BallBlaster (BallBlazer)
for my collection. Complete packaging/docs desired but not required.
Please respond by e-mail...

Thanks,

Eric Wendel
ewendel@ix.netcom.NO-SPAM.com

(please remove NO-SPAM. to reply)

852. WTB: Complete Atari 1030 modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: Jeffry Johnston <homepage@http>
Message-ID: <5rs7ts$f2r@nntp02.primenet.com>
Source record: 71177

Hello!

A while back I bought an incomplete atari 1030 modem and I am now
regretting it because I cant get it to work. By complete I mean
everything: power adapter, modem, I/o data cord (sio cable), and USERS
GUIDE <--- most important. I dont really need the box or telephone cord
but would appreciate it if you threw them in with it. Please name your
price. If you have the users guide and would be willing to help me get it
working I'd really appreciate it too, I have a feeling the modem works
fine, but I have no way of knowing without the manual. If theres a disk
that comes with it ill need that too btw.

Thanks,
Jeffry Johnston

--
---------------------------------+--------------------------------
Jeffry Johnston, calamari on IRC | See email address above for
EMAIL: jeffryj@primenet.com <=K | homepage url. No SPAM Please.
---------------------------------+--------------------------------

853. Dean Garraghty Back on-line!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <5rsa5fqoa1@eros.clara.net>
Source record: 71178

Hello!

I just want to let all Atari 8-bitters know that after a LONG time away from the Net, I'm finally back!

E-Mail: dgs@clara.net
WWW: home.clara.net/dgs

If there are folks out there who remember me, then send me some E-Mail!!

I'm still supporting the Atari with PD, Commercial Software, etc. Check out our web site. The full catalogues are available
for download on there.

Dean.

854. Dean Garraghty back on-line

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <5rsa5iqoa2@eros.clara.net>
Source record: 71179

```
Hello!

After a LONG time away from the net I'm back!

Email: dgs@clara.net
WWW: home.clara.net/dgs

We still support the 8-bit! Check out the Web page for full downloadable
catalogues.

Send me some mail if you remember who I am!!

Dean
```

855. Ultiamte 800XL auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: kbolster20@aol.com
Message-ID: <19970801103600.GAA22768@ladder01.news.aol.com>
Source record: 71180

Please visit my Atari 800XL auction at Ebay. Most stuff ends on Sun.,
Augsut 3.

Boxed, like new, Atari 800XL home computer system. Go to...
http://www2.ebay.com/aw/itemfast.cgi?item=uqs387

Boxed, near mint, 1050 Disk Drive. Go to...
http://www2.ebay.com/aw/itemfast.cgi?item=ljx51038

Boxed, like new, 410 Tape Drive. Go to...
http://www2.ebay.com/aw/itemfast.cgi?item=xuz2549

Boxed, 1025 Atari Printer. Go too...
http://www2.ebay.com/aw/itemfast.cgi?item=kyu569

30 different Software titles that include carts, tapes, and 5 1/2 disks
Go to http://www2.ebay.com/aw/itemfast.cgi?item=dat8323

or you could just go to the eBay search page and enter my email address
(kbolster20@aol.com) and see all my items for auction.

856. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5rsfcl$g2u@news.Hawaii.Edu>
Source record: 71181

Charlie Fitch (charlie@khoral.com) wrote:
: >> I really wish there was a 90's equivalent!!! (not x Vs tie, but
: >> the star raiders idea...) a relativly short 3d space save your
: >> system type thing!!!

: Star Raiders for the 90's
: -------------------------
: Star Fox 64 for the Nintendo 64 game console absolutely ROCKS !!!

(lots of stuff omitted)

I don't think that you could possibly get further from Star Raiders than this, really. For a real tribute to Star Raiders, keep an eye out for the release of Battlesphere for the Jaguar. One of the play modes, "Alone against the Empire" is very much based upon Star Raiders, only Battlesphere uses a 3-D environment with Gourand shaded/texture mapped polygonal models rather than bit-maps. The programmers are actually playing the original Start Raiders as a guide to playability in their development.

Other Battlesphere play modes will offer up to 8-console networked games in a variety of formulas (team based war, free-for-all, co-operative, etc...)

Aloha,
John Perez - jperez@hawaii.edu
---

857. Summertime Atari Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970801052300.BAA26552@ladder02.news.aol.com>
Source record: 71182

Welcome to the Summertime Atari Auction

Rules:

1. Please don't participate if you wont pay for bids you win
2. Winners are responsible for shipping charges
3. Bids will start with minimum amounts and go up in $1.00 increments min.
4. I reserve the right to pull an item at anytime for a buyout or trade
5. Auction goes into Going Once/Twice/Sold on August 15th.
6. Respond with EMAILs only, I will not check the newsgroups for
responses.
7. Winners should send Money Orders or Checks. NO CASH please.
8. Respond to: cvendel@aol.com

Atari 2600 Items:

Atari Dodge' Em SEALED in a rare all WHITE box with black lettering
Minimum Bid: $5.00

3 Atari Walt Disney: The Sorcerers Apprentice Cartridges Only
Excellent condition, Blue/Yellow labels with Full Color Image of Mickey in
Wizards robe.
Minimum Bid each: $5.00

2 Atari Seasame Street Packages:

Cookie Monster Munch SEALED in original box/plastic
Big Birds Egg Catch SEALED in original box/plastic
Atari Kids Controller SEALER in original box

Each package is sold as a set and will not be broken up.

Package #1
Minimum Bid: $20

Package #2
Minimum Bid: $20

!!!!!!!!!!Atari Lab Loaner Cartridges!!!!!!!!!!!!

Yes, these are REAL lab loaners with actual Atari black/white loaner
labels on
them, these are no the fakes or copies you may have seen in the past.

Atari Joust 222
Minimum Bid: $20

Atari Cookie Monster Munch
Minimum Bid: $20

Atari Big Birds Egg Catch
Minimum Bid: $20

Atari Donalds Speed Boat Race
Minimum Bid: $20

Atari Memorabilia:

Millipede Hanging In-Store Mobile advertisement (sealed in original bag)
Minimum Bid: $10

Centipede T-Shirt (large) with Atari Store tag still on it.
Minimum Bid: $10

Atari Prism: This is a TRUE COLLECTORS PIECE
Glass prism with Atari floating in the center with an Atari custom IC chip
also
floating in the center. At the base of the prism looking down from the
top you can read "Atari... We brought the computer age home"
Minimum Bid: $25

Send all email to: cvendel@aol.com

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http://members.aol.com/cvendel/vaporware.html

858. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <870400208_OASIS_@pcc-uky.campus.mci.net>
Source record: 71183

In article <33E10D67.3AD7@khoral.com>
Charlie Fitch <charlie@khoral.com> said:-

>>> I really wish there was a 90's equivalent!!! (not x Vs tie, but
>>> the star raiders idea...) a relativly short 3d space save your
>>> system type thing!!!

>Star Raiders for the 90's
>-------------------------
>
>Star Fox 64 for the Nintendo 64 game console absolutely ROCKS !!!

Funny, there are multiple posts in rec.games.video.atari by people who
have played this game and they slam it hard...They are saying things like
"flash graphics-no gameplay" etc, etc,... I mean they are putting it down
hard... :)

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859. Q: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: "R. Eric Lyons" <relyons@mindspring.com>
Message-ID: <33E1E6FE.AEDE507D@mindspring.com>
Source record: 71184

I've been looking for a power supply for an Atari 800XL that I picked up at a flea market last weekend.

My parents have an Atari ST at their place. Can anyone confirm if these two power supplies are compatible?

Also, does anyone know where I can pick up an Atari 800XL power supply in the metro area of Atlanta, GA?

Thanks for the help folks....

860. Re: Q: 800XL Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <870430398_OASIS_@pcc-uky.campus.mci.net>
Source record: 71185

In article <33E1E6FE.AEDE507D@mindspring.com>
"R. Eric Lyons" <relyons@mindspring.com> said:-

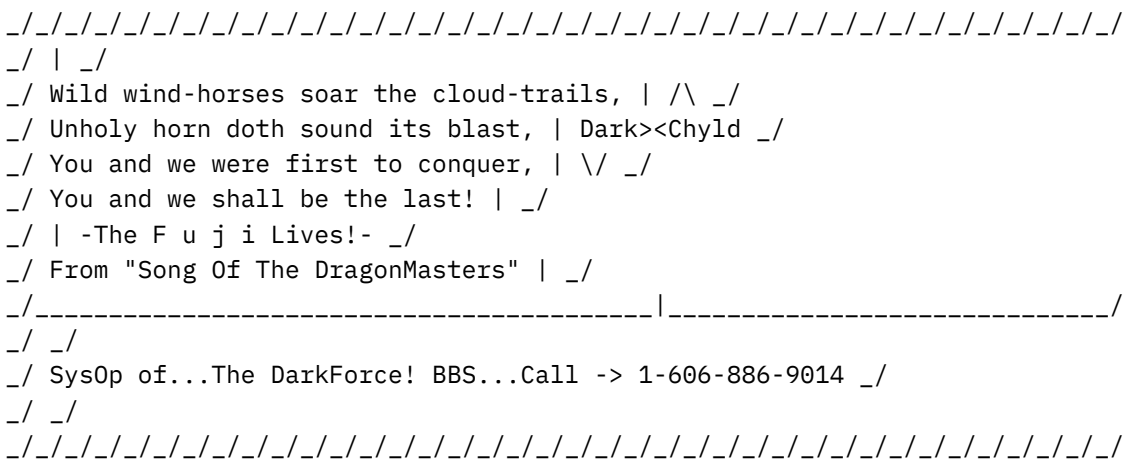
>I've been looking for a power supply for an Atari 800XL that I picked up
>at a flea market last weekend.
>
>My parents have an Atari ST at their place. Can anyone confirm if these
>two power supplies are compatible?

Not sure about the compatibility, but they do not have the same plugs.
You would have to do some extensive modifiying -IF- they were the same.
I think you would be better off trying to find an 800XL's power supply.

>Also, does anyone know where I can pick up an Atari 800XL power supply
>in the metro area of Atlanta, GA?

Sorry, can't be of any help there-but most good Atari dealers still carry
this stuff...Good luck! ;)

--



861. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5rsevf$g2u@news.Hawaii.Edu>
Source record: 71186

Uncle Fester (thester@nyx10.nyx.net) wrote:

: But seriously -- I didn't read how this thread seemed
: to start, but if it is meant to mean that Stephen Tucker's
: APE software is being used for piracy, I disagree.

I disagree also. For years I have been looking for a way to save my rapidly failing diskettes from decay, and although periodic duplication can prolong this, 5 1/4 diskettes (new ones that is) are getting harder and harder to find, and in any case don't hold up very well in the climate here. A Black Box and SCSI drive has been enticing to me, but that would only save my unprotected files, and not the vast majority of my investment in 8-Bit games that I want to be able to keep. I spent a whole bunch of money on games (when I could find them in stores in the 80's) and I have no intention of letting them all fade into oblivion. APE is the most exciting product that I have run across for the 8-Bit, not as a piracy tool, but as an archival tool and as a time-saver.

: Happy Computing's "Happy 810/1050" hardware/software was
: not intended for use as a pirating "tool" although it >could<
: be used for that. Most of us who have the Happy drives use

Right! I bought the thing to keep my own software collection functional. There is nothing more annoying than having paid $40 for a game that stopped working 2 weeks after purchasing it. I still have the diskettes for games like Caverns of Callisto, Spelunker, Wizard of Wor, and others that I haven't been able to play since two weeks after I bought them because the software companies used the least expensive diskettes that they could when they distributed games. Is it against a law for me to copy these so that I can play them again? Probably. Is that right? No!

: It's a wrong-headed conclusion that is in the same category
: as saying that the only purpose of the internet is to
: distribute pornography.

I concur. Any technology is what you make it.

Aloha,
John Perez - jperez@hawaii.edu
---

862. Re: Dean Garraghty Back on-line!!

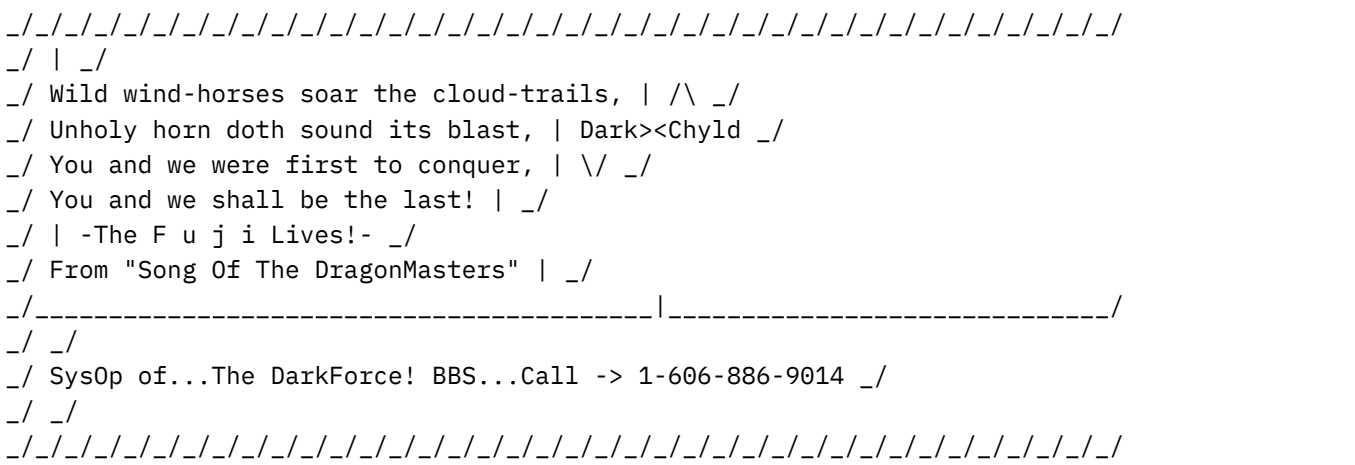
Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <870429268_OASIS_@pcc-uky.campus.mci.net>
Source record: 71187

In article <5rsa5fqoa1@eros.clara.net>
Dean Garraghty <dgs@clara.net> said:-

>Hello!
>
>I just want to let all Atari 8-bitters know that after a LONG time away from the
>Net, I'm finally back!
>
>E-Mail: dgs@clara.net
>WWW: home.clara.net/dgs
>
>If there are folks out there who remember me, then send me some E-Mail!!
>
>I'm still supporting the Atari with PD, Commercial Software, etc. Check out our
>web site. The full catalogues are available
>for download on there.

Any ftp sites where us Webless Atarians can download your catalog from or
can we get them by request? Thanks...! :)

--



863. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5rskge$j2i@news.Hawaii.Edu>
Source record: 71188

John Perez (jperez@Hawaii.Edu) wrote:

: Right! I bought the thing to keep my own software collection functional.
: There is nothing more annoying than having paid $40 for a game that
: stopped working 2 weeks after purchasing it. I still have the diskettes
: for games like Caverns of Callisto, Spelunker, Wizard of Wor, and others
: that I haven't been able to play since two weeks after I bought them
: because the software companies used the least expensive diskettes that
: they could when they distributed games. Is it against a law for me to
: copy these so that I can play them again? Probably. Is that right? No!

As a follow-up to this, I decided to go through my copy protected diskettes and test them to determine which were still functioning. Virtually none of the copy protected games worked, almost all of my non-protected diskettes are completely readable.

A lot of people are blowing their horns about piracy, but nobody seems to be concerned about how this whole issue affected the consumer. Copy protection, in my experience, had the net effect of rendering most of my software unusable. This goes for 8-Bit software as well as Atari ST software. The more heavily protected a diskette, the more likely it would fail. While software companies thought they were protecting themselves from loss of profits, all they were doing was screwing the customer that did plunk down cash to buy their games. Let's face it, copy protection schemes never stopped anyone who really wanted to copy anything.

If APE in conjunction with internet archives means that I can get back some of the many games that I have lost due to copy protection flakiness, then what is really wrong with that?

You fellows that are attacking APE and these archives, please just try to see the beneficial side of these. The fact is that I stopped using my 8-bit because of diskette flakiness, and I stopped buying 8-bit software because it was always so fragile. If these will provide a means through which I (and everyone else) can enjoy using the 8-bit again, and the software that I (we) paid for, then I think those are good enough reasons for these alternatives to remain available.

Aloha,
John Perez - jperez@hawaii.edu
---

864. Re: 130 XE Video Problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <870451857.28913@dejanews.com>
Source record: 71189

I have an unmodified 130xe that exhibited (did you know my
130xe is an exhibitionist?) the same problem you describe here.
It was late a night, several months ago...I thought I was just
tired. I think I was playing a game and the player/missile graphics
started to get wavy/noisy. I rebooted into BASIC and it looked the
same after a few minutes. Must be those silicon termites settling in...

cowpoke

In article <33E092B6.2C52@mail.halcyon.com>,
jmirous@mail.halcyon.com wrote:
>
> GUY1015 wrote:
> >
> > >From: James Mirous <jmirous@mail.halcyon.com>
> > >Date: Wed, 30 Jul 1997 05:59:22 -0700
> >
> > >I have a 130XE upgraded to 256k. After it is on for a few minutes, the
> > >text characters sparkle, or flicker. Game graphics are fine or maybe
> > >the flicker is not noticeable. Any ideas what it could be?
> > >Jim.
> >
> > Ok I reread the message, I have never hred of a 256k XE upgrade, Only
> > 320-576 The 256k upgrades are for the XL
> Ok, it is a 320 upgrade.... Old age you know, memory fails :)
> It has worked fine for several years, the video flicker just started to
> occur. It is useable, the characters just seem to have some kind of
> video noise. The rest of the screen is ok. It is not the monitor,
> hooking up another Atari doesn't have the same symptom. Jim.

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

865. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33e20edb.847298@news.injersey.com>
Source record: 71190

On 1 Aug 1997 12:23:42 GMT, jperez@Hawaii.Edu (John Perez) wrote:

- Let's face it, copy protection
-schemes never stopped anyone who really wanted to copy anything.
-

You got that right - it only wanted them to copy the stuff MORE and
brag about it!

866. Re: digital joystick and pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: jharris@sierratel.com
Message-ID: <33e208b0.1339980958@news.sierratel.com>
Source record: 71191

ssilicon@antispam.lax.net (Jon D. Melbo) wrote:

>Some of these big grip handles are not very condusive to manipulating
>with the fingers. Using the fingers to move the stick I feel gives
>the best control rather than a whole hand but....

I wholeheartedly agree with this. I can get much faster and more precise control with a small fingertip control stick. The Kraft was always my favorite on the 8-bit. Nice predictable corners too. Most of the computer industry does not seem to be on this wavelength though. Everyone makes whole-hand joysticks.

The thing is, whole-hand joysticks do have one huge advantage. When using a small hand-held fingertip stick, there aren't many options left for getting convenient access to extra inputs, like more buttons, hat switches, or keyboard control. Whole-hand sticks typically have 4 buttons plus a hat switch which acts like four more buttons, and all of this is easily accessible with one hand. You still have one hand left for keyboard or something else. For complex games, it's an advantage that far outweighs the lessened controllability of the stick itself. I have thus tried to get used to the larger sticks, and have gotten a lot better with them.

Here's a tip for those of you that play with analog sticks on PC's or whatever, and find the travel range of the stick too long and thus slow in response. When given the calibration options, it generally tells you to move the stick to all extremes of motion. Well, here's where you cheat. Only move the stick as far as _you_ want to move it to obtain full control. That could be halfway or even less. The program will adjust itself so that it maps the full range of control into half the stick travel. You now only have to move the stick half as much! This means that if you move the stick further than that, you will be giving out-of-range values to the program, but I think all programs will clamp these values off with no troubles. I haven't seen any problems yet.

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

867. Re: Anyone have a modem to giveaway?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33e43e8f.12277885@news.inc.net>
Source record: 71192

On 17 Jun 1997 17:07:14 GMT, hackhell@ripco.com (Hack Hell) wrote:

>i really need a modem that will work with an 800XL, i doesn't matter what
>speed, just let me know if you have one...

You mean an XL by itself, or an XL with a RS232 interface?

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868. Atari Classic Mag

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <870474199@stackbbs.xs4all.nl>
Source record: 71193

Hi,
can somebody tell me how I know when my subscription expires
of the Atari Classic Mag?
Is it mentioned somewhere on the label or so?

Bo.

___ Blue Wave/DOS v2.30 [NR]

869. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5rtrqa$c9d@news.Hawaii.Edu>
Source record: 71194

Jon D. Melbo (ssilicon@antispam.lax.net) wrote:

: >: I have a Mac... and an Atari 8 Bit emulator (until My Atari 800 comes in
: >: the mail sometime next week)... where can I download Star Raiders?
: >
: >Why don't you PAY FOR IT??????????????????????????

: Because it's 1997 and besides a bit of nostalgia and reliving some
: fond memories, Star Raiders is simply not worth much money. Not in
: this world of Quake, Tie Fighter vs. X-Wing, etc.

I think that is probably less significant than the fact that Star Raiders was only available as a cartridge (to the best of my knowledge) which would be pretty difficult to cram into a Mac under emulation. I've seen Star Raiders cartridges selling for $3, and I'm sure it's worth at least that much - but you still can't get it into your Mac (or PC).

When your 8-Bit comes in, please do buy the Cartridge though... From what I can remember, the cart version ran smoother than the cracked disk version anyway.

Aloha,
John Perez - jperez@hawaii.edu
---

870. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5rtrvc$c9d@news.Hawaii.Edu>
Source record: 71195

Paul Irvine (mclane@dellos.demon.co.uk) wrote:

: Speaking of such things..Does anyone know what happened to Happy
: Computers, maker of the Happy Drive..

: Last time I saw a Mr Happy product was on the ST and then he vanished,
: I heard Atari brought him out to stop the chances of what he did on
: the 8bit happening again...is this true??? or is this another Net myth

I'm not sure about that, but Happy Computing released a little gadjet for
the ST called the Discovery Cartridge that would copy protected disks,
read Mac disks, offered clock, 4 drive support, and more. A friend of
mine has all of the above options, and even slapped some Mac ROMS into his
cartridge as well (for Mac Emulation). Soon after the DC was released,
Mr. Adams disappeared...

Aloha,
John Perez - jperez@hawaii.edu
---

871. Re: Atari 64 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33e2356e.9940291@news.inc.net>
Source record: 71196

On Thu, 03 Jul 1997 03:29:35 GMT, dmaxwell@iwaynet.net (David A. Maxwell) wrote:

>Besides what does Doom64 cost to buy. Most of these games
>START around $60.00. Quality recent PC games can often be had for
>under $40.00. Why. Competition. How does competition come about?
>Yep, you guessed it: open system.

Nope actually. One of the biggest reasons N64 games are so expensive is because their cost of production is so high. Remember, there is a lot of hard physical memory in those N64 cartridges and that makes them costly. Doubt me? Wait til the CD unit for the N64 comes out and matures a bit with CD titles... I estimate you will be able to get games for the N64 that have much more to them than the current cartridge based ones and will cost around $35 to $50. By the way, even at $40 or $45 the CD titles will have a larger profit margin than the cartridge ones.

Cheers,

Jon

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872. Re: Demon Attack ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33e33a53.11192928@news.inc.net>
Source record: 71197

On 7 Jun 1997 02:32:43 GMT, rayrite@blue.engin.umich.edu (Ray Dorian Wright) wrote:

>
>Hi I am a happy owner of a 600XL with 64K of RAM.
>I bought the computer and Demon Attack game from B&C Computervisions
>in 1991. I brought the system back out to do some work on it.
>
>I tried to play my Demon Attack cart on it and it wouldn't work.
>I know that there are some games like Chicken, etc. that will only
>work on a 400/800. The ad I read in the magazine when I bought it
>also pointed out some of the games (as also their web site).
>I didn't see (400/800) next to demon attack so I bought it hoping
>to play it on my 600XL.
>
>Well I just stored this game and happily played my other ones, but
>now that I brought my system back I wanted to pose this question.
>
>Does the game actually work on a XL machine? Is there a compiled
>list of games that work on a 400/800 and not on an XL?
>
>Thanks, any info would be appreciated. And I'm sorry if this is
>in a FAQ somewhere (i'm slowly but surely going through all the links!)

It needs a 400 or 800, OR, a special program (translater) that let's you put in a cartridge. Before anyone tries to tell me that there is no translating program for XLs that even let 400/800 cartridges work, YOU'RE WRONG. There is. I have it and done it. If my memory serves me right, the program was written by Tim Patrick (a really neat Atarian in Hawaii, who I had the luck to meet).

Tim, are you still out there? Speak up! :)

Jon

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a newsgroup follow-up.

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873. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <33e53fad.12563107@news.inc.net>
Source record: 71198

On 1 Jul 1997 21:52:00 -0700, Glenn Saunders <krishna@primenet.com>
wrote:

>The mortal Michael R. Bagnall wrote:
>: Hello,
>: I have a simple question:
>
>: I have a Mac... and an Atari 8 Bit emulator (until My Atari 800 comes in
>: the mail sometime next week)... where can I download Star Raiders?
>
>Why don't you PAY FOR IT??????????????????????????

Because it's 1997 and besides a bit of nostalgia and reliving some
fond memories, Star Raiders is simply not worth much money. Not in
this world of Quake, Tie Fighter vs. X-Wing, etc.

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874. Re: APE Distribution Terms Ammendum

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <33e342d7.12976581@news.demon.co.uk>
Source record: 71199

The other Day noone@nowhere.com (Yogi) wrote:

>On 1 Aug 1997 12:23:42 GMT, jperez@Hawaii.Edu (John Perez) wrote:
>
>- Let's face it, copy protection
>-schemes never stopped anyone who really wanted to copy anything.
>-
>
>You got that right - it only wanted them to copy the stuff MORE and
>brag about it!
>
Speaking of such things..Does anyone know what happened to Happy
Computers, maker of the Happy Drive..

Last time I saw a Mr Happy product was on the ST and then he vanished,
I heard Atari brought him out to stop the chances of what he did on
the 8bit happening again...is this true??? or is this another Net myth

Paul `Mclane` Irvine

Life is your Oyster.

But I don't like Oysters!!

875. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5ru9t5$bje@nntp02.primenet.com>
Source record: 71200

It's going to be fun, but those looking to Battlesphere for a 1:1 Star Raiders clone for the 90s should realize that:

There is no resource management in Battlesphere. Energy depletion has more to do with being able to fire than anything else. You have overall hull integrity and when it's gone, you blow up. No partial damage. Your rating has nothing to do with energy consumtion or number of docks. You can't turn on and off ship functions. There is no limping to do with damaged shields or engines.

There is no aft view. There is no gyroscopic scanner screen. There is no X/Y/Z coordinate text display. There is a fore and aft targetting display and distance is roughly color coded but it's pretty vaguely determined. Speed is more difficult to control than it could have been, but you CAN go in reverse. Whether this spoils Alone Vs. the Empire Mode, we'll see.

However, Alone Vs. the Empire does allow you to order friendly fighter squadrons to take on the enemy remotely. In addition to the multiplayer, battlesphere also adds capitol ships into the mix and you can eject and fight as a guy in a rocket pack.

So in some ways it is shedding the simulator and energy conservation aspect of Star Raiders, going more for a simplified 3D netrek (sans planet taking) approach.

P.S. Battlesphere emulates Star Raiders both graphically and via sound samples for its photon torpedos.

876. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33e1396c.31651452@news-west.sony.com>
Source record: 71270

Charlie,

You should lay off the bong hits before playing your N64.....or maybe
I should start!

First off, Starfox is a rail shooter designed for 10 year old kids.
The fact that it's in space is all it has in common with Star Raiders.

If you REALLY want to see Star Raiders on a next gen console save up
some of your drug money and get a Playstation. In November Psygnosis
is bringing out "Colony Wars" and THIS is the next gen Star Raiders.

BTW: I have a big screen TV and an N64.

jj

On Thu, 31 Jul 1997 16:10:47 -0600, Charlie Fitch <charlie@khoral.com>
wrote:

>
>Star Raiders for the 90's
>-------------------------
>
>Star Fox 64 for the Nintendo 64 game console absolutely ROCKS !!!
>It's about as perfect a "3d-space, save-your-system, type thing"
>as you could possibly imagine. It's got *stunning* 3D graphics,
>intense seemless playability, *ACTUAL BONE-JARRING* special effects
>with the rew "Rumble Pack" that comes with the game (plugs into
>your hand controler and *literally* shakes and vibrates it at various
>frequencies depending on how hard you got hit or ran into something),
>realistic 3D aerial dog fighting (with loops, 1/2-inverted turns,
>barrel rolls, boosters, brakes, realistic HUD [heads-up display]
>gunsights, laser cannons, radar "tone" lock on enemies and when
>enemies lock onto you), continous stereo soundtrack plus effects,
>and even fun cinema-style character development (a la Star Wars).
>
>The game designers obviously played Star Raiders when they were
>young and they pay a great tribute with this wonderful remake
>using the latest technology. Star Fox 64 also has a fabulous
>cinematic feel to it, with the authors giving a tip of the hat
>to the many sci-fi and action movies that inspired this game
>as well, including "Star Wars", "Star Trek", "Independence Day",
>"Raiders of the Lost Ark", "Top Gun", and others. Some of the
>most impressive cinematic elements are the dramatic, sweeping,
>camera movements, the choreographed intellegent movement of the
>many enemy and allied spacecraft, and the realistic filmlike

>camera and lighting effects like lens-flare and multiple lights.
>Hell, if you get a big screen TV and surround sound, you'll
>swear that you're actually *INSIDE* a movie, or on a HoloDeck!
>You can experience this for the bargain price of about $210,
>which includes the price of the game console and the game.
>
>Disclaimer: No connection to Nintendo.
> Just giving credit where credit is due,
>
>Happy star-hopping,
>Charlie

877. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970801020300.WAA11923@ladder02.news.aol.com>
Source record: 71271

>
>Guys,
> Ok, I looked at the site above, but what is the name of the file?
>"Asskicker-demo" does not exist!
>
>Robert S Ely --- Communications Systems Technician

OK, try THIS page:

http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

Here's a modified version of the assckicker demo that makes it more runable in other machines. Looks likes there's a whole bunch of other great demos here too!

It's amazing how many atari 8 bit related web pages are popping up. One good thing about demos is that you don't have to hear a lot of flaming about copyrights. Can we talk about something else - please? Can we all - just get along? :)

878. Re: ATARI Equipment MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33e14a9f.1404739@news.injersey.com>
Source record: 71272

On Thu, 31 Jul 1997 19:27:37 GMT, tort@springnet1.com (The Enforcer)
wrote:

- ATARI Equipment, MUST SELL!!!
-
Godamn Terry Ortman is an asshole

879. Re: Another game idea

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970801050001.BAA11618@ladder01.news.aol.com>
Source record: 71273

>>>ftp://yoshi.meil.pw.edu.pl/atari8bit
>>>
>>>Unfortunately it is only for PAL-Systems.
>>>
>>>Tschuess
>>> Frank [PGP]

Taquart will be off-line till the 15 of July, There are other 8bit demo sites, Try closertohome.dyn.ml.org

880. Re: ATARI Equipment MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-01 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19970801052600.BAA26724@ladder02.news.aol.com>
Source record: 71274

WARNING!!!!!

tort is short for Terry Ortman, this is the same Terry Ortman who is under investigation by the US Postal Service for mail fruad, do nto do ANY business with this person he is know all over the internet for his illegal activities, stay away from this person!!!!!

Curt

881. FS:800XL w disk drive, printer, monitor, cartridges, SW, manuals and more

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: crossnet <crossnet@ix.netcom.com>
Message-ID: <33E2EA67.DE0@ix.netcom.com>
Source record: 71201

The Atari items listed below are for sale.

The computer, disk drive and printer are in excellent condition and are all working. I have not used the cartridges and programs for some time, but I did a quick check and all appear OK. The other accessories have not been checked, but I believe they are also OK. Most items are complete with their instructions and/or manuals.

The system is located in the Northern Virginia area (outside Washington DC) and may be inspected prior to sale.

Please e-mail: crossnet@ix.netcom.com

Atari 800XL System
---
1 800XL Computer
1 1050 Disk Drive & Power Supply
1 1025 Printer
1 Amdek Color-I Monitor
1 VolksModem
1 KoalaPad
Misc. Manuals and Cables

Cartridges
---
1 Defender Atari CXL4025
1 Galaxian Atari CXL4024
1 Joust Atari RX8044
1 Centipede Atari CXL4027
1 River Raid Activision
1 Missile Command Atari CXL4012
1 Miner 2049er Big Five Software
2 Facemaker Spinnaker Software

Software

Atari Disk Operating System 3 Atari DX5052 (Master Diskette 3)
Kinder Comp Spinnaker Software
Rhymes & Riddles Spinnaker Software
B/Graph Batteries Included
Color Print Datasoft
Bond Analysis Atari CX8106
MegaFont XLEnt Software
Home Filing Manager Atari CX8129
Track Attack Broderbund
WordRace Don't Ask Computer Software

Picnic Paranoia Synapse Software
Micro Illustrator Koala Technologies Corporation
Astrology Atari program Exchange APX-20078
Success With Math CBS Software(3 disks)
Addition & Subtraction
Multiplication & Division
Linear Equations

882. Re: ATARI Equipment MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: Steve off of Blue's Clues <abc@123.net>
Message-ID: <01bc9ef4$ad356de0$43880fcf@chesster.pcl.net>
Source record: 71202

At these prices, was it really worth warning anyone about this person's character? :-) Oh, and to whoever did post that, if you want to flame me, go ahead. I'll just point people to your prices.

Thank you,
Steve

883. Auction: GOING PHASE: Ultima/Origin/Infocom games

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: bilstein@mail.utexas.edu
Message-ID: <5ruai0$hs0$2@geraldo.cc.utexas.edu>
Source record: 71203
Cross-posted to: comp.sys.ibm.pc.games.marketplace,rec.games.computer.ultima-dragons,comp.sys.apple2.marketplace,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.cbm

The auction is now in the once-twice-sold phase!

Welcome to my Ultima/Origin/Infocom auction. I'm getting rid of the last of my classic computer software to make some money for Atari 2600 games and items. If you have any decent Atari 2600 stuff for trade, let me know about it!

Posting to non-marketplace groups will be infrequent, so please e-mail me to get on the update list.

Please read the rules at the bottom. You are accepting the rules by placing a bid.

==========
THE GAMES:
==========

Autoduel (Apple II) w/box, 5.25" disk, ref. card, map <sirthomas> $25
ONCE!

HitchHikers Guide to the Galaxy (Atari ST) w/box, button, <kwekasc1> $20
fluff, brochure, destruct orders, sunglasses, NO DISKS ONCE!

Leather Goddesses of Phobos (IBM PC) Complete <cylar> $20
ONCE!

Moebius (Apple II) w/box, two 5.25" disks, poster, ref card, <xyzzy> $10
Book of Lore ONCE!

Plundered Hearts (IBM PC) Complete <raistw> $24
ONCE!

Ultima IV (Apple II) w/box, two 5.25" disks, reference card, <deth> $17
Book of Mystic Wisdom, History of Britannia ONCE!

Ultima IV (Atari 400/800) w/box, two 5.25" disks, cloth map, <tommage> $21
The Way of the Avatar, Book of Mystic Wisdom, History of ONCE!
Britannia, Reference card.

Ultima IV (Apple II??) one 5.25" disk only, sides C & D <xyzzy> $3
ONCE!

Ultima V (Apple II) w/box, four 5.25" disks, 2 ref cards, <deth> $19
Book of Lore, Voyage Diary, catalog ONCE!

Ultima V (C64) w/box, four 5.25" disks, cloth map, Voyage <sessesses> $26
Diary, Book of Lore, player reference card, quick reference ONCE!
card, catalog

Ultima: Savage Empire (IBM PC) Complete <karl> $50
ONCE!

Wishbringer (Apple II) (shrinkwrapped - thin style gold box) <sreed2> $20
ONCE!

Wishbringer (C64) Complete <andrewv> $16
ONCE!

Zork II (Atari ST) Complete <zzyzx97> $16
ONCE!

RULEZ**********

1. Auction will last until July 31st, 10:00pm Central time. It will
then proceed to a once-twice-sold format, with the status changing
every 24 hours when no new bid is received.
2. Minimum bid raise is $1.
3. Conditional bids are accepted.
4. I will e-mail updates daily, as well as updating Newsgroups (some
more often than others).
5. International orders must pay with Money Order in US funds.
6. Payment must be in US funds, check or Money Order. I may hold a
check up to 10 days, a Money Order will get it shipped in 1-2 days
of receipt of payment.
7. If you would like to get on the update list without yet bidding,
just ask.
8. If you would like to be removed from the update list at any time,
just ask.
9. Buyer pays all shipping, to be determined at the end of the auction.
It will probably be $3 for the first two items, plus .75 per additional
item.
10. References provided on request.
11. If you would like to use an alias, please let me know.
12. I am not an expert on these items, so please ask if something is not clear.
No items are implied, if it isn't listed, it isn't there.
13. In the case of tie bids, the first bid received is accepted.

884. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33e2af62.631106@news.injersey.com>
Source record: 71204

```
On 1 Aug 1997 23:34:34 GMT, jperez@Hawaii.Edu (John Perez) wrote:
-
-When your 8-Bit comes in, please do buy the Cartridge though... From
what
-I can remember, the cart version ran smoother than the cracked disk
-version anyway.
-
HaHa, thats a good one. Star Raiders (the original cart) didnt require
any "cracking" to make it a disk version I think you are thinking of
star raiders 2.
```

885. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5rul6q$rss@news.Hawaii.Edu>
Source record: 71205

Yogi (noone@nowhere.com) wrote:
: On 1 Aug 1997 23:34:34 GMT, jperez@Hawaii.Edu (John Perez) wrote:
: -
: -When your 8-Bit comes in, please do buy the Cartridge though... From
: what
: -I can remember, the cart version ran smoother than the cracked disk
: -version anyway.
: -
: HaHa, thats a good one. Star Raiders (the original cart) didnt require
: any "cracking" to make it a disk version I think you are thinking of
: star raiders 2.

Well, I really wouldn't know how to pull a game from a cartridge myself.
That kinda stuff wasn't exactly in the DOS reference manual ;) I was more
than happy to buy Star Raiders in any case - what a great game!

Yogi - please e-mail me. Thanks...

Aloha,
John Perez - jperez@hawaii.edu
---

886. Re: Demon Attack ???

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970802074400.DAA16957@ladder02.news.aol.com>
Source record: 71206

You need a Translator to run demon attack, There is a translator that will work with cartridges but you need a floppie drive to load it.

887. Re: Broken Computers will FIX

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970802080701.EAA04173@ladder01.news.aol.com>
Source record: 71207

Anyone that has a broken Atari 8bit either XL/E that cant fix it them selfs can send them to me, Ill fix it like new for $40.00 and you pay shipping both ways. I also will upgrade your XL/E if you want, heres the cost "Not encluding shipping"

XL 256k $75.00
XL 512k $100.00
XL 1088k $150.00
XE 320k $75.00
XE 576k $125.00

XL Pokey Gumby upgrades $ 40.00
XL Super Video upgrade $ 40.00

Service and upgrades turn around is 5 working days on most system. Must be pre-paid my money order only.
Ive been fixing 8bit Atari computers for 10 years
and have seen every proble there is.
If your computer was hit by lightning then dont send it to me, it's then is time to get a new system

888. "Pilots" in Rescue at Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: marknewtonjohn@webtv.net
Message-ID: <5rut2u$e9i$1@newsd-3.alma.webtv.net>
Source record: 71208

Wow, what memories playing that game.

Yes, there are some pilots who aren't what they seem to be, ESPECIALLY when you have the sound turned up, and they jump up in front of your windshield.

GEEZUS! I always had a heart attack when that happens! Of course, I "dispatch" them with a press of a button.

And what fun when you let one of those "pilots" in, then you take off...

889. FOR SALE: **** ATARI GAME CARTRIDGES FOR MODEL 2600****

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: happyman@erols.com
Message-ID: <33f753f9.5547439@news.erols.com>
Source record: 71209
Cross-posted to:
alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

```
Phoenix
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Soccer
Football
River Raid
Berzerk
Asking price $3.00 ea plus shipping or best offer for the entire lot.
Contact happyman@erols.com
```

890. !!!DANGR!!!!Re: Windows for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <870531928.22186@dejanews.com>
Source record: 71210

!!!DANGER!!!!

Tort@springnet1.com (The Enforcer) is really Terry Ortman. Terry was
banned from Fidonet (for life) by the moderators. He then moved to
UseNet. Before you send this guy any money you would be well served to
do a dejanews search from around 6/96 (where he explains "how business
works" and why he was keeeping a guys money and not filling the order) or
email the listserver scammers@pdsig.com

This has been a public service announcement

Ron

In article <33e1e489.4675435@news.springnet1.com>,
starfleet@no.spam.net wrote:
>
> kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:
>
> >On Fri, 25 Jul 1997 10:02:24 -0700, Tony Martin <lmartin@midamer.net>
> >wrote:
> >
> >>BAck in the late 1980's some company was developing a system similar to
> >>GEOS for C64. Can anyone tell me about it ???
> >
> >Geos evolved into GeoWorks on the PC. Formal support for the PC
> >version has been transferred to a new company, NewDeal, Inc.
> >http://www.newdealinc.com/ Support for the C64 version evaporated a
> >long time ago.
> >
> >Geoworks http://www.geoworks.com/ continues to concentrate on
> >developing their multitasking GUI for PDAs and such.
> >
> >I still have a copy of GeoWorks Pro, because it runs well (real good
> >multitasking) on terribly obsolete PCs that can't run Windoze 9x.
> >Also, the other good point is that fact that it is not a Microsoft
> >product.
> >
> >Unfortunately, there never was a GEOS for the Atari due to the piracy
> >deterrent. There was a Diamond OS that I think ran from a cartridge,
> >but I haven't seen it. Can't say if it was multitasking or not.
> >
> > Kenneth Jennings -- SyntheToonz -- Miami, FL
> > kenneth at daffy dot aatech dot com
> > ken at ntalr dot aatech dot com
> I was a sucker and Bougth Diamond OS for the Atari, also the

> programming kit, etc., it was pretty good
>
> Then I fell for the upgrade to Diamond OS 2... The Author Reeve Soft,
> ripped me off, never sent the Programmers kit flor 2.0, it's full of
> bugs, won't work properly, locks up, and he left Illinois, and the
> last I saw of Reeve Soft, he was makiing and markeitng a utility to
> read MAC disks on the IBM, and he had moved to Kentucky?
>
> I'm not the only one he ripped off, but if anyone wants Diamond OS,
> get the first version, because 2 is the worst piece of garbage ever
> made.. It was available on disk, and I do have the disk and both
> cartridge versions, although the 2.0 chips ase worthless if you ask
> me. The software I bought with it, Diamond Paint, etc., won't even
> work with it...
>
> I'm assuming there as no devloper's kit for it, since it obviously was
> released full of bugs, and he has no intentions of fixing it, but I'd
> at least like the money I paid for the developer's kit back!!
>
> US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the

definition of a telephone fax machine. By Sec.227(b)(1)(C), it is
unlawful to send any unsolicited advertisement to such equipment. By
Sec.227(b)(3)(C), a violation of the aforementioned Section is punishable
by action to recover actual monetary loss, or $1500, whichever is
greater, for each violation.

>
> E-mailing me indicates acceptance of these terms.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

891. i'm look. for: 1025-825-822-820-pong-1200xl-1400xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bc9f51$72231380$451644c3@pamuller.imaginet.fr>
Source record: 71211

i'm interested for this atari items, if you have one cantact me

thanks

892. Re: Atari Classic Mag

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <870521422_OASIS_@pcc-uky.campus.mci.net>
Source record: 71212

In article <870474199@stackbbs.xs4all.nl>
bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) said:-

>Hi,
>can somebody tell me how I know when my subscription expires
>of the Atari Classic Mag?
>Is it mentioned somewhere on the label or so?
>
>Bo.

How 'bout telling use how we can subscribe too! :)

--

```
_/_/_/
```

893. Atari computer hw & sw

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5ruujr$7ta$6@news2.voicenet.com>
Source record: 71213
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
Atari Items for Sale plus shipping

Atari 800 Computer (one missing key) w/power supply. $59 added 6/21/97
Atari 1050 disk drive and power supply..... $49 added 6/21/97
Ape Face Model XLP Digital Device..... $39 added 6/21/97
Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) (2)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (3 sets)..... $12 each
WICO Command Control Joysticks - rough..... $12 pair
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes ..... $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
Cranston Manor Adventure (no box)
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Sesame Street Astro-Glover (3-6)
```

Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations -- added 6/21/97
Success with Math - Quadratic Equations -- added 6/21/97
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Printer Driver Construction Set from APX
Summer Games - added 6/21/97
The Quest - added 6/21/97
Touchdown Football - added 6/21/97
Walt Disney Picture Show - Cave Lord

Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor
Basic Language Computing - added 6/21/97
Galaxian - added 6/21/97

Music Composer
Pacman - added 6/21/97
Pitstop - added 6/21/97
Popeye - added 6/21/97

.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Clowns & Balloons for 400/800
Curse of Ra -- added 6/21/97
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Frogger
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
Sargon II -- added 6/21/97
Star League Baseball
States & Capitals
Temple of Apshai from Epyx (2)

The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown (2)
Atari Program Exchange - A guide to Effective Programming
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS -- added 6/21/97
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

894. Atari magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: Al Andalus <erasmus@is.this.a.domain.or.what?.com>
Message-ID: <Pine.GSO.3.96.970802131143.11971A-100000@iglou2>
Source record: 71214

-> James Ogawa wrote:
->>Could anybody post contact information for Atari Classic Magazine?

On Tue, 29 Jul 1997, Michael Current wrote:
[lengthy plug for Atari Classics deleted]

That was great free advertising for that particular magazine.
However, speaking as an extremely long-time Atari 8-bitter and as
somebody who subscribed to all of the then-existing Atari magazines
back in the glory days of the '80s, some of us remaining Atarians
have grown more than a mite skeptical about the wisdom of shelling
out full-year (or equivalent) subscription payments for publications
that (to put it mildly) are likely to be somewhat less stable as
publishing enterprises than TIME, NEWSWEEK, or the WALL STREET
JOURNAL.

Don't forget that even the biggest of the Atari magazines (like
ANTIC and ANALOG) never gave any refunds when they went belly up.
They just disappeared and that was that. During the last decade
some new magazines have appeared but apparently most of them have by
now joined the defunct list.

If the surviving publications want to appeal to Atarians who've
been burned frequently in the past, at a minimum they should make
sample copies available for a certain price. Subscriptions on a
per-issue basis could also be helpful in reassuring wary potential
subscribers.

>>>---<<<
>>> david moeser -- erasmus at iglou dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

895. copyrights -- new FAQ needed?!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: Al Andalus <erasmus@is.this.a.domain.or.what?.com>
Message-ID: <Pine.GSO.3.96.970802135706.11971B-100000@iglou2>
Source record: 71215

There are some significant differences between the situation of copyrighted software for an obsolete or defunct computer platform and copyright laws for written or published material ("text" as we computerists refer to it).

For one thing, no author of published articles or books ever abandons the field -- that is, the whole reading-and-writing "field" that human beings have been engaging in for over 5000 years -- and thereby takes with him exclusive rights for reading what he's written. An author can't say to the rest of the human race, "I'm no longer going to write anything, so the rest of you can no longer read what I've already written."

Secondly, authors and writers don't "go out of business" the way software producers or marketers do. And even if they stop writing or publishing, they don't deprive the rest of the world of the right or the ability to "support" their products. Regardless of whether an author's published works are or are not still covered by legal copyrights, new publishers may make arrangements to republish the work, literary critics will continue to publish analysis and commentaries, and dictionary publishers will continue to publish. (After all, it might be said that dictionaries contain all the same "code," just in a different presentation.)

Another important difference is attitude. Authors don't abandon the field of writing and say, "World, I hate you and therefore you must not read my published works any more!" But umpteen software producers have officially abandoned older computer platforms, officially stopped supporting products they put out for those platforms, and seemingly have attempted to assign those products to oblivion. Some people and some companies have been outright hostile to the Atari 8-bit community, or the Atari community in general, after they left it.

On the other hand, some software producers were more gracious or generous when they left the Atari scene. Back in the late '80s (which is a decade ago by now!) I recall seeing and hearing reports of some software companies that had supposedly released their Atari 8-bit products to public domain status. Back in the days when clubs still attracted 25, 50, or 100 people to meetings there were occasional reports along these lines, and once in a while a company would post a notice on one of the BBS networks of that era.

What we need now is a public-domain list, compiling the names of software producers who released their products into the public domain, and perhaps also listing other producers and/or their products who

fall into gray areas that might be considered in between public domain
on one extreme and active commercial activity and support on the other.
It's been a while since I waded thru the FAQ files, so if something
like already exists then I suggest it be separated out and posted as
an independent FAQ file. Such a file would make clear who has
abandoned the Atari platform, who no longer provides support, and
hopefully go a long way toward eliminating the controversy over
copyrights and piracy.

>>>---<<<
>>> david moeser -- erasmus at iglou dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "Do nine men interpret?" "Nine men," I nod. *

896. RGB help

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <33E3A3CC.46A4@mail.utexas.edu>
Source record: 71216

normally i run the ataris off a regular tv,

however, recently i purchased a rgb monitor w/ av jacks.

what sort of cable do i need to connect them? where is it available.

cheers,
robert

897. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: Mr Maddog <mrmaddog@microserve.*NOSPAM*.org>
Message-ID: <Pine.UW2.3.95.970802161226.21089A-100000@reality>
Source record: 71217

On 1 Aug 1997, John Perez wrote:

> Charlie Fitch (charlie@khoral.com) wrote:
> : >> I really wish there was a 90's equivalent!!! (not x Vs tie, but
> : >> the star raiders idea...) a relativly short 3d space save your
> : >> system type thing!!!

Yeah! I have a real good idea for updating Star Raiders on the PC and Playstation. Heck, there's not much to have in SR programming since the 8-bit game had it in 8K plus add some 3D ships and planets and you can fit the entire game in memory without additional CD loads. Plus some elements from Solaris would really make the game special. Doug Neubauer should definitly do the consulting :)

> : Star Raiders for the 90's
> : -------------------------
> : Star Fox 64 for the Nintendo 64 game console absolutely ROCKS !!!

I 'did' play Star Fox 64 yesterday and I liked it much better than the first one. Can't say it's Star Raiders like, but more resembles Solaris on the 2600 except you really can't choose which sector you can warp to.

The only two beefs I have is one, Nintendo expects you to use all the buttons on their fancy control at once and the game characters keep telling you to do barrel rolls and crap. But the Rumble Pack...and don't let anyone tell you different...is the most useless video game accessory ever devised. You can hardly feel it and when you do it's very distracting. Pardon me, but I rather have 'good gameplay' (the very bane game industry keeps trying to squash) to get me inside the game then some vibrator. If you want a good rumbling...hook up a big subwoofer near your seat! :)

> I don't think that you could possibly get further from Star Raiders than
> this, really. For a real tribute to Star Raiders, keep an eye out for the
> release of Battlesphere for the Jaguar. One of the play modes, "Alone
> against the Empire" is very much based upon Star Raiders, only
> Battlesphere uses a 3-D environment with Gourand shaded/texture mapped
> polygonal models rather than bit-maps. The programmers are actually
> playing the original Start Raiders as a guide to playability in their
> development.

Don't hold your breath for Battlesphere...the Jaguar dies a long time ago. Perhaps if it had came out even last year things could have been different but it's not. I can see Telegames putting it out along with Super Breakout 2000 but the only people I see playing new games on the Jag are those who write their own programs with the Jag server. Sorry, but as a

long time Atarian I know when to expect something coming out and when it's forever vaporware. (Prove me wrong and I'll really be happy).

Eric Noss
a.k.a
Mr. Maddog

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

All solicitation, automatic or manual, is subjected to a fee of $500 by Pennsylvannia State law. Administrators of the domain from where the offending e-mail has been sent will be notified of such actions,by any means necessary.

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E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

898. 3rd Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: NSSS <nsss97@usa.net>
Message-ID: <33E41B65.4FEA@usa.net>
Source record: 71218
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric

Hello all,

Just a quick posting of an event you may be interested in....

The Third Northern SAM & Spectrum Show - Incorporating 8-Bit Show

The first two NSSS shows have been so popular that we've decided to throw the doors open to all 8-bit owners this time!

Whether you be an ordiary user, or any sort of support service (magazine, software publisher, jhardware creator, etc) then we'd love to see you there. And this time, due to the success of the earlier shows, we've managed to reduce stall costs for anyone wishing to book one!

The show is held at Wetherby, Near Leeds - within easy transport of National Express coach, local buses etc. If you're unsure of where to go, sending an SSAE will give you directions.

At previous shows, we've had all the top names on the SAM & Spectrym scene; Fountain PD Library, Crashed, Impact, Quazar, Alchemist Research, Persona, Format, Fred, Sintech, Blitz Magazine, Flexibase, SD Software and more .... and they've all been invited for this time around too.

So don't miss out! Be there on the 20th September 1997.

For more details, call George on: 01937 583827 (after 6pm), fax 0161 476 3377 or send an SSAE to: NSSS, 32 Barleyfields Road, Wetherby, West Yorkshire, LS22 6PW.

899. FS:Atari LOGO books

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: chess@io.com
Message-ID: <5s0etb$ijd@news.jumpnet.com>
Source record: 71219

I have the following Logo books (Atari 800 versions) I will sell to the first reasonable offer which includes shipping charges:
Primarily LOGO by Donna Bearden & Kathleen Martin
1,2,3 My Computer & Me by Jim Muller
Atari Logo in the Classroom, A Teacher's Manual by Donna Bearden
LOGO Fun by Pat Parker and Teresa Kennedy
Special Edition of The Atari Connection magazind, Fall 1983, with a Logo article by Seymour Papert
Xerox copy of Atari Logo documentation.
Please buy the whole group, not individual titles.

Please reply directly to me at: damon@jump.net

Damon Ginbey, Austin, TX

900. FS: Atari software-Mostly educational

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: chess@io.com
Message-ID: <5s0fqo$ijd@news.jumpnet.com>
Source record: 71220

I will ship this box of Atari 800 software to the first reasonable offer. It's been in the garage a long time, so no guarantees, but it is all original disks and boxes and most appears to be in good condition.

Alien Addition, really cool sealed box
Math Blaster Math
Mickey in the Great Outdoors
Word Flyer, Electronic Arts
Grandma's House, Spinnaker
Snooper Troops Case #1
Snooper Troops Case #2
In Search of the Most Amazing Thing
Dance Factory, Fisher-Price Cartridge
Spelling in Context 1 & 7
Storybook Addition and Subtraction
Storybook People and Places
The Factory
The Pond
Subtraction with the Tink Tonks, Mercer Mayer
PuzzlePanic, Epyx
Millionaire Stock Market Simulation
Astrology, Antic Software
D-Bug, Electronic Arts
Learn to Read, disks 1-6
Book: Computers for Kids, Atari Edition by Sally Greenwood Larsen (kid's Basic programming manual)
Xerox copy of Star Raiders documentation

Please reply only to: damon@jump.net
I do not monitor this newsgroup.
This is the last of my Atari 800 and ST software I have left to sell. I sold all my stuff through the newsgroups. One man in Japan bought all my old games. The shipping cost more than the games, but he was thrilled! I do miss the old Atari days, but I am not a collector and I want to keep this stuff in circulation.
Thanks,
Damon Ginbey, Austin, TX

901. How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-02 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6b56VGj4zHB@peter.soemtron.sb.sub.de>
Source record: 71221

Howdy !

I'm asking me how the mouse system works internally and how to controll the data flow. I'm not sure about my exact problem, but I want to program a working menu system with a mouse option. I don't want to use a driver of somebody else. I need some instructions or at least some hints how to manage this task. It can't be so hard, isn't it?
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

902. B & C ComputerVisions Closing Store in December

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: who@knows.com
Message-ID: <33e4f49f.25981147@news.supernews.com>
Source record: 71125

I was just on the B & C ComputerVisions web page http://www.myatari.com and I saw this information. Yogi's archive is great, but we should try to support the remaining Atari dealers as best as we can.

News flash: We our planning to close our retail store in December!

Please note that we will continue supporting Atari user via mail order/Web/E-mail.

Rents in Silicon Valley are skyrocketting. Our current lease is up August 1997.If we go on a monthly lease we will be paying $1000 dollars more a month. Due to the decrease in sales and the massive increase in rent we are forced to close our store location in Santa Clara. Our landlord has made us an offer below local market rent, but,we still can not afford Silicon Valley anymore. We are searching for a new location outside this area and hope to find it and move by the end of the year. If everything goes as planned our mail order customers may experience slight delays in delivery during our move, while, our walk-in customers will have to change their methods of purchase to Mr UPS. We are sorry for the inconvience and will be doing everything we can to stay in business as long as we can. Stay tuned for updates. Atari lives on.

903. Best Electronics Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: who@knows.com
Message-ID: <33e5f4f9.26071429@news.supernews.com>
Source record: 71126

I saw this on B & C ComputerVisions http://www.myatari.com

Another News Flash!!!

The Best Electronics "Catalog" has arrived!!

You will not believe your eyes. This is the catalog to end all catalogs. There never was and never will be another Atari catalog like this one. Brad and his workers have spent three years putting together the number one reference of all time. It has hundreds of pictures and diagrams covering all Atari products even those that never came out. This over 300 page catalog even gives you the pin-out of all of the ports on Atari machines. Also there are serveral thousand parts with descriptions and prices. This is more than a catalog this is a general reference book for Atari users.

Order direct from Best Electronics or get your copy from us today.

Only $7.50 each.

904. Re: FOR SALE: **** ATARI GAME CARTRIDGES FOR MODEL 2600****

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: tiltonj@erols.com
Message-ID: <5s108j$nah@winter.news.erols.com>
Source record: 71127
Cross-posted to:
alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

happyman@erols.com wrote:

>Phoenix
>Atlantis
>Space Invaders
>Defender
>Donkey Kong
>Astro Blast
>Combat
>Pac Man
>Soccer
>Football
>River Raid
>Berzerk
>Asking price $3.00 ea plus shipping or best offer for the entire lot.

chuckle

905. Announcing the latest Best Electronics all-Atari catalog.

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: SK22 <Sk22@cris.com>
Message-ID: <Pine.SUN.3.96.970803000855.24525G-100000@galileo.cris.com>
Source record: 71128

After 36+ Months of Intense Labor our Over Due Baby/Rev. 10 Best
Electronics All Atari Parts/Reference Catalog has Arrived.
This New Rev. 10 version Catalog/Atari Reference Manual is Over 4
Times the size of our last catalog (June 1991) and has Many
Interesting New Features! Just to Tickle your interest here are just
some of the Features: A Catalog Index!, Easy to find Item/Product
format, 55+ Best Technical/Repair Tips covering ST, 8 Bit and 2600 5200/7800
Atari Products, 90+ Best Informative Information Tips, Over 330+ Pictures of Atari
products (last catalog had 137 pictures), Over 2000+ New Atari part Numbers/Products,
Expanded Listing and Descriptions of 8 bit Software Titles, An Atari Memorabilia
Picture Museum and Complete Atari I/O Connector Specifications on just about
every Atari product made! As we start an Unprecedented 15th Year in the Atari
Computer Parts business, Our New fully Computerized Accounting
System has had all of the bugs worked out, so each customer will Now have a
Unique Customer Number for easy Item Inquiries, Order Processing, Invoicing also
we can efficiently Track our 4,000+ Line Item Inventory! The Unique Best
Catalog which is Now Shipped World Wide to Atari end users and Dealers alike, is
priced at $7.50 (Actual Cost to Produce only) (California residents must add
your local 7.25% (.54), 7.375% (.55), 7.50% (.56), 7.75% (.58), 8.25% (.62) or 8.50%
(.64) cents sales tax to the total and $3.00 U.S. Priority Mailing. So if you would
like to get a hold of a Hot off the press copy of our catalog, just
send a check to

Best Electronics,
2021 The Alameda St., Suite 290
San Jose, CA 95126.
We can be reached by telephone at

(408) 243-6950,

and by e-mail at

Bestelec@concentric.net.

The above catalog price is for United States customers only.
International customers must contact us directly for price information.

DO NOT REPLY TO THIS E-MAIL.

906. What's your favorite Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@rust.net>
Message-ID: <01bc9fc4$d14815e0$724445d1@mkusz>
Source record: 71129

I just recently found out about the Atari 8-bit emulators. I've tried a few, including the Rainbow demo. I would like some opinions on which ones are the best & why. Thanks.

907. WTB: Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: classics@penny-empire.nospam.com
Message-ID: <33e407c0.5428909@news.whc.net>
Source record: 71130
Cross-posted to:
rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit

```
830 Acoustic Modem
850 Interface (black metal version)
1020 Color Printer/Plotter
1029 Printer
1055 (a 1050 with a 3.5" mechanism)
1060 (CP/M Add-On Module)
1090XL (Expansion System)IT WAS WORTH A TRY!!!

all must be working/complete in the box.
hmm... send an offer even if it isn't in the box.

Send offers. Please include shipping.

thanks,
Chuck

remove .nospam from email address.
```

908. New User, Emulator Help FAQ v.2.0 is here

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5s152m$hi1$3@nuke.csu.net>
Source record: 71131

I'll post it when I get a chance (unfortunately, sending files with "tin"
seems kind of impossible; I'll have to hack it, I suppose :))

Come and read it:

http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

There's a Spanish version of 1.5 available, as well. You can also
get a text version via e-mail by sending me a message
(kendrick@zippy.sonoma.edu) which contains the subject:

send emulator faq

It should get send immediately. (procmail is cool! :))

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

909. Windowed Multitasking on the Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5s15o9$hi1$5@nuke.csu.net>
Source record: 71132

As I've always said, the best way to multitask is 2 computers and
a chair with wheels.

Well, I think it'd be a great way to multitask with Ataris! (Except,
replace the "chair with wheels" with a Multiplexer LAN! :))

http://zippy.sonoma.edu/kendrick/nbs/ados/atwinsys.html

Maybe one day I'll work on this again! :)

Enjoy!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

910. Re: Atari magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R0308970326470001@news.erols.com>
Source record: 71133

In article <Pine.GSO.3.96.970802131143.11971A-100000@iglou2>, Al Andalus
<erasmus@is.this.a.domain.or.what?.com> wrote:

>However, speaking as an extremely long-time Atari 8-bitter and as
>somebody who subscribed to all of the then-existing Atari magazines
>back in the glory days of the '80s, some of us remaining Atarians
>have grown more than a mite skeptical about the wisdom of shelling
>out full-year (or equivalent) subscription payments for publications
>that (to put it mildly) are likely to be somewhat less stable as
>publishing enterprises than TIME, NEWSWEEK, or the WALL STREET
>JOURNAL.
>
But these magazines have much better content then Time, Newsweek or WSJ.
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

911. Re: 8bit software in the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5s1e9boqt1@nuke.csu.net>
Source record: 71134

Sam. (sam@greenaum.demon.co.uk) wrote:
: I think we need an archive. I know the Speccy archive at unit.no lives
: in a few hundred meg of free space donated by a University networking
: club that probably has a few nostalgic Speccy owners, I think the C64
: is a similar scene, there's a big site also in Norway.

I doubt a university would allow it. :^|

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

912. Re: RGB help

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: Jeffry Johnston <jeffryj@primenet.com>
Message-ID: <5s1g35$i05@nntp02.primenet.com>
Source record: 71135

Robert Erickson <dperw@mail.utexas.edu> wrote:
: normally i run the ataris off a regular tv,
: however, recently i purchased a rgb monitor w/ av jacks.
: what sort of cable do i need to connect them? where is it available.

what kind of atari do you have? 2600? 5200? 400/800/800xl ? I just built a monitor plug for my xl using an old keyboard and rca plugs. Check the faq for details on the monitor plug. What I have found is I only needed one ground for video, but I didnt need/want a ground for audio (kept buzzing) but that could just be my setup. Use composite out, gnd, and audio out. I have no idea which other systems have the monitor plug, maybe that info is also in the faq.

Good luck,
Jeff
--
---------------------------------+-------------------------------
Jeffry Johnston, calamari on IRC | See email address above for
EMAIL: jeffryj@primenet.com <=K | homepage url. No SPAM Please.
---------------------------------+-------------------------------

913. Is there a newer version of Xl-It! (>0.20)?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: svillase@dii.uchile.cl
Message-ID: <5s1i8k$nuj@dcc.uchile.cl>
Source record: 71136

Hello everybody:

Is there a newer version of Xl-It! anywhere thet is greater than 0.20?

I find this emulator incredible, as it has the highest compatibility than any other emulator, it is fast, has the best sound system found (it is really like a real atari) and... it is free!!! What else can you expect?

The fact that Markus Gietzen's Web site is not accessible anymore (I don't know the reasons for this), and I cannot find any more information about the development of Xl-It! anymore.

Any information, please send it by e-mail.

Thanks in advance,

--
Universidad de Chile	SERGIO VILLASECA CARRASCO
Facultad de Cs. Fisicas y Matematicas	
Dep. de Ingenieria Civil Industrial	sergei@iname.com

914. Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: brad@pianosa.demon.co.uk
Message-ID: <870601510.10623.1.nnrp-6.9e9882d2@news.demon.co.uk>
Source record: 71137

Whilst reading the rubbish I usually find here, George F. Hardy wrote somet=
hing interesting about "Eastern Front"

Hello George,

GFH> Does anyone have the instructions for Eastern Front -- cartridge
GFH> version? I will pay for a copy.

If you get no luck closer to home, I can get a copy for you. Being UK
based, it'd cost a wee bit more, because of the postage.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

.. The worst disease. You can't love who you want to love, in times like
these. - Homophobia; Chumbawamba

915. Dead 1050 problem...

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: DGS <dgs@clara.net>
Message-ID: <5s1u31$6pl$1@eros.clara.net>
Source record: 71138

I need a bit of help with a dead 1050 drive problem.

As far as I knew, the drive was working fine, although it is a 2nd drive which I haven't used for many months.
However, I went to use it yesterday, and it was dead. At first the power light came on but it did nothing else. So,
I thought my upgrade board (a British Happy clone) may have come out. I removed the metal shield to check all was in
place and tried again. This time the drive was completely dead, no power light at all. I tried replacing the upgrade with
the original chips, but still nothing. Any body any ideas? Please email dgs@clara.net if you can help.

Dean Garraghty.

916. Re: Is there a newer version of Xl-It! (>0.20)?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <33E47C32.472@erols.com>
Source record: 71139

Sergio Villaseca wrote:
>
> Hello everybody:
>
> Is there a newer version of Xl-It! anywhere thet is greater than 0.20?
>
> I find this emulator incredible, as it has the highest compatibility than any
> other emulator, it is fast, has the best sound system found (it is really
> like a real atari) and... it is free!!! What else can you expect?
>
> The fact that Markus Gietzen's Web site is not accessible anymore (I don't
> know the reasons for this), and I cannot find any more information about the
> development of Xl-It! anymore.
>
> Any information, please send it by e-mail.
>
> Thanks in advance,
>
Markus stated that development past 0.20 would be slow because he's
involved in a commercial product. The site seems to be down for the
summer (it's a college computer) and should return soon.

Does anybody here have the URL for the echo?

917. Re: 3rd Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <870613037snz@spheroid.demon.co.uk>
Source record: 71140
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric

In article <33E41B65.4FEA@usa.net> nsss97@usa.net "NSSS" writes:
>
> The Third Northern SAM & Spectrum Show - Incorporating 8-Bit Show
>
> So don't miss out! Be there on the 20th September 1997.
>
> For more details, call George on: 01937 583827 (after 6pm), fax 0161 476
> 3377 or send an SSAE to: NSSS, 32 Barleyfields Road, Wetherby, West
> Yorkshire, LS22 6PW.

I went a year ago and it was great fun. Plenty to interest CPC users,
but a bit lively for the green screeners, if you catch my drift.

There are a number of "serious" SAM programs, especially in the DTP area,
which leave CPC stuff standing but which might inspire some further CPC
software developments.

Of course, this is being held the week after the WACCI do at the Walsall
footy stadium on Sunday the 14th September. Just how much excitement can
a CPC/PCW user take in one month?

Warning! Warning! ....Incoming flak.........
--
++
= Brian Watson - the last 8-bit tycoon =
= Protext 8BIT magazine Pipeline Robot Parados WACCI/IEBA publicity =
++

918. PCXformer, can't switch disks in D1??

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: mikeg@sashimi.wwa.com
Message-ID: <5s254t$1iu@sashimi.wwa.com>
Source record: 71141

I just downloaded a copy of PCXformer and can't for the life of me figure out how to switch a disk that is mounted in D1 in order to insert another disk. I run it like this:

xformer -n somefile.atr

Everything would work find and the program I am trying to run would start fine. Unfortunatelly, this program I am trying to run needs to create a data disk. It tells me to insert a blank disk into the disk drive (D1). How can I get somefile.atr to stop being the disk in D1 (i.e. unmount it) and somehow put a blank file into D1 (i.e. blankfile.atr).

Thanks for any help!

Mike
mikeg@wwa.com

919. Re: 3rd Northern SAM & Spectrum Show - incorporating 8 Bit Show

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: richard@systemeD.u-net.comma
Message-ID: <19970803191640484736@p6.ascend3.is2.bb.u-net.net>
Source record: 71142
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric

NSSS <nsss97@usa.net> wrote:

> At previous shows, we've had all the top names on the SAM & Spectrym
> scene; Fountain PD Library, Crashed, Impact, Quazar, Alchemist Research,
> Persona, Format, Fred, Sintech, Blitz Magazine, Flexibase, SD Software
> and more .... and they've all been invited for this time around too.

No Prism PD?

You do disappoint me.

--
Richard Fairhurst http://www.systemed.u-net.com/
A million years on and still in trouble:
put down your fists and enter with a shovel

920. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5s2i4h$mu@nntp02.primenet.com>
Source record: 71143

The mortal Mr Maddog wrote:
: Yeah! I have a real good idea for updating Star Raiders on the PC and
: Playstation. Heck, there's not much to have in SR programming since the
: 8-bit game had it in 8K plus add some 3D ships and planets and you can fit
: the entire game in memory without additional CD loads. Plus some elements
: from Solaris would really make the game special. Doug Neubauer should
: definitly do the consulting :)

I'm going to be interviewing Doug Neubauer on August 9th. If anyone wants
to SERIOUSLY consider a SR clone (and don't try calling it SR, JTS-Atari
will SUE YOUR ASS) then let me know and I'll coordinate...

: I 'did' play Star Fox 64 yesterday and I liked it much better than the
: first one. Can't say it's Star Raiders like, but more resembles Solaris
: on the 2600 except you really can't choose which sector you can warp to.

Can you say RAILS??

: but it's not. I can see Telegames putting it out along with Super
: Breakout 2000 but the only people I see playing new games on the Jag are
: those who write their own programs with the Jag server. Sorry, but as a
: long time Atarian I know when to expect something coming out and when it's
: forever vaporware. (Prove me wrong and I'll really be happy).

Then why are you on an orphan system newsgroup if you disregard these
people?

921. Re: 8bit software in the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5s2ia4$qb@nntp02.primenet.com>
Source record: 71144

```
The mortal Sam. wrote:
: Why can't we have one? Is there some site somewhere who would hold all
: this? Would it get into trouble from litigious twats? There must be a
: few hundred games in the hands of people who read this group, surely.
: It would be a crying shame to let years of software disappear. Is
: anyone at college etc who could start to host a site?

Gimme a break. Pirate arechives are not the savior of old software.
```

922. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5s2nb8$aq9@news.Hawaii.Edu>
Source record: 71145

Mr Maddog (mrmaddog@microserve.*NOSPAM*.org) wrote:

: Don't hold your breath for Battlesphere...the Jaguar dies a long time ago.
: Perhaps if it had came out even last year things could have been different
: but it's not. I can see Telegames putting it out along with Super
: Breakout 2000 but the only people I see playing new games on the Jag are
: those who write their own programs with the Jag server. Sorry, but as a
: long time Atarian I know when to expect something coming out and when it's
: forever vaporware. (Prove me wrong and I'll really be happy).

I realize that this discussion has drifted out of the 8-Bit arena, but I really want to clarify this issue. I chat with the developers of Battlesphere periodically, and they seem determined to complete the game and have it released. They are also interested in porting it in the future. That aside, there are plenty of people playing Jaguar games - probably nor more than ever. Every Kaybee toy store in the state has Jaguars for $40, a system setup in the front of the store for people to play, and a slew of games for $12. They are selling too, because I've gone into the stores periodically and the stock is always different. From what I understand another chain (Electronic Boutique?) is carrying all of the new Telegames titles as well.

I don't expect that any of this will change the Jaguar's demise or spur new development or anything like that, but when Battlesphere gets out the door, there will be stores that will probably carry it. More significantly perhaps, Battlesphere is highly anticipated; being one of those eager individuals, I will be buying at least four cartridges for myself (networking, you know).

Aloha,
John Perez - jperez@hawaii.edu
---

923. Re: Textprocessors and XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5s2l8m$k3m@dfw-ixnews4.ix.netcom.com>
Source record: 71146

In article <5rnfjm$aev@falcon.ccs.uwo.ca>, mjewison@irus.rri.uwo.ca (Mike Jewison) wrote:
>In article <SLACKEY.97Jul23173557@slackey-sun.cisco.com>,
> slackey@slackey-sun.cisco.com (Stan Lackey) writes:
>|>
>|> I wrote an emacs subset for the xep80 years ago. Screen even looks
>|> like real emacs. Nice and fast, supports multiple buffers. Only
>|> downside is that all the current buffers need to reside in the 32K of
>|> free memory. OK OK the other downside is you can only display one
>|> buffer at a time.
>|>
>|> Unfortunately I am cleaning my basement and just put the system away.
>|> If there's enough interest, I could set it up again and make a
>|> zip of the exe and the sources (it's in AMAC).
>|>
>
>I, too, would like to see your emacs editor. Emacs is my editor of choice
>on the unix systems at work, and it's be kinda cool to have the same
>editor on the Atari. Besides, not much can beat emacs in terms of
>flexibility, even if yours is only a subset....

I'd like to see a VI clone for the 8bit. It is my choice for Unix and
Dos. =)

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |
---

924. Re: 8bit software in the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5s2lbd$k3m@dfw-ixnews4.ix.netcom.com>
Source record: 71147

In article <33e41371.2098519@news.demon.co.uk>, sam@greenaum.demon.co.uk wrote:
>I think we need an archive. I know the Speccy archive at unit.no lives
>in a few hundred meg of free space donated by a University networking
>club that probably has a few nostalgic Speccy owners, I think the C64
>is a similar scene, there's a big site also in Norway.
>
>Why can't we have one? Is there some site somewhere who would hold all
>this? Would it get into trouble from litigious twats? There must be a
>few hundred games in the hands of people who read this group, surely.
>It would be a crying shame to let years of software disappear. Is
>anyone at college etc who could start to host a site?
>

Why? Because it is illegal. And.... because a good majority of the
software is still available from mail order houses. (Except Alternate
Reality.. I purchased a few copies of that series to give away as gifts.)

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |
---

925. Re: RGB help

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <33E4FB0A.2119@mail.utexas.edu>
Source record: 71148

thanks,

i didn't realized generic keyboards have 5 pin plugs.
made one using a dead keyboard and a/v plugs, works great..

also thanks for the note about the faq...had all the pinouts i needed.

picture is much better than on a regular tv.
i'm using an 800, an 800xl, and a 1200xl.

cheers,
robert
> faq for details on the monitor plug. What I have found is I only needed
> one ground for video, but I didnt need/want a ground for audio (kept
> buzzing) but that could just be my setup. Use composite out, gnd, and
> audio out. I have no idea which other systems have the monitor plug,
> maybe that info is also in the faq.
>
> Good luck,
> Jeff
> --
> ---------------------------------+---------------------------------
> Jeffry Johnston, calamari on IRC | See email address above for
> EMAIL: jeffryj@primenet.com <=K | homepage url. No SPAM Please.
> ---------------------------------+---------------------------------

926. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: Mr Maddog <mrmaddog@microserve.*NOSPAM*.org>
Message-ID: <Pine.UW2.3.95.970803171102.26012A-100000@reality>
Source record: 71149

On 3 Aug 1997, the more than mortal Glenn Saunders wrote:

> I'm going to be interviewing Doug Neubauer on August 9th. If anyone wants
> to SERIOUSLY consider a SR clone (and don't try calling it SR, JTS-Atari
> will SUE YOUR A**) then let me know and I'll coordinate...

First of all, SR is shorthand for Star Raiders because I don't feel like
typing the whole thing out again....and if I really am working on a
professional remake project, then I go straight to JTS and not 'you'

So when you do see Doug Neubauer, please do ask him about the possiblity
of a updated version...unless he got a operation and is now named Debbie.

> : I 'did' play Star Fox 64 yesterday and I liked it much better than the
> : first one. Can't say it's Star Raiders like, but more resembles Solaris
> : on the 2600 except you really can't choose which sector you can warp to.
>
> Can you say RAILS??

Solaris wasn't exactly fly anywhere you want in space, but so what? It's
still fun!

> : but it's not. I can see Telegames putting it out along with Super
> : Breakout 2000 but the only people I see playing new games on the Jag are
> : those who write their own programs with the Jag server. Sorry, but as a
> : long time Atarian I know when to expect something coming out and when it's
> : forever vaporware. (Prove me wrong and I'll really be happy).
>
> Then why are you on an orphan system newsgroup if you disregard these
> people?

Because unlike some people I can name right now, I am a realist. If
Battlesphere does come out and I hope it really does soon then great. But
the Jag will always be for a niche market like all other Atari products
and I like it like that. Especially when the idiot Tramiels won't
screw it even further to the ground! Since someone else who knows his
stuff told me that they still sell Jags in stores and will carry BS(wanna
sue me for that?) then I intend to buy it.

But someday, I hope to do a remake of "Star Raiders" and it will be very
professional and that's the bottom line...

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

All solicitation, automatic or manual, is subjected to a fee of $500
by Pennsylvannia State law. Administrators of the domain from where
the offending e-mail has been sent will be notified of such actions,by

any means necessary.

<<

927. Re: 8bit software in the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33e4060c.592007@news.injersey.com>
Source record: 71150

The sites are not really hard to find - however I am a bit upset that the current location of jellystone www.hackerz.com is offering a CD of the archive - everyone please understand that I am not involved with this offer, and that at any rate I havent gotten anything new to add to the archive in quite some time.

The sysadmin there is burning them, apparently.

928. Classic Atari OnLine 0797

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: David@Classic
Message-ID: <5s2sue$nm8$2@mhafc.production.compuserve.com>
Source record: 71151

Classic Atari OnLine 0797 is on the streets and has reviews of
the MiST and JagFest shows and much more. Download today at:

http://ourworld.compuserve.com/homepages/dshome/fujihome.htm
The Fuji Federation

Editorial --
Where Atari Leaves Us

Atari News --
New Jaguar 3rd Party
Atari FunFest '97
CatBox's Second Run

Show Descriptions/Reviews --
JagFest '97
MiST AtariFest IX

Show Previews/Reviews --
BattleSphere
AirCars
Ponx
(Supporting the 8-bit and 16-bit line of computers)

929. FS: Atari 130XE bundel

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: David@Classic
Message-ID: <5s2t9t$nm8$9@mhafc.production.compuserve.com>
Source record: 71152

For Sale: Complete Atari System Includes:
(1) 130XE
(1) Non-functional 130XE
(1) Happy Drive w/ software (Happy Drive has 3 switches and
indicator lights)
(1) XF551 Drive *
(2) Atari 1050 drives
(1) XM301 Modem
About 300+ disks and carts full of software, most labeled
(1) Magnavox Monocrome Computer Monitor 80 with speakers

Not including the Monitor and the software all this hardware
would cost about $850 from B&C Computer Visions.

I am asking $120 for bundel (includes shipping), plus $30 if you
want the monitor.

* The XF551's power input is a bit worn, the board inside has a
small crack. Nothing a simple soldering gun can't fix.

Other than the XF551, all is in great condition

David Schmudde
CAO
Located in the US

930. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: mike larue <bandit@cdsnet.net>
Message-ID: <33E53EC1.112@cdsnet.net>
Source record: 71153

It is very simple, atleast it was for me using an atari ST mouse, I wrote a program to read the joyport, and then I used the paddle reading. I was able to make it work, but never went past the point of finishing.

The IBM serial mouse I was never able to get it working until I changed the wiring of the mouse, so use the ST mouse for the easy way...

Thomas Havemeister wrote:
>
> Howdy !
>
> I'm asking me how the mouse system works internally and how to controll
> the data flow. I'm not sure about my exact problem, but I want to program
> a working menu system with a mouse option. I don't want to use a driver of
> somebody else. I need some instructions or at least some hints how to
> manage this task. It can't be so hard, isn't it?
> --
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

--
Mike LaRue |1979 Atari 400 |
Medford, Or |1981 Atari 800 | Amiga by Atari
USA |1987 Amiga 500 |Atari ST by Commodore
bandit@cdsnet.net |1989 Amiga 2000 |

931. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <33E55074.3DF6@plano.net>
Source record: 71154

I have read that people have Eastern Front on cartridge and floppy disk. I just wanted to mention that it was also available on cassette. I had some friends circa 1981 that had an Atari 400 and enjoyed this game on cassette.

--
+---+
| Charles and Francis Richmond <richmond@plano.net>
|
+---+

932. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5s149i$hi1$1@nuke.csu.net>
Source record: 71155

Yogi (noone@nowhere.com) wrote:
: HaHa, thats a good one. Star Raiders (the original cart) didnt require
: any "cracking" to make it a disk version I think you are thinking of
: star raiders 2.

HaHa, thats a good one. Star Raiders II would never be worth "cracking"
anyway. :) The original Star Raiders actually had some controllable
game-play in it. :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

933. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5s14he$hi1$2@nuke.csu.net>
Source record: 71156

John Perez (jperez@Hawaii.Edu) wrote:

<snip>
: I don't think that you could possibly get further from Star Raiders than
: this, really. For a real tribute to Star Raiders, keep an eye out for the
: release of Battlesphere for the Jaguar.
<snip>

Errr? Jag's still being developed for!? Who by?

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

934. Sorry, "Asskicker" is NOT "Doom!"

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5s1idrrim1@nuke.csu.net>
Source record: 71157

I just checked out AssKicker (I had seen part of it before, I just forgot what it was called :))

While the graphics and effects ARE impressive, and probably never-before-seen on the Atari 8-bit, they are barely comparable to "Castle Wolfenstien 3D" (ID's title before "Doom")...

Four things pose problems:

(1) Still too slow! :(

(2) It's stuck in a maze; these other games have large, wide, open areas. (So this game is more like "Amazing Maze" or "Maze of AGDAGON" than any of the "Wolf3D" or "Doom" games.) :(

(3) Where would the enemies go? How would they move?

(4) Would you actually be able to POINT in a non-90-degree direction?

So, while I'm not denying that we're getting ever-closer to that "Doom" for the 8-bit, I feel more needs to be done... especially in the gameplay aspect (not just the looks and texture-mapping and lightsourcing and stuff like that.)

Oh... did I mention I hated the music? ;)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

935. Helicopter game idea - HELP CODE IT!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5s2sd2omm1@nuke.csu.net>
Source record: 71158

Hehe... as with all my ideas, it's pretty much a stolen one, though. :)

Have any of you seen this one relatively old (late 80's or early 90's)
arcade game when you're a helicopter flying through a city shooting at
lots of different things. (I believe the version I played had a wiggly
seat which reacted to my directional controls.)

1/2 of the game is played in first-person perspective, the second half
is played from looking above, a la Xevious. The cool thing about it,
though, and what made it majorly different from Xevious, was the
skyscrapers and stuff were 3D. They weren't polygon 3D. More like the
OutRun "lots of the same sprite" 3D.

It looks kind of like this: (imagine more skyscrapers on the right :))

```
##########  |
##########  |
###########
###########  |
##########  |
######
=======
#######  | O |  <-- Hello! I'm a tank!
########  ====\==
########  |
|
########
###########  |
###########  |
###########
##########  |
```

You get the idea?

Well, I started trying to code such a thing in Action! It actually
works MOSTLY right, except some 'pop-up', and, well, it's REALLY SLOW. :)

But it is still cool to fly in 3D above these things (you can fly up/down
AND left/right in my little demo, and I believe that's how the actual
arcade game was...)

I'm thinking I'll release a .EXE demo plus the Action! source-code and
let some of you REAL coders out there make this into a fast-action
shoot-em-up for all to enjoy. ;)

Anyone up to it? :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

936. Re: 8bit software in the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R0308971744390001@nntp.netgate.net>
Source record: 71159

In article <5s2ia4$qb@nntp02.primenet.com>, Glenn Saunders
<krishna@primenet.com> wrote:

> The mortal Sam. wrote:
> : Why can't we have one? Is there some site somewhere who would hold all
> : this? Would it get into trouble from litigious twats? There must be a
> : few hundred games in the hands of people who read this group, surely.
> : It would be a crying shame to let years of software disappear. Is
> : anyone at college etc who could start to host a site?
>
> Gimme a break. Pirate arechives are not the savior of old software.

Maybe. In fact, yes, that's true. But I think it is a good
idea to make sure that the old titles don't die as one disk
after another eventually dies of bit rot.

(To be honest, as a software guy myself, once commercial sales stopped,
and once my royalties were no longer ever going to come in, I'd be
honored and pleased if people kept my work alive rather than let it
slowly disappear over time.)

I agree that as long as the software is commercially available (even
if hard to find), piracy of such software is wrong. But I'm not
going to condemn anyone who copies software which is not commercially
available anywhere, since in that case there's clearly no revenue
or royalties to steal from *anyone*.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html
Better dead than Redmond--Microsoft will consume us all.

937. Re: I was wondering...

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33E48C04.F0E47DB@tcd.net>
Source record: 71160

Try searching the web, most airlines have sights by now and they offer
specials there that are not avaiable by phone. Depending on where you
are and the carrier that serves your area, try
American Airlines, Northwest Airlines.(NWA.COM) ect.

bob

938. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33e3db6a.0@news.comet.net>
Source record: 71222

Does anyone have the instructions for Eastern Front -- cartridge version? I will pay for a copy.

GFH

939. Re: 8bit software in the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: "De Clerck,Hugues" <HUGUESDE@eucmax.sim.ucm.es>
Message-ID: <Pine.VMS.3.91-b11-vms.970803042052.34449B-100000@eucmax.sim.ucm.es>
Source record: 71223

On Sat, 2 Aug 1997, Sam. wrote:

> Alan Sharkis <ASharkis@postoffice.worldnet.att.net> wrote:
>
> >That's why new users have to understand that they're not alone. There's
> >enough p/d and shareware out there to cover most, if not all, of their
> >needs.
>
> I'm not being ungrateful, but for me the whole point of plugging in an
> Atari 8-bit is nostalgia so I can play the old games I had. Shareware
> isn't the same and is really pointless for it, since most of it will
> have been written after the Atari was a dead platform.
>
> Why is "pirate" software so hard to find for the Atari 8-bits?
> Compared to say the Spectrum or C64, which have huge archives with
> thousands of games freely available, while AFAIK Atari fans have to
> crowd onto secret web sites like a bunch of WaReZ hounds.
>
> The Speccy and C64 scenes seem to have a lot more activity in them
> because of this, even though the machines themselves weren't as good.
>
I agree with this, I had a C64 (had a 2600, and a 600XL before th commie)in
the '80, nowadays I collect every 8bit system I can get my hands on.
I found an 800XL a year ago, after two years of hunting (I live in
Belgium, Europe), but I can't find any carts for it. I would love to play
games like Star Raiders(my 2600 fav), MULE...but there's no PAL atari
software in the second hand or thrift markets around here.
RESULT of all this, I have the speccy and the C64 and Amstrad for wich I
could get complete software collections easy (well known HV CD's for the
C64, !legal! speccy sensations CD 2 for the spectrum, !legal! Stella from
CyBeRpUnKs for the 2600/supercharger, etc, etc, etc,...) permanently set up.
But the 800XL ---> Boxed, in the closet (What a waste :( ).
Why isn't there an initiative from this newsgroup or whoever (atari??) to
do somethings like that for the 8bit Atari's, or will the software go
forever when the floppy's will have more bad sectors than good ones after
all this year?

Hugues

940. B & C ComputerVisions

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-03 00:00:00 UTC
From: who@knows.com
Message-ID: <33e3f3d9.25783288@news.supernews.com>
Source record: 71224

I was just on the B & C ComputerVisions web page http://www.myatari.com and I saw this information. Yogi's archive is great, but we should try to support the remaining Atari dealers as best as we can.

News flash: We our planning to close our retail store in December!

Please note that we will continue supporting Atari user via mail order/Web/E-mail.

Rents in Silicon Valley are skyrocketting. Our current lease is up August 1997.If we go on a monthly lease we will be paying $1000 dollars more a month. Due to the decrease in sales and the massive increase in rent we are forced to close our store location in Santa Clara. Our landlord has made us an offer below local market rent, but,we still can not afford Silicon Valley anymore. We are searching for a new location outside this area and hope to find it and move by the end of the year. If everything goes as planned our mail order customers may experience slight delays in delivery during our move, while, our walk-in customers will have to change their methods of purchase to Mr UPS. We are sorry for the inconvience and will be doing everything we can to stay in business as long as we can. Stay tuned for updates. Atari lives on.

941. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5s5fl7$oh@news.Hawaii.Edu>
Source record: 71075

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Errr? Jag's still being developed for!? Who by?

4-Play! For info about Battlesphere, have a look at:

http://www.best.com/~sebab/dvidgames/dsphere/sphere.shtml

Aloha,
John Perez - jperez@hawaii.edu
---

942. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5s40fm$j18$1@nuke.csu.net>
Source record: 71076

Mr Maddog (mrmaddog@microserve.*NOSPAM*.org) wrote:
: On 3 Aug 1997, the more than mortal Glenn Saunders wrote:

: > Can you say RAILS??

: Solaris wasn't exactly fly anywhere you want in space, but so what? It's
: still fun!

He was talking about Star Fox (vs. Star Raiders). Two other relatively
"railed" games include Pandemonium (PSX) and Nights (or whatever it's called,
Sega Saturn).

: But someday, I hope to do a remake of "Star Raiders" and it will be very
: professional and that's the bottom line...

Hell, I have Action! code for my brief attempt at "Star Raiders 3" from
a few years ago. :) Maybe I should dig it up and finish it? ;)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

943. Internet Special

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33E6AB04.F2FDFE46@tcd.net>
Source record: 71077

One of the best BBS systems for the Atari 8-bit still available. BBS Express! Professional(tm)
Version 5.0b. Full IBM Ansi Compatable, system is a single BBS system or if you have a MUX system from Bob Puff, fully multiline compatable up to 7 lines multiline BBS system.

System requirements...can be run on with an 800XL, and a Percom or other double density disk drive system 4 drives required..message bases and download capabilities depend upon your setup. Recommended system...800XL, 130XE or upgrades computer. Hard drive system of your choice..BBS program has the ability to swap MIO hard drives to an unlimited depending upon (only) your budget for the system..Utilities for the Black Box can be ordered seperatly...

Some features include, Mux Time...you do not need an R-Time 8 cart with this software, Pro_Term..call out availability directly from the BBS..Full Networking availability with software to do standard networking (high phone bill) or Hi_Speed Net! Arched networking which reduces phone bill drasticaly...or if you are a Internet subscriber..you can reduce all costs and Network your message bases through the Internet at no additional cost.

Internet special...Price! $30.00 plus $4.00 shipping/handling...

24 hour Support board up and running since the early 80's..The Repair Shop BBS
801-967-8738...Visa/Master Card welcome..Internet or on a secure 8-Bit BBS system..

bob

944. Cassette-Recorder and PCXformer

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: Thomas Kalla <thomas.kalla@cww.de>
Message-ID: <33E500EA.3F5B@cww.de>
Source record: 71161

I'd like to know if anybody has ever achieved either to make the
ATARI Cassette-Recorder (XCA 12) run with the PCXformer or to
transfer the data from a cassette to a PC in any other way.

Thanks for any help!

TOM

Thomas.Kalla@cww.de

945. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <33e54746.14985913@news.netrox.net>
Source record: 71162

On 3 Aug 1997 11:20:01 -0700, Glenn Saunders <krishna@primenet.com>
wrote:

>
>I'm going to be interviewing Doug Neubauer on August 9th. If anyone wants
>to SERIOUSLY consider a SR clone (and don't try calling it SR, JTS-Atari
>will SUE YOUR ASS) then let me know and I'll coordinate...
>
>

Where is the interview going to be published? I'm curious to see what
he's been up to lately. BTW does he have an email address?

946. Re: PCXformer, can't switch disks in D1??

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: morbid@antispam.best.com
Message-ID: <33e55e43.9629346@nntp.best.com>
Source record: 71163

On 3 Aug 1997 09:38:21 -0500, mikeg@sashimi.wwa.com (Michael N.
Goldshteyn) wrote:
>
>Everything would work find and the program I am trying to run would start
>fine. Unfortunatelly, this program I am trying to run needs to create a
>data disk. It tells me to insert a blank disk into the disk drive (D1).
>How can I get somefile.atr to stop being the disk in D1 (i.e. unmount it)
>and somehow put a blank file into D1 (i.e. blankfile.atr).
>

Assuming you're using the freeware version 3.6 or a regged version of
xformer, press f11 to access the disk menu.

947. Re: Windowed Multitasking on the Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970804074601.DAA09742@ladder02.news.aol.com>
Source record: 71164

>kendrick@zippy.sonoma.edu (William Kendrick)
>Date: 3 Aug 1997 05:42:33 GMT
>Message-ID: <5s15o9$hi1$5@nuke.csu.net>

>As I've always said, the best way to multitask is 2 computers and
>a chair with wheels.
>
>Well, I think it'd be a great way to multitask with Ataris! (Except,
>replace the "chair with wheels" with a Multiplexer LAN! :))

> http://zippy.sonoma.edu/kendrick/nbs/ados/atwinsys.html
> Maybe one day I'll work on this again! :)>
> Enjoy!

Now is probley the best time to get a multiplexer, there at there lowest price $150.00 It let us 8bit users have a LAN or 8bit Mainframe in our homes. At this time the only software that has been writen for the MUX is BBS express Pro. Needed are some games and perhaps a Netwok GUI system. Programming for the MUX is a snap, all the info comes with it, data is send threw the system in packets, with check-sum and high speed. We are Lucky to have such a system for our 8bits.

948. Re: Archon Game

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: Cartoon <bdbrix@mail.bbc.net>
Message-ID: <33E599FF.4DB7@mail.bbc.net>
Source record: 71165

Jon D. Melbo wrote:
>
> On 31 May 1997 08:19:36 GMT, "Steven Suttle" <suttle@gte.net> wrote:
>
> >I am not sure of the spelling, but this game was made by (EA) Electronic
> >Arts and I played on on a C-64 many years ago. Did they make this game for
> >Atari computers and if so any ideas on where to get this item? Thank you!
> >Please reply: suttle@gte.net
>
> It was made for many computers of that era, even the the old PC.
> IMHO, the Atari version was the best of the lot. Anyway, a spiced up
> version of Archon has been been released for the PC which uses sound
> cards, VGA graphics etc. They changed the name to Archon Ultra & the
> game play a little bit, and they explain how in the manual but I
> forgot. It's not too bad. It's published by SSI. You can get it on
> it's own, or as a better value in their Crittic's Choice game bundle.
> It's for DOS.
>
> Jon
>
> ***** NOTICE: Please remove the 'antispam'
> part of my email address when replying via email.
> Also, please DO respond via email in addition to
> a newsgroup follow-up.
>
> As Per US Code, Title 47, Chapter 5, Subchapter II 227
> Unsolicited commercial advertising is NOT Welcome here

Was the sequal "Adept" ever produced on cartridge? My Adept disk went
junk on me!

bdbrix@bbc.net

949. Re: Classic Atari OnLine 0797

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5s4gh0$sah@dfw-ixnews6.ix.netcom.com>
Source record: 71166

In article <5s2sue$nm8$2@mhafc.production.compuserve.com>,
David @ Classic Atari OnLine <103625.1027@CompuServe.COM> wrote:
>Classic Atari OnLine 0797 is on the streets and has reviews of
>the MiST and JagFest shows and much more. Download today at:
>
>
>http://ourworld.compuserve.com/homepages/dshome/fujihome.htm
> The Fuji Federation
>
> Editorial --
> Where Atari Leaves Us
>
> Atari News --
> New Jaguar 3rd Party
> Atari FunFest '97
> CatBox's Second Run
>
> Show Descriptions/Reviews --
> JagFest '97
> MiST AtariFest IX
>
> Show Previews/Reviews --
> BattleSphere
> AirCars
> Ponx
>(Supporting the 8-bit and 16-bit line of computers)

David,
I tried your address above and it returns "Page Not Found"!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

950. Re: Cassette-Recorder and PCXformer

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: Cartoon <bdbrix@mail.bbc.net>
Message-ID: <33E59E60.4189@mail.bbc.net>
Source record: 71167

Thomas Kalla wrote:
>
> I'd like to know if anybody has ever achieved either to make the
> ATARI Cassette-Recorder (XCA 12) run with the PCXformer or to
> transfer the data from a cassette to a PC in any other way.
>
> Thanks for any help!
>
> TOM
>
> Thomas.Kalla@cww.de

If you can transfer the data to an atari disk first then upload it to a local BBS. Call back with your PC and download it. You may have to make arrangements with the sysop first depending on their pollicy regarding up and downloads. The reason I say transfer to atari disk is, I don't remember any software allowing you to upload from tape.

Or, transfer to an atari disk and use a happy drive and their ibm transfer software to convert it - then find a pc that has a low density 5.25" drive.

Any help? Anyone else got any ideas?

bdbrix@bbc.net

951. Re: WTB: Complete Atari 1030 modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970804134201.JAA05053@ladder01.news.aol.com>
Source record: 71168

I remember a disk full of PD terminal software that came with it, but it's better to use Bobterm, or maybe Keith Ledbetter's 1030 Express. I ran my first BBS with a 1030 many years ago. Since it couldn't detect a telephone ringing, I used a ring detector from Radio Shack that would normally turn on a light switch for deaf people when a phone rang. I pulled it apart and connected it to a joystick cable, so the BBS program would look for a fire button pressed to answer the phone. Then the XM301 came out which is 1030 compatible and could also detect the ringing. They are both only 300 bps, so by today's standards, they're extremely slow. But they were great fun at the time. I remember watching with anticipation as a BBS welcome screen was slowly formed using ATASCII character graphics. I also remember downloading an 8K file and it taking a little while:).
Those were the days my friend. We thought they'd never end. We'd sing and.....

952. Re: Copy of Ball Blaster disk or cart wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970804134201.JAA18464@ladder02.news.aol.com>
Source record: 71169

Doesn't B&C still sell original packages of Ballblazer? Check
www.myatari.com or call them at 408-986-9960.

953. Re: Cassette-Recorder and PCXformer

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: Steven Tucker <classics@devel.nacs.net>
Message-ID: <5s4m4k$q3c$1@tracy.nacs.net>
Source record: 71170

Thomas Kalla <thomas.kalla@cww.de> wrote:
: I'd like to know if anybody has ever achieved either to make the
: ATARI Cassette-Recorder (XCA 12) run with the PCXformer or to
: transfer the data from a cassette to a PC in any other way.

Where is a SIO2CAS program to dump cassettes to .CAS files, but i'm not sure how many of the emulators support them, except APE. There is a stand along CAS2SIO program that uses the SIO2PC cable, both are available on the net.

If Xformer wont support the native cassette format, you will need to copy the tape information onto disk files, and then turn that disk into an ATR or (ack) XFD.

Unless its a boot cassette, in which case you have the option of using .CAS format, cracking it, or chucking it.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

954. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33e5fa7d.2697276@news.ioa.com>
Source record: 71171

On 02 Aug 1997 16:47:00 +0100, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>
>Howdy !
>
>I'm asking me how the mouse system works internally and how to controll
>the data flow. I'm not sure about my exact problem, but I want to program
>a working menu system with a mouse option. I don't want to use a driver of
>somebody else. I need some instructions or at least some hints how to
>manage this task. It can't be so hard, isn't it?
>--
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

If you don't mind doing some custom mouse-building, the easiest way to do the programming is to use the PADDLE functions. You didn't specify for what language you're going to write in, but it's easy enough to write a quick BASIC program to work a menu with the paddles. I would guess most other languages would be just as easy, especially in Pacal or Action!

Still, it sounds like you think the 8-bits have a built-in mouse system, which they don't. Are you sure you're in the right group? Maybe you're looking for info on the ST computers?

Trying to help,
Steven

955. Re: copyrights -- new FAQ needed?!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33e5fd0a.3350333@news.ioa.com>
Source record: 71172

On Sat, 2 Aug 1997 18:56:38 GMT, Al Andalus
<erasmus@is.this.a.domain.or.what?.com> wrote:

> What we need now is a public-domain list, compiling the names of
>software producers who released their products into the public domain,
>and perhaps also listing other producers and/or their products who
>fall into gray areas that might be considered in between public domain
>on one extreme and active commercial activity and support on the other.
>It's been a while since I waded thru the FAQ files, so if something
>like already exists then I suggest it be separated out and posted as
>an independent FAQ file. Such a file would make clear who has
>abandoned the Atari platform, who no longer provides support, and
>hopefully go a long way toward eliminating the controversy over
>copyrights and piracy.
>
>

Wholehearted agreements!!! I've been trying for a few weeks now to
find out if the Pirates Treasure Chest has gone public domain, since
so many of you have requested a copy of it from me, and I'm not having
very good luck. I know that a company bought out Gardner Computing
and changed the name of the PTC to the Hacker's Treasure Chest, but I
haven't been able to get in contact with that company (who's name
eludes me at the moment).

A list such as the one that Al suggests would be INCREDIBLY helpful.

Others would suggest that those like myself are just being paranoid...
You're right! I couldn't even afford a lawyer, much less pay a
settlement for copyright infringement, so until I get something in
writing, I will not, under any circumstances, copy any of my software
for anyone when I don't know for certain if it is in the public
domain.

The big question is, how do we go about getting this list?

Steven

956. Updated Catalogues Now on our Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: DGS <dgs@clara.net>
Message-ID: <5s53nt$5ja$1@eros.clara.net>
Source record: 71173

Just wanted to let you all know that we have updated our catalogue files on our Web site.

A few US customers were confused about how to order. I must admit that the info for non-UK
customers in the catalogue was a bit brief! The new updated catalogue contains full info on
ordering from the US. It's available on our Web site now:

WWW: home.clara.net/dgs

We have also put a .ZIP file on there which will give you all 3 catalogues in one blast saving
download times.

Dean Garraghty.

957. Dead 1050 problem...

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-04 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <870729744@stackbbs.xs4all.nl>
Source record: 71174

-=> Quoting Dgs@clara.net to All <=-

Dg> However, I went to use it yesterday, and it was dead. At first the
Dg> power light came on but it did nothing else. So,
Dg> I thought my upgrade board (a British Happy clone) may have come out.
Dg> I removed the metal shield to check all was in
Dg> place and tried again. This time the drive was completely dead, no
Dg> power light at all. I tried replacing the upgrade with
Dg> the original chips, but still nothing. Any body any ideas? Please
Dg> email dgs@clara.net if you can help.

Although this is a little bit tricky, it should work.
I use the same method to "repair" other equipment of which I have 2 or more.
Take your working drive, replace 1 ic with 1 ic of your defective drive.
Does your working drive still work? Yes, then the replaced ic is ok,
if not the replaced ic is defective! Proceed this way, until you
processed all ic's of the defective drive, because multiple ic's
can be defective.
If you repaired, you can reinsert your Happy clone.

Hope this helps.
Regards, Bo.

___ Blue Wave/DOS v2.30 [NR]

958. 6502 Assembly Programmer Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5s5spd$10q$4@nuke.csu.net>
Source record: 71078

I may even consider PAYING for services.

I need to see some GOOD stuff that you've done. (Demo coders are
especially welcome!)

So, if you have free time, want to write a game, and know how to
code fast 6502 for the Atari 8-bit, E-MAIL ME!!!

kendrick@zippy.sonoma.edu

Thanks!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

959. FS/Atari 800 System

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: cohenms <cohenms@erols.com>
Message-ID: <01bca146$36a99f80$020000c0@elliot>
Source record: 71079

I have an Atari 800 and two Disk Drives and software, several cartridges
for sale. $50 + Shipping. I can accept Visa and MasterCard.

--Mark Cohen

960. WTB Atari disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: me@home.com
Message-ID: <33e68f36.1725909@news.inc.net>
Source record: 71080

I am looking for a disk drive other than the 810 or 1050.
I would like to find a Rana 1000, Track, Indus GT, or ??? disk drive.
Any one have one for sale???

Respond to;
Carbon60
@
Juno.com

thanks....

961. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970805024400.WAA25350@ladder01.news.aol.com>
Source record: 71081

>kendrick@zippy.sonoma.edu (William Kendrick)
>Date: 4 Aug 1997 07:31:02 GMT
>Message-ID: <5s40fm$j18$1@nuke.csu.net>

>Hell, I have Action! code for my brief attempt at "Star Raiders 3" from
>a few years ago. :) Maybe I should dig it up and finish it? ;)
>
>-bill!
>Bill Kendrick
>/|\ Software Engineer

Go for it !!! and Name it SR3 , JTS couldnt do a thing about it unless
you name it 'Star Raiders III'
A 64k version of Star Raiders would rock! and with color.

962. Re: 8bit software in the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5s5s0h$10q$1@nuke.csu.net>
Source record: 71082

Sam. (sam@greenaum.demon.co.uk) wrote:
: Glenn Saunders <krishna@primenet.com> wrote:

: >Gimme a break. Pirate arechives are not the savior of old software.

: Go look for any ZX Spectrum game on any of a dozen pirate sites. There
: is just about every game ever released (about 6,000 AFAIK). Then try
: the Commodore 64. Then try the Atari. Then come back and try and
: justify what you just said.

Whether pirate archives are the DISTRIBUTERS of old software is not
what Glenn was saying.

He was saying they are not the SAVIOR of old software.

Get it straight, man!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

Sad to see this godforsaken thread AGAIN

963. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5s5s76$10q$2@nuke.csu.net>
Source record: 71083

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Hell, I have Action! code for my brief attempt at "Star Raiders 3" from
: a few years ago. :) Maybe I should dig it up and finish it? ;)

Well, I loaded it up in Action! last night and was up til like 3am working
on it. :) I doubt ANYTHING will get release any time soon (if ever),
but it's not a bad start, IMHO.

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

964. Re: Windowed Multitasking on the Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5s5skp$10q$3@nuke.csu.net>
Source record: 71084

GUY1015 (guy1015@aol.com) wrote:

: Now is probley the best time to get a multiplexer, there at there lowest
: price $150.00 It let us 8bit users have a LAN or 8bit Mainframe in our
: homes. At this time the only software that has been writen for the MUX is
: BBS express Pro. Needed are some games and perhaps a Netwok GUI system.
: Programming for the MUX is a snap, all the info comes with it, data is
: send threw the system in packets, with check-sum and high speed. We are
: Lucky to have such a system for our 8bits.

Yeah, MUX is the coolest way to share one drive (or set of drives) with
multiple Atari's (no cable popping :))

And there IS one more simple program out there for MUX, which is my little
chat program :)

Useless, but a good example of what MUX can do. (It's kinda like IRC.)

As for games, I still feel GameLink II is the best way to go, cuz you
can get a two-player game going with two SIO cables and a paperclip.
FAR cheaper than $150! ;)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

965. Re: Windowed Multitasking on the Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19970805080801.EAA14105@ladder01.news.aol.com>
Source record: 71085

>kendrick@zippy.sonoma.edu (William Kendrick)
>Date: 5 Aug 1997 00:37:45 GMT
>Message-ID: <5s5skp$10q$3@nuke.csu.net>

>Yeah, MUX is the coolest way to share one drive (or set of drives) with
>multiple Atari's (no cable popping :))

>And there IS one more simple program out there for MUX, which is my
little
>chat program :)
>Useless, but a good example of what MUX can do. (It's kinda like IRC.)

>As for games, I still feel GameLink II is the best way to go, cuz you
>can get a two-player game going with two SIO cables and a paperclip.
>FAR cheaper than $150! ;)>

I agree, you cant beat the price of a paperclip and two wires, and I would like to play some new games viva the game-link. But the Mux has a lot of horse power under the hood, Like 8 players online in a frenzy, or 7 playing in network mode while the BBS is running on slave 1... How about a Star Raiders clone for the gamelink ? sounds cool huh? where you can either play as a team or go head to head in a death-match mode 8^) Oh I have ran your Mux-chat util, and its a lot like Irc chat. Hey have you thought about updateing your cardstack program to use - Interlace pictures or HIPS and CMC or MPT music ?? From what I remember your program used GR-8 or koala and music from the
Pokey music player.

TTYL:

966. Re: 8bit software in the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5s6sd3$ron@news.Hawaii.Edu>
Source record: 71086

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Whether pirate archives are the DISTRIBUTERS of old software is not
: what Glenn was saying.

: He was saying they are not the SAVIOR of old software.

I'm not sure what the real issue is here. I for one am glad that someone is taking the time to keep and archive of this stuff. The majority of my software for the 8-Bit has failed over time, and an archive like this means that I can get it back.

I think that it is more important to save this software from disappearing forever than to argue about the legalities involved. I would guess that at this point, most 8-Bit authors would be pleased to know that someone thought enough of what they created 15 years ago to try and keep it alive. I know that I would. Likewise, I would think that it would be flattering that people would want to use my software this long after it was released.

Any 8-Bit authors care to comment?

All I know is that I paid for games like Jumpman, Zombies, Spelunker, Caverns of Callisto, Raid over Moscow, and Ultima III (which you can't even get for the PC anymore!) and these archives could allow me to play them again. I certainly can't get replacement disks from the original publishers.

Aloha,
John Perez - jperez@hawaii.edu
---

967. Re: Pirates Treasure Chest and other classic items

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33e72fae.81705970@news.ioa.com>
Source record: 71087

On Mon, 21 Jul 1997 14:49:23 GMT, webmaster@cat-inc.com (Steven Posey)
wrote:

>On the software side, I got a disk called the Pirates Treasure Chest
>that was packed with disk, tape, and cartridge copiers, disassemblers,
>disk utilities, etc. that I have yet to see anywhere on the internet.
>I'm curious to know if anyone still owns the rights to this package.
>It's a great set of utilities and I'd hate to see this one fall by the
>wayside. I've copied my entire collection over to the PC with SIO2PC
>since my floppies are over 12 years old (the Elephant disks really
>DON'T ever forget!) and I didn't want to take any chances, so this
>means I've got the PTC in .ATR format, ready to pass on as long as
>it's considered PD software. I'm happy to share whatever I can, as
>long as I know it's legal.
>

Update:

I just heard from Shadow, of Shadow Software, that he owns the right
to the Pirates Treasure Chest. Sorry folks, but it looks like I won't
be able to post the files after all.

If any of you who had asked for a copy from me know how to get in
touch with Shadow Software, he says he still has it available,
although he didn't give me a price in the e-mail.

Apologies,
Steven

968. Re: Copy of Ball Blaster disk or cart wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: jack@threeindians.com
Message-ID: <33e94a1a.3497438@news.mv.net>
Source record: 71088

On 4 Aug 1997 13:42:49 GMT, bostone1@aol.com (Bostone1) wrote:

>On 1 Aug 1997 06:56:47 GMT, "Eric Wendel" <ewendel@ix.netcom.com> wrote:

>>I'm looking to buy an original copy of Lucasarts BallBlaster (BallBlazer)
>>for my collection. Complete packaging/docs desired but not required.
>>Please respond by e-mail...

>Doesn't B&C still sell original packages of Ballblazer? Check
>www.myatari.com or call them at 408-986-9960.

If you can't get it from them, I just came across a whole box of Atari
software packages and that one was right on top. If I've got the box,
I've got the disk somewhere too. Let me know what you are offering.

Jack
--
I hate finding SPAM in my mailbox (it gets all green and stuff).
Please remove the SPAM from my address before sending.

969. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: jack@threeindians.com
Message-ID: <33e84959.3304493@news.mv.net>
Source record: 71089

On 3 Aug 1997 05:17:38 GMT, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>Yogi (noone@nowhere.com) wrote:
>: HaHa, thats a good one. Star Raiders (the original cart) didnt require
>: any "cracking" to make it a disk version I think you are thinking of
>: star raiders 2.
>
>HaHa, thats a good one. Star Raiders II would never be worth "cracking"
>anyway. :) The original Star Raiders actually had some controllable
>game-play in it. :)

Ah, bill. You miss the point. Cracking isn't about whether the game was any good, it's just about beating the protection! Knowing that these gimps couldn't prevent you from having your way with their software.

At least that's how it was for me.

(Got any binaries that reboot when you hold shift and hit reset? - Them's mine!)

Jack (aka crackerjack)
--
I hate finding SPAM in my mailbox (it gets all green and stuff).
Please remove the SPAM from my address before sending.

970. Atari BBS numbers???

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: dingdong@dingdong.com
Message-ID: <5s7icc$da9$1@kirin.wwa.com>
Source record: 71090

Hey im new to the group, please dont point me too any faqs. im simply looking for some bbs's to dial up with my "new" system i found at the thrifty. Hopefully these bbs's will have some good stuff, Back in the days there was always good cracked software available, how bout now? I dont want to argue bout legalitites, We never had those debates back in the days, well at least i didnt, i was only 13. Basically i want to play zork and any text adventure games, where can i find em??

971. FS: 800xl, cassette recorder

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: spaceman@Glue.umd.edu
Message-ID: <5s7m0kvoh1@hecate.umd.edu>
Source record: 71091

I have an old 800xl with no power supply, box, or manuals. I made a makeshift power supply for it and it does seem to work ok, though. (I can include pin out information if you need it.)

I also have a very small Atari cassette recorder.

I'm looking for any offers on the above equipment; I prefer to sell it all together, and I will throw in an Atari flight simulator program that is on disk in the original box. Buy pays shipping.

Patrick
301-774-9237
spaceman@eng.umd.edu

972. atari sm124 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: marty paulin <b1twkl88@smtp1.sympatico.ca>
Message-ID: <33E7AC66.2DAC@smtp1.sympatico.ca>
Source record: 71092

I found an Atari Sm124 monitor at a 2nd hand store today...thought I could use it with the 2 130 xe's that I've got...guess what, wrong DIN connector...I therefore assume it's for a 1040? ...can anybody tell me what it's for...what the pin-outs are on the 13 pin Din connector...& is it colour or monochrome...I paid a whopping $4.99 CDN...I've got 7 days (6 not counting today) to take it back for a credit....however, if I can rewire it to run from a 130XE or an 800...I'll give it a go

send replies to md.paulin@resonet.com

thanx

973. fs: Atari 800XL system

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5s7fsa$64e@bcrkh13.bnr.ca>
Source record: 71093
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Posting for a friend.

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies

Most of the items have manuals, orignal Boxes.

Everything is in excellent condition.

All for $130

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

974. Switchable Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: NOSPAMdmaxwell@iwaynet.net
Message-ID: <33e7a587.5562416@news.iwaynet.net>
Source record: 71094

```
-----BEGIN PGP SIGNED MESSAGE-----

I've been running some of the European demos on my 130XE and they
amaze the hell out of me up to the point a teensy bit too long
interrupt routine crashes the system. I would like to add a PAL ANTIC
to my system so I can watch these programs jitter, clip, and crash
free but I don't want to lose the ability to run strictly NTSC
software or have a second 130XE taking up limited living space. Has
anyone ever heard of or come with a switchable ANTIC swap? What I
have in mind is dingus that accepts a PAL and an NTSC ANTIC and allows
switching between them. I don't insist on the ability to do this with
the system turned on. Must be realistic.

Come to think of it, a well designed upgrade could prevent switching
when the machine is powered up. If no such upgrade exists then does
anybody know what the main obstacles are allowing one to work. I
would like to attempt designing one if I can determine the range of
problems I'll run into.

-----BEGIN PGP SIGNATURE-----
Version: PGP for Personal Privacy 5.0
Charset: noconv

iQCVAwUBM+enaAUcDdLO4sm1AQGIYAP/VN9rztBWY9P9RUgVzu3+k9N7h5rRhSpj
y0Q7Mn616SvRm6EZwFv5CeUoGmAj1K2jQDqqwueinmmimJng+5xOxRRCBBhsLUtn
Bxh+fQislHpwqfNDSwOOudkgRyuz/usdV0sNbsUjHZU3sjcJQhLmMf2uLO1sfXIb
BMXrFD1m1g8=
=0AKs
-----END PGP SIGNATURE-----
```

975. Re: 8bit software in the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <33E7D92B.50D1@erols.com>
Source record: 71095

Tim Irvin wrote:
>
> In article <5s2ia4$qb@nntp02.primenet.com>, Glenn Saunders
> <krishna@primenet.com> wrote:
>
> > The mortal Sam. wrote:
> > : Why can't we have one? Is there some site somewhere who would hold all
> > : this? Would it get into trouble from litigious twats? There must be a
> > : few hundred games in the hands of people who read this group, surely.
> > : It would be a crying shame to let years of software disappear. Is
> > : anyone at college etc who could start to host a site?
> >
> > Gimme a break. Pirate arechives are not the savior of old software.
>
> Maybe. In fact, yes, that's true. But I think it is a good
> idea to make sure that the old titles don't die as one disk
> after another eventually dies of bit rot.
>
> (To be honest, as a software guy myself, once commercial sales stopped,
> and once my royalties were no longer ever going to come in, I'd be
> honored and pleased if people kept my work alive rather than let it
> slowly disappear over time.)

Congratulations on being one of the few software developers to actually
come forward and state a position on this. I had almost come to the
conclusion that you guys were not going to be found.

> I agree that as long as the software is commercially available (even
> if hard to find), piracy of such software is wrong. But I'm not
> going to condemn anyone who copies software which is not commercially
> available anywhere, since in that case there's clearly no revenue
> or royalties to steal from *anyone*.
>
Of course, the tough thing will be to determine what is and isn't
available. Long after sofware companies say they have none in stock,
some retailer or other might have an item or two in his clearance bin.
That makes it difficult to determine what is or isn't available.

BTW, I happen to agree with you about the piracy thing. Please don't
name names, but have you known any developers who could be persuaded to
release what they have long ago stopped receiving royalties on to the
public domain?

976. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33e697d0.2672344@news.injersey.com>
Source record: 71096

On 3 Aug 1997 05:17:38 GMT, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

-
-HaHa, thats a good one. Star Raiders II would never be worth "cracking"
-anyway. :) The original Star Raiders actually had some controllable
-game-play in it. :)
-

Actually, when the bootlegged/proto cart "Last Starfighter" came around, it was actually pretty playable. But when it was officially released after Atari lost the license to LS it turned to crap.

I like the early star raiders carts that would do weird things when they overheated.

977. Re: ATARI shirts...

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-05 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <5s7rps$dg1$1@star.cs.vu.nl>
Source record: 71097
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,alt.atari.2600

johnny blaze <jacket@mail.inficad.com> writes:

>Does anyone know where you can get Atari shirts? Doesn't really matter
>what kind. Have seen one that has the old school stripes on the front,
>and a joystick on the back. Have contacted Atari who said they know
>nothing about it. If anyone knows, or has any ideas, please reply via
>email...

Why don't you print one yourself? At Kinko's one can print a t-shirt for
a fairly reasonable price.

Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

978. getting files from a mac - 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-06 00:00:00 UTC
From: at289@chebucto.ns.ca
Message-ID: <5s8f5erji1@News.Dal.Ca>
Source record: 71098

Ok, here's the situation: I can use my ancient Mac Classic to ftp software and can download it to the hd. I want to use it to get PD files for my 800xl. How can I get the files from my Mac to the Atari? Is it possible? I've got an sx212 attached to the mac(no foolin') and a xm301 attached to the 800xl(i plug the atari into the sx212 when I want to use it with a vt100 emulator). I think the first thing I'd like to get a hold of is a working kermit emulator so I can just download directly to my Indus GT.

Does anybody know where I can get a download a kermit emulator, preferably on the east cost. I lost the number for Toad Hall BBS in Boston. Blah. Does anybody know it?

no, I am not sane. I just want to put off buying a "real" computer as long as possible. The mac was donated a few months ago when my sister-in-law upgraded to a '90s system. Up till then it was atari all the way(over 15 years with the same system)

--
Randy Gray

979. Btw : contact me for frsh infos ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-06 00:00:00 UTC
From: Piotr Swierszcz <pomoc@cron.com.pl>
Message-ID: <33E7D857.F6C99B29@cron.com.pl>
Source record: 71099

Yes it's me again

If u wanna contact for fresh infos from Poland

or maybe to make something together (I can do music for u) :)))

or to say just 'Hi' to Taquart or other groups

don't be shy and write now

samuraj@ajax.umcs.lublin.pl

Samurai/Taquart

980. Atari 8bit Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-06 00:00:00 UTC
From: morbid@antispam.best.com
Message-ID: <33e7cd4b.5093958@nntp.best.com>
Source record: 71100

Does anyone know if BBSB for the atari 8bit officially exists? And if it does, anyone either own it in disk/cart or have a working .atr file of it?

(And no, B&C doesn't have it in any format. If they did, I'd have it by now.)

981. Results from Polish Parties !!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-06 00:00:00 UTC
From: Piotr Swierszcz <pomoc@cron.com.pl>
Message-ID: <33E7D700.F64B7B2B@cron.com.pl>
Source record: 71101

Hi !!!

results from Intel Outside 4 and Quasty Party 5 are in the Tatar's homepage !!!

In brief :

Quast 5:

Music

1. Porazka 2 by Samurai/Taquart & Xray/ Slight&Taquart

Xray has won also 4-channel on ST and multi-channel on Falcon music compos

Excellent has published excellet demo called "Vengeance"!!!!

intel Outside

Demo Compo :

1. Ultra by Taquart

check it now !!!

Samurai /Taquart

982. WARNING !!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-06 00:00:00 UTC
From: Piotr Swierszcz <pomoc@cron.com.pl>
Message-ID: <33E7D8CB.B1157AD2@cron.com.pl>
Source record: 71102

Please dont write at pomoc@cron.com.pl

it's an e-mail of the firm where I work

i forgot to change that stupid Netscape properties !!!

Thx

Samurai

983. Re: Pirates Treasure Chest and other classic items

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-06 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33e873db.56243809@news.ioa.com>
Source record: 71103

On Tue, 05 Aug 1997 13:55:11 GMT, webmaster@cat-inc.com (Steven Posey) wrote:

>I just heard from Shadow, of Shadow Software, that he owns the right
>to the Pirates Treasure Chest. Sorry folks, but it looks like I won't
>be able to post the files after all.
>

WOW! Did this ever generate some e-mail. Thank you ALL for your interest. Here's the scoop:

According to Shadow, he has a "distribution copyright" on the Pirates' Treasure Chest, as well as a few hundred other titles. This simply means that he has put a copyright notice on the software that says he has the right to distribute it, but it is not a registered copyright with the Library of Congress.

I've heard from others that Gardner Computing created the Pirates' Treasure Chest out of public domain software, some of which were type-in programs from Compute magazine. Therefore, I can't see any reason for these programs to remain under someone's copyright control.

What I question is his legal right to stop this software from getting onto the internet. If there are any copyright lawyers out there, I'd love to hear from you. I would especially love to hear from anyone who worked at Gardner Computing circa 1984!

Steven

984. 1050 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-06 00:00:00 UTC
From: ogawa@jtcc.com
Message-ID: <ogawa-0608970643590001@elite.iav.com>
Source record: 71104

For Sale:

Atari 1050 disk drive in working condition with original foam packing and box, no power supply, DOS, or manual.

$12, including domestic (U.S.) postage

Email: ogawa@iav.com

985. wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-06 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <5saiti$ml0$1@newsd-101.bryant.webtv.net>
Source record: 71105

ink roller units for atari 1027 printer

contact larry5@webtv

986. Re: Dead 1050 problem...

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-06 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970806214401.RAA26203@ladder02.news.aol.com>
Source record: 71106

In article <5s1u31$6pl$1@eros.clara.net>, DGS <dgs@clara.net> writes:

>
>I need a bit of help with a dead 1050 drive problem.
>
>As far as I knew, the drive was working fine, although it is a 2nd drive
>which I
>haven't used for many months.
>However, I went to use it yesterday, and it was dead. At first the power
>light
>came on but it did nothing else. So,
>I thought my upgrade board (a British Happy clone) may have come out. I
>removed
>the metal shield to check all was in
>place and tried again. This time the drive was completely dead, no power
>light
>at all. I tried replacing the upgrade with
>the original chips, but still nothing. Any body any ideas? Please email
>dgs@clara.net if you can help.

Check the power supply first. But in case the bad 1050 took it out, DO NOT plug in the supply from the good 1050. If the supply is dead, the 1050 probably has a shorted rectifier or voltage regulator. If you can get the power supply open, you can replace the 2.5amp pigtail fuse. The 1050 could be another matter.

Let me know what you find.

987. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-06 00:00:00 UTC
From: Scott Le Grand <varelse@bestSPAMMENOT.com>
Message-ID: <33E96160.4ACF@bestSPAMMENOT.com>
Source record: 71107

Charlie Fitch wrote:
>
> >> I really wish there was a 90's equivalent!!! (not x Vs tie, but
> >> the star raiders idea...) a relativly short 3d space save your
> >> system type thing!!!
>
> > I don't know about "relatively short", but "Star Rangers" for
> > PC CD was designed using Star Raiders as a guide. It's pretty
> > cheap now too.

Except of course that they 1) Blew the hyperdrive, 2) Blew the
docking sequence and worst of all 3) Made the game mission-based
with medals and all that nauseating Wing Commander crap.

It also has the lamest excuse for a graphics engine I've ever
seen. This thing hiccups in low-detail solid-fill mode on my
P5-200MMX.

OTOH it did have capitol ships, diverse but redundant weaponry, and a
nice sector map. I believe they now have an online edition. It's
probably worth the $5 you'll pay for it as a result.

> Star Raiders for the 90's
> -------------------------
>
> Star Fox 64 for the Nintendo 64 game console absolutely ROCKS !!!

All I can say is that I think StarFox 64 is an absolute disaster
but you can read that post on r.g.v.a. Recently, I found out why
it seems so soulless to me. Argonaut Software wrote some of my
favorite games: Star Glider, Star Glider II (very Star Raiders-like
actually), Carrier Command, and Starfox. Starfox 64 was not written by
Argonaut Software but rather by Shigeru Miyamoto of Mario fame. All I
can say is "Leave the platformers to Miyamoto, Leave the shooters to
Minter!"

Scott

988. Wanted: Atari 8bit: galactic adventures... or other space strategy games

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: strytelr@idt.*NO*SPAM*.net
Message-ID: <5sbbmh$7sr@nnrp4.farm.idt.net>
Source record: 71108

if you email me... USE THIS email address: strytelr@idt.net. If you dont your posting will get returned to you as undeliverable.

Wanted: Atari 8bit: galactic adventures... or other space strategy games.

email me at strytelr@idt.net

989. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33e93326.0@news.comet.net>
Source record: 71109

In article <maury-0608971729250001@199.166.204.230>, maury@softarc.com (Maury Markowitz) says:
>For one it would now indicate what city you had the cursor
>over, which was very handy because with the original version
>you couldn't tell.

A real improvement that I noticed right away, and I have not played Eastern Front in more than 15 years.

>It also did not allow you to move to the next move before allowing
>the computer time to think - this was the major "cheat" in the
>original, you could continue before the computer had a chance to
>really look at the board.

I thought that was part of the game. The original instructions said that the more slowly you made your moves, the better the computer thought out its moves. It puts *real* pressure on the human player.

GFH

990. Re: Pirates Treasure Chest and other classic items

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bca2eb$9c7bbae0$654437a6@default>
Source record: 71110

Hi

First, I'm not a lawyer. Just a software developer who has some experience protecting my own software...I would like to see someone who makes a living protecting software post a response too. Anyone from the SPA (Software Publisher's Assocation) out there?

Way back (5-7 years ago) Compuserve sued a California BBS because the sysop posted Compuserve's mac libraries in his own bbs and placed ads advertising "compuserve's mac libraries at a fraction of the cost". In other words, the sysop downloaded all of compuserve's mac files and made them available through his own BBS. All the files were PD or shareware and meant to be distributed free. Compuserve won the lawsuit (to the frustration of many onliners) because the court agreed with Compuserve that even though the files were free, Compuserve still owned the "whole" contents...meaning that the sysop could not claim the software to be "compuserve libraries". They could be distributed separately, but no one could distributed them as "compuserve libraries" or the same contents.

To me, this means that any files meant to be distributed free, could be done, as long as you don't mention them belonging to a collection, or distribute the same files as a collection with a different name.

In other words...lets say I downloaded File1, File2 and File3 from the internet. I could call my collection of files "Fernando's Files". Someone else comes along and gets the same files from the internet and sells them as "Fernando's Files at half the price". I could sue. I could also sue if they distribute File1, File2 and File3 together as "Joe Blow's files". Why? Because they are the same mix of files that I distribute as "Fernando's Files".

So, to answer the question about Pirate's Treasure Chest, the PD and shareware files in the "collection" *can* be distributed separately, but you cannot claim them to be part of the collection, and you can't distribute the same contents together.

What do you all think?

Fernando

Steven Posey <webmaster@cat-inc.com> wrote in article
<33e873db.56243809@news.ioa.com>...
> On Tue, 05 Aug 1997 13:55:11 GMT, webmaster@cat-inc.com (Steven Posey)
> wrote:
>
>
> >I just heard from Shadow, of Shadow Software, that he owns the right

> >to the Pirates Treasure Chest. Sorry folks, but it looks like I won't
> >be able to post the files after all.
> >
>
>
> WOW! Did this ever generate some e-mail. Thank you ALL for your
> interest. Here's the scoop:
>
> According to Shadow, he has a "distribution copyright" on the Pirates'
> Treasure Chest, as well as a few hundred other titles. This simply
> means that he has put a copyright notice on the software that says he
> has the right to distribute it, but it is not a registered copyright
> with the Library of Congress.
>
> I've heard from others that Gardner Computing created the Pirates'
> Treasure Chest out of public domain software, some of which were
> type-in programs from Compute magazine. Therefore, I can't see any
> reason for these programs to remain under someone's copyright control.
>
> What I question is his legal right to stop this software from getting
> onto the internet. If there are any copyright lawyers out there, I'd
> love to hear from you. I would especially love to hear from anyone
> who worked at Gardner Computing circa 1984!
>
> Steven
>

991. Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33e96708.28639487@nntp.ix.netcom.com>
Source record: 71111
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

I have just added a game manual archive to my WWW site.
There are 857 manuals for the following systems:

Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
Intellivision, Magnavox Odyssey2, RCA Studio II, GCE Vectrex,
Fairchild Channel F, Commodore Vic-20 computer, Atari Lynx,
NES, and TurboGrafx-16 / TG CD / Duo.

In addition to looking for more game manuals for the above
systems, I am also looking for manuals for the following systems:

Emerson Arcadia 2001, Bally Astrocade, Atari 8-bit computer,
Commodore 64 computer, Texas Instruments TI 99/4a computer,
Radio Shack Color Computer, Tomy Tutor computer, 3DO, SMS,
Atari Jaguar, Sega CD, Sega 32X and Philips CD-i.

If you have any additional manuals for the archive, please let me
know (and *please*, send a list first!)

Other systems will be added when they are no longer supported by
their manufacturer (that means, for the time being, no Game Boy,
Game Gear, Genesis, SNES, N64, Saturn or Playstation). If you
have any game manuals for these systems already typed / scanned
in, please let me know. I will be happy to accept them now for future
inclusion in the archive.

In addition, there are already 1669 ORIGINAL game screen shots
on-line, for the following systems:

Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally
Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore
Vic-20 computer, Texas Instruments TI 99/4a computer, Radio Shack
Color Computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES,
SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis, Nintendo 64, Sega
Saturn, Atari Jaguar, Philips CD-i, and Nintendo Game Boy.

More will be added as I have time. Eventually, I will have my entire
collection on-line (hopefully before the turn of the century :)

Next, I'll probably finish up the Atari 7800 and Atari 2600 sections.

If this is of interest to you, the URL is:
http://www.io.com/~vga2000/

Michael

P.S. And before anyone else asks; if the game isn't on one of my FS/T lists, it isn't FS/T :)

992. What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: Daniel Woodard <woodardd@dma.org>
Message-ID: <5sc5bk$1ie$3@sally.dma.org>
Source record: 71112

I just saw an Atari 800 XL at a thrift store for $17. It looked
like no one ever even used it. It is in the original box, has manuals,
but is missing the power supply.

I heard some sort of rumor that you can program Atari Jag games
with one of these. Is this true?

Also, does anyone have specs for the system? What is the
difference between this and the ST?

Is there a version of Wizard of Wor that will run on this system?
How about the rpg Towers?

I know that is a lot of questions, but I don't want to plunk down
nearly $20 for it if it isn't a good system, especially considering that
I'd have to track down a power supply for it somewhere. (it has a strange
connector that looks like a keyboard slot on the IBM)

Thanks,

Dan

993. S: Action!, Nautilus, Protecor

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: rbastian@horus.mch.sni.de
Message-ID: <33e9c37f.22225400@horus.mch.sni.de>
Source record: 71113

Hi!

I am searching the following software for the Atari 400/800:

- Action! (programming language, cartridge)
- Nautilus (Game, Disk, from Synapse)
- Protector (Game, (rescue people from a volcanic eruption))

I will pay well for this items, if they are original and
in good condition. Costs for oversea shipping no problem.

Other lists with old Software for the Atari 400/800 welcome,
also lists with european Atari-Hardware (PAL, 220 V AC/DC).

ciao
Robin
Germany/Bavaria

994. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0708971028300001@199.166.204.230>
Source record: 71114

In article <33e93326.0@news.comet.net>, georgeh@comet.net (George F. Hardy) wrote:

> I thought that was part of the game. The original instructions said
> that the more slowly you made your moves, the better the computer
> thought out its moves. It puts *real* pressure on the human player.

Likely it was thought to be a feature, but sadly you could cheat too easily with it. Simply keep pressing Start a LOT when the game first gets set up, and the Sovs will just sit there doing nothing.

If you keep doing this until the spring, you have supplies, firm ground, and scattered Sov forces. You can burst through their lines just like you do at the beginning of the game, grab a bunch of cities, and then the game ends with you having several hundred points.

Now I couldn't be bothered doing this, because I played it so it _would_ be hard. However the Atari version solution is a good one IMHO, it gives the computer some minimum time to make some moves. I also thought the solution in Legionare sounded reasonable (the enemy is _moving_, not just thinking) and there are no real "turns" so to speak. Never played it though, so I can't say how it turned out.

Maury

995. toad hall bbs(boston)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: at289@chebucto.ns.ca
Message-ID: <5sd0toebe1@News.Dal.Ca>
Source record: 71115

Hi, I'm look for the number of the Atari Toad Hall BBS located in Boston, Mass. Does anybody know what it is if its still up and running?

--
Randy Gray

996. Re: What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970807145600.20992B-100000@fissure.scar>
Source record: 71116

On 7 Aug 1997, Daniel Woodard wrote:

>
>
> I just saw an Atari 800 XL at a thrift store for $17. It looked
> like no one ever even used it. It is in the original box, has manuals,
> but is missing the power supply.
>
> I heard some sort of rumor that you can program Atari Jag games
> with one of these. Is this true?
>
> Also, does anyone have specs for the system? What is the
> difference between this and the ST?
>
> Is there a version of Wizard of Wor that will run on this system?
> How about the rpg Towers?
>
> I know that is a lot of questions, but I don't want to plunk down
> nearly $20 for it if it isn't a good system, especially considering that
> I'd have to track down a power supply for it somewhere. (it has a strange
> connector that looks like a keyboard slot on the IBM)

$17 for a complete 800Xl is a very fair price.. the power supply might be tricky to find.. especially if that 800Xl does NOT include a power supply. Yeah there is a version of Wizard of Wor from long time ago for the Atari 8bit, but RPG Towers I dont know.

The Atari ST is a 16 bit machine, 680x0 processor.. has better sound and grafx than the 8bit counterpart, but not as much character! :) <grin>

Program Jag games on the Atari 8bit? Never heard of such a thing, maybe who knows...

Specs, try linking with one of the FAQ that Michael Current posts every month... you can get all the information you need from there..

Alan

997. Re: What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: Mr Maddog <mrmaddog@microserve.*NOSPAM*.org>
Message-ID: <Pine.UW2.3.95.970807180731.26819A-100000@reality>
Source record: 71117

On 7 Aug 1997, Daniel Woodard wrote:

> I just saw an Atari 800 XL at a thrift store for $17. It looked
> like no one ever even used it. It is in the original box, has manuals,
> but is missing the power supply.

I just got one for only $3 and it came w/ power supply, 1050
transformer(no drive though) and five carts, some of which I'm going to
trade of. So I would have to say that no $17 is not a good price to pay
if they don't even include a PS.

> I heard some sort of rumor that you can program Atari Jag games
> with one of these. Is this true?

No, you must be thinking of the Jag Server which is a modified Jaguar you
plug into any ST computer and program some code using Devpack assembler.

> Also, does anyone have specs for the system? What is the
> difference between this and the ST?

The only thing those two machines share is the Atari name...they are
completely different as night and day. Can't hurt to own both :)

> Is there a version of Wizard of Wor that will run on this system?
> How about the rpg Towers?

Wizard Of Wor is availible on cart, disk, or cassette. Towers is only for
the ST however.

> I know that is a lot of questions, but I don't want to plunk down
> nearly $20 for it if it isn't a good system, especially considering that
> I'd have to track down a power supply for it somewhere. (it has a strange
> connector that looks like a keyboard slot on the IBM)

Oh I say it's a 'very good' system, been using one for about 10 years now.
If you like the ST then you'll love the 8-bit :)

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All solicitation, automatic or manual, is subjected to a fee of $500
by Pennsylvannia State law. Administrators of the domain from where
the offending e-mail has been sent will be notified of such actions,by
any means necessary.

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E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

Eric Noss
a.k.a
Mr. Maddog

998. Help w/ Eastern Front and Video Easel

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: Mr Maddog <mrmaddog@microserve.*NOSPAM*.org>
Message-ID: <Pine.UW2.3.95.970807182016.26819B-100000@reality>
Source record: 71118

I picked these games up at a thrift store today for only $3(a whole 800XL
came free with it :), but I'm not exactly sure "how" to play these games.

Can anyone offer some tips to get me started or point me to a manual
archive with the game instructions? Thanx...

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

All solicitation, automatic or manual, is subjected to a fee of $500
by Pennsylvannia State law. Administrators of the domain from where
the offending e-mail has been sent will be notified of such actions,by
any means necessary.

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E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

Eric Noss
a.k.a
Mr. Maddog

999. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: "Dr. Demento" <gchance@sponsor.net>
Message-ID: <33EA7E4C.1630567@sponsor.net>
Source record: 71119
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

Walton C. Gibson wrote:
>
> On 7 Aug 1997 16:11:36 GMT, gifford1@students.uiuc.edu (kevin k
> gifford) wrote:
>
> >>Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
> >>: I have just added a game manual archive to my WWW site.
> >>: There are 857 manuals for the following systems:
>
> >here's how mr. novak got these nes manuals:
>
Yup, he did it to mine, too. Some examples are even worse:

From my archive, a manual, paraphrased by VSP(not the factory manual):

[Note: This is not the original manual, merely a paraphrasing of
what's in it and how to play. If there's anything major I missed,
though,
I'll be rather surprised. --JC]

then the same manual, from Novak's page:

[Ed. Note: This is not the original manual, merely a paraphrasing
of what's in it and how to play. If there's anything major I missed,
though, I'll be rather surprised.]

Notice... he changed the "Note" to "Ed. Note" and removed the initials,
"JC". At the end of this manual, here's mine:

And when you get bored, whack a Minotaur and pick up the chest he leaves
to see the sunshine...

jeff. time required to reach this point varies,
of course.

Anyone who knows VSP's messages, they know that he always has a tagline
that's always different. One of the uniquenesses about Jeff. Now what
Novak has on his page:

Ed. note: time required to reach this point varies, of course.]

Video Game Advantage WWW manual archive --
http://www.io.com/~vga2000

THIS is a flat-out insult to not only me, but especially to Jeff, who
spent the time and energy typing this, BY REQUEST of me. That's right,

nobody seemed to have the manual, and nobody knew how to play it. So kindly, Jeff typed up these instructions for the use of people on the Internet.

It's one thing to take the manual, which is what my archive was designed for. It's another thing to remove all credit and make it seem that Novak, "Editor", has written it.

Tell me, Mike, what happened to all the moralistic drabble you emailed me when I simply linked to your screenshots? I would say this is much worse. I gave credit to you all along the line, whereas you removed all credits in the manuals, and replaced them with a little statement on your archive page, "To all who typed these in, thanks!" Who all typed them in, Mike? I have a list of approximately 30 to 40 people, do you know who they are? Do you even care?

A lot of time(almost 4 years) and effort of not only me but many others has been expressed in putting together my archive, |tsr's archive, and others. To have you simply take them and remove all credits, Mike, that's wrong. I'm embarrassed and ashamed of you.

Dr. Demento
Greg Chance
Creator/Maintainer/Webmaster
The History of Home Video Games Homepage

1000. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0708972228320001@port312.bitstream.net>
Source record: 71120

In article <5rtrqa$c9d@news.Hawaii.Edu>, jperez@Hawaii.Edu (John Perez) wrote:

> Jon D. Melbo (ssilicon@antispam.lax.net) wrote:
>
> : >: I have a Mac... and an Atari 8 Bit emulator (until My Atari 800 comes in
> : >: the mail sometime next week)... where can I download Star Raiders?
> : >
> : >Why don't you PAY FOR IT??????????????????????????
>
> : Because it's 1997 and besides a bit of nostalgia and reliving some
> : fond memories, Star Raiders is simply not worth much money. Not in
> : this world of Quake, Tie Fighter vs. X-Wing, etc.
>
> I think that is probably less significant than the fact that Star Raiders
> was only available as a cartridge (to the best of my knowledge) which
> would be pretty difficult to cram into a Mac under emulation. I've seen
> Star Raiders cartridges selling for $3, and I'm sure it's worth at least
> that much - but you still can't get it into your Mac (or PC).
>
> When your 8-Bit comes in, please do buy the Cartridge though... From what
> I can remember, the cart version ran smoother than the cracked disk
> version anyway.

By all means, run it on the real thing if you want the full experience.
OTOH, Rainbow can indeed run a cart. All you need is the ROM image. I was
able to able to get one from my own cart version using a cart "backup"
program. The "backup" program added some extra stuff at the beginning and
end of the file, but once all that was stripped out, I could "insert" the
ROM image into Rainbow and run it flawlessly. This can be done with any 8k
or 16k cart. Bank-select carts (for instance 48k) are a different matter.

Mark

1001. Bounty Bob Strikes Back!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: reicher6@pilot.msu.edu
Message-ID: <871010665.25260@dejanews.com>
Source record: 71121
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic

I am looking for Bounty Bob Strikes Back for the Atari 400/800. I have games for trade at http://pilot.msu.edu/user/reicher6/2600.html, I'll also pay cash if need be.

I'm also looking for a Cloak and Dagger Machine.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1002. Re: What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <5scmbq$8hq$1@star.cs.vu.nl>
Source record: 71122

Daniel Woodard <woodardd@dma.org> writes:

> I just saw an Atari 800 XL at a thrift store for $17. It looked
>like no one ever even used it. It is in the original box, has manuals,
>but is missing the power supply.

$17 is way too much, even for one in a mint condition. The last three I bought
all costed me less then $10 (I even paid slightly over $1 once :)). And
that's all with PS and a tape recorder.

> I heard some sort of rumor that you can program Atari Jag games
>with one of these. Is this true?

No chance. It's an old 8-bit system from the eighties.

> Also, does anyone have specs for the system? What is the
>difference between this and the ST?

The Atari ST is the younger (less-older) brother of the 800XL.

> Is there a version of Wizard of Wor that will run on this system?

Yes. Maybe it's even available for download at Yogi's archive.

>How about the rpg Towers?

Dunno about that.

> I know that is a lot of questions, but I don't want to plunk down
>nearly $20 for it if it isn't a good system, especially considering that
>I'd have to track down a power supply for it somewhere. (it has a strange
>connector that looks like a keyboard slot on the IBM)

Well, it's quite easy to build a new PS yourself. As for it being a good
system, I'd say yes, but what would you expect in an Atari 8-bit newsgroup. :)

Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

1003. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-07 00:00:00 UTC
From: kalla@aspark.ece.uiuc.edu
Message-ID: <33e9fe14.452276@news.cso.uiuc.edu>
Source record: 71123
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

On 7 Aug 1997 16:11:36 GMT, gifford1@students.uiuc.edu (kevin k
gifford) wrote:

>>Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
>>: I have just added a game manual archive to my WWW site.
>>: There are 857 manuals for the following systems:

>here's how mr. novak got these nes manuals:

>he downloaded them from my nes web page (http://www.komkon.org/~tsr),
>removed ALL credits for typing in the manuals in the files, added in
>every file the url to -his- web site, made some slight spacing changes,
>and put them on his page.

Very sly and very underhanded I must say. I'd reccommed everyone
else that maintains a website and archive of information like this to
check and see if any other -their- hard work was also taken in the
same fashion.

Oh yeah, the line:

"All files are Copyright Michael J. Novak Jr., and Video Game

Advantage 1995-97,unless otherwise specified. All

rights reserved."

that you find on his website is no longer only humorous,
but incriminating.

--

Walton C. Gibson, Kalla
kalla@aspark.ece.uiuc.edu

Kalla's Classic Gaming Dimension:
http://srh0025.urh.uiuc.edu/games/games.html

Collecting Classic Video Games: Atari 2600, 5200, 7800,
Intellivision, ColecoVision, Odyssey^2, many others!

1004. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: NOSPAMdmaxwell@iwaynet.net
Message-ID: <3341c256.4935319@news.iwaynet.net>
Source record: 71025

ziggy29@netgate.net (Tim Irvin) wrote:

>I've played with emulators, and they have their place in my life. But
>when possible, there's still no substitute for settling down in front
>of the real thing and hearing the disk drive beep at you as it loads a
>game you haven't tired of after 14 years...

I have to agree with you when it comes to emulating the CPU itself. I have yet to see an emulator that can run EVERY demo and EVERY game with NO futzing around on my part. I doubt I ever will either. 'sides my 130XE and Commodore 1702 monitor (and now a C64 as well....my boss gave it to me....fun machine love that SID chip but it doesn't animate a brilliantly colored and dynamic playfield like my Atari.) take up only a third of my somewhat huge desk. There is no substitute for that. Firmly agreed.

However, I do have to say that the periphreal emulators like SIO2PC and APE are a HUGE improvement over the real thing. No way am I getting nostalgic about stacks of 5 1/4" floppies and that slow mechanical access. Even though my 1050 had a US doubler, it just doesn't compare to the throughput and speed of the SIO2PC cable . The only thing I use a real drive for now is archiving a real disk to a disk image on my PC (a real drive can sit between the Atari and the PC...the PC becomes just anothe drive in the SIO chain). Menu access and instant loading. And I will see a new floppy a maximum of once...when it is copied to the PC. If you haven't tried a disk emulator, I greatly recommend it. It took a fondly remembered good thing and made it GREAT!!

Dave M.

1005. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: NOSPAMdmaxwell@iwaynet.net
Message-ID: <3341c495.5510956@news.iwaynet.net>
Source record: 71026

On Mon, 31 Mar 1997 16:58:27 -0800, you wrote:

>I've played with emulators, and they have their place in my life. But
>when possible, there's still no substitute for settling down in front
>of the real thing and hearing the disk drive beep at you as it loads a
>game you haven't tired of after 14 years...

I have to agree with you when it comes to emulating the CPU itself. I
have yet to see an emulator that can run EVERY demo and EVERY game
with NO futzing around on my part. I doubt I ever will either.
'sides my 130XE and Commodore 1702 monitor (and now a C64 as
well....my boss gave it to me....fun machine love that SID chip but it
doesn't animate a brilliantly colored and dynamic playfield like my
Atari.) take up only a third of my somewhat huge desk. There is no
substitute for that. Firmly agreed.

However, I do have to say that the periphreal emulators like SIO2PC
and APE are a HUGE improvement over the real thing. No way am I
getting nostalgic about stacks of 5 1/4" floppies and that slow
mechanical access. Even though my 1050 had a US doubler, it just
doesn't compare to the throughput and speed of the SIO2PC cable .
The only thing I use a real drive for now is archiving a real disk to
a disk image on my PC (a real drive can sit between the Atari and the
PC...the PC becomes just anothe drive in the SIO chain). Menu access
and instant loading. And I will see a new floppy a maximum of
once...when it is copied to the PC. If you haven't tried a disk
emulator, I greatly recommend it. It took a fondly remembered good
thing and made it GREAT!!

Dave M.

1006. Re: Questron

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: read@my.sig
Message-ID: <33eab9a2.4905846@news.networx.net.au>
Source record: 71027

who@knows.com (who knows) wrote:

->I am looking for Queston. Does anyone know where to get a copy of
->this game?
->
->Jeff
->jjatkin at pacbell dot net

Good luck Sir, I asked the same question about this time last year and
got no replies. I have a copy of the game but it requires a revision 7
enhanced Happy 1050 disk drive. (which I don't actually have :( )

stev at networx net au

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1007. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: ERASECAPScassanit@lightlink.com
Message-ID: <33eab34a.9374092@news2.lightlink.com>
Source record: 71028
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

>Other systems will be added when they are no longer supported by
>their manufacturer (that means, for the time being, no Game Boy,
>Game Gear, Genesis, SNES, N64, Saturn or Playstation). If you

Right. It would be wrong to give out copies of those manuals.
You wouldn't want to do anything eithically questionable, would you,
Mr. Norvick?
I think what he means is, he can't find any collection of
manuals for games on the above mentioned systems to rip off.
Well, if anyone is interested in SNES manuals NOW, you can
find a few on my SNES page http://www.cs.sbu.edu/~cassanit/snesrep/
And, Mr. Norvick, all the manuals there, as of now, are all typed by
ME, and you CAN'T put them on your page.
You can also find Game Boy manuals at
http://nesworld.parodius.com, under the Gameboy Zone page (the link is
at the bottome of the opening page).

>have any game manuals for these systems already typed / scanned
>in, please let me know. I will be happy to accept them now for future
>inclusion in the archive.

I do, and they are going on my page, where I, and anyone else
who types up a manual, will receive proper credit.

>Next, I'll probably finish up the Atari 7800 and Atari 2600 sections.

You can see them now on Greg's page, which is, by the way, a
hell of a lot better than yours.

-FM2000

The Forbidden SNES Information Repository
http://www.cs.sbu.edu/~cassanit/snesrep/

1008. Re: What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: "Mr. Indus" <erasmus@Atari.World>
Message-ID: <Pine.GSO.3.96.970808014641.3030C-100000@iglou2>
Source record: 71029

->On 7 Aug 1997, Daniel Woodard wrote:
->> I just saw an Atari 800 XL at a thrift store for $17. ...
->> I know that is a lot of questions, but I don't want to plunk down
->> nearly $20 for it if it isn't a good system ...

$17 is a very good price.

->> I'd have to track down a power supply for it somewhere. (it has a strange
->> connector that looks like a keyboard slot on the IBM)

ATV has been advertising on the newsgroup that they have power supplies
for everything for four bucks. The phone number is 510-352-3787. (And
those connectors weren't considered so strange 15 years ago!)

->> Also, does anyone have specs for the system?

Books and magazines are available by the boatload. For online info,
read this 8-bit newsgroup.

->> I heard some sort of rumor that you can program Atari Jag games
->> with one of these. Is this true?

Do you mean "write" a program? You could do that on any platform, or
on a typewriter, or by longhand. Running the program you've written
(programmed) is another thing.

>>>---<<<
>>> david moeser -- erasmus at iglou dot com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

1009. ATARI: Bravo Sierra Computers! Hardware, Software, Accessories!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5selg7$t1v$1@kelly.teleport.com>
Source record: 71030
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

The Bravo Sierra Web Page has been fixed. If you find trouble with my
Web Page, please E-Mail me at bensmith@teleport.com.

I've added more Items to my Catalogs, such as several large boxes full
of Atari ST Software. All of them Complete in Boxes with Documentation.
Some are still UNOPENED and SHRINKWRAPPED. As well as an Atari SLM 124
Mono Monitor with a Built in Monitor stand and an Atari Laser Printer.
For the Classic Atari 8 Bit Line Added Hardware was a U.S. Doubler Disk
Drive plus a modified 800xl with a built in Translator on a switch that
will run older Software without a Translator Disk Plus Lots more new
8 Bit Disk SoftWare for $5 each.

I have some MFM & RLL Hard Drives I got Directly from the Shadow of
Shadow Software. Older Technology made with a lesser chance of Planned
Obsolescence. Built like Tanks. The Shadow tells me each one worked
before they were taken off their Computers. Each one, $25, as is. Model
numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may
find something you've been looking for. Something you might want. Even
Something you may of Forgot! At BSC's Web Site you can View, Capture &
even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request
Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why
not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or
Feel free to Request catalogs through E-Mail. Really, it's no inconven-
ience. All I ask is that you specify Atari 8 Bit, Atari ST or both.
Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I
will get back to you after the weekend. Please let me know if I can't
attach files to your E-Mail. Please Direct any and all Replies Through
E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in
Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC
Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow
Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer
Platform. Also from The Shadow of Shadow Software (my Boss) a File

called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

1010. database-system for atari 800XL ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: "J\"org Ritter" <ritter@cs.uni-sb.de>
Message-ID: <33EAD9EF.41C67EA6@cs.uni-sb.de>
Source record: 71031

```
Hi,
is there a database-system for atari 800XL avialable ?

Thanks, J=F6rg
```

1011. Re: Helicopter game idea - HELP CODE IT!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: Matthew Sew Hoy <buzzard@ihug.co.nz>
Message-ID: <33EBF5E2.7D23@ihug.co.nz>
Source record: 71032

William Kendrick wrote:
>
> Hehe... as with all my ideas, it's pretty much a stolen one, though. :)
>
> Have any of you seen this one relatively old (late 80's or early 90's)
> arcade game when you're a helicopter flying through a city shooting at
> lots of different things. (I believe the version I played had a wiggly
> seat which reacted to my directional controls.)
>
> 1/2 of the game is played in first-person perspective, the second half
> is played from looking above, a la Xevious. The cool thing about it,
> though, and what made it majorly different from Xevious, was the
> skyscrapers and stuff were 3D. They weren't polygon 3D. More like the
> OutRun "lots of the same sprite" 3D.
>
> It looks kind of like this: (imagine more skyscrapers on the right :))
>
> ######## |
> ######## |
> #########
> ######### |
> ######## |
> #####
> =======
> ###### | O | <-- Hello! I'm a tank!
> ####### ====\==
> ####### |
> |
> #######
> ######### |
> ######### |
> #########
> ######## |
>
> You get the idea?
>
> Well, I started trying to code such a thing in Action! It actually
> works MOSTLY right, except some 'pop-up', and, well, it's REALLY SLOW. :)
>
> But it is still cool to fly in 3D above these things (you can fly up/down
> AND left/right in my little demo, and I believe that's how the actual
> arcade game was...)
>

> I'm thinking I'll release a .EXE demo plus the Action! source-code and
> let some of you REAL coders out there make this into a fast-action
> shoot-em-up for all to enjoy. ;)
>
> Anyone up to it? :)
>
> -bill!
> Bill Kendrick
> /|\ Software Engineer
> kendrick@zippy.sonoma.edu
> http://zippy.sonoma.edu/kendrick/
The only game that fits the description is 'Thunderblade', which came
out in the arcades in 1987, and on home computers in '88.
--

_____ ___ _____
___����\ |`,�|/����___/ BuzzardHawk
��__ �-/ \-� __�
�-_____-� remove the "++++" to reply
/�__�\

1012. Re: Help w/ Eastern Front and Video Easel

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33eb31da.0@news.comet.net>
Source record: 71033

In article <Pine.UW2.3.95.970807182016.26819B-100000@reality>, Mr Maddog <mrmaddog@microserve.*NOSPAM*.org> says:

Eastern Front: I am getting the instructions and will mail a copy as soon as I get them.

GFH

1013. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: jvmatthe@unity.ncsu.edu
Message-ID: <5sf25i$581@uni00nw.unity.ncsu.edu>
Source record: 71034
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

Thus Spake Dr. Demento (gchance@sponsor.net):
: Walton C. Gibson wrote:
: >
: > On 7 Aug 1997 16:11:36 GMT, gifford1@students.uiuc.edu (kevin k
: > gifford) wrote:
: >
: > >>Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
: > >>: I have just added a game manual archive to my WWW site.
: > >>: There are 857 manuals for the following systems:
: >
: > >here's how mr. novak got these nes manuals:
: >
: Yup, he did it to mine, too. Some examples are even worse:
:
[snip description of snub of Jeff Coleburn]
: THIS is a flat-out insult to not only me, but especially to Jeff, who
: spent the time and energy typing this, BY REQUEST of me. That's right,
: nobody seemed to have the manual, and nobody knew how to play it. So
: kindly, Jeff typed up these instructions for the use of people on the
: Internet.
:
: It's one thing to take the manual, which is what my archive was designed
: for. It's another thing to remove all credit and make it seem that
: Novak, "Editor", has written it.

This is upsetting but certainly not completely out of character for Mike.
Anyone that would take the time to type up what essentially amounts to
bitching rants about other people to put at the *top* of their home page
(at least that's the way it looks in Lynx) certainly seems questionable
to start with. But then we all know Mike from his previous fun fests on
this ng, so his demeanor is well-known. I'm just surprised he let himself
be so easily caught. I always figured him for the type that should he do
something bad, he'd then obsess about being caught so bad that he'd either
(a) remove all trace of the offending thing (in this case remove the manuals)
or (b) work up some slick disclaimer to cover his butt (like ``these will
never be auctioned on the net'', re: FBE packs).

: Tell me, Mike, what happened to all the moralistic drabble you emailed
: me when I simply linked to your screenshots? I would say this is much
: worse. I gave credit to you all along the line, whereas you removed all
: credits in the manuals, and replaced them with a little statement on
: your archive page, "To all who typed these in, thanks!" Who all typed
: them in, Mike? I have a list of approximately 30 to 40 people, do you

: know who they are? Do you even care?

Most likely not. Mike seems (at least by his posts) to be in his own
world and I would doubt it if he really cared about the folks that typed
them in. The fact that he didn't let you know that he was taking them
and the fact that they were modified from their original form is enough
for me to conclude that he most certainly didn't care whose they were
or whether credit should be given for the work that went into them.

I'd be surprised if he responds to this, really. I mean he has done things
before where he was flat out wrong and then never followed up on them. For
example, just ask Reinhard Pribish about the time Mike called him a liar
on the ng and then when challenged to do so, Mike never produced and example
of where Mr. Pribish had done so.

Of course, if he does reply, it'll be fun to read his reply.

matt

==
||| John V. Matthews, III | PO Box 50355
||| NCSU Mathematics Graduate Student | Raleigh, NC 27650
/ | \ http://www4.ncsu.edu/eos/users/j/jvmatthe/www | (919) 515 7324
==

1014. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: Alan Watkins <awwatkin@eos.ncsu.edu>
Message-ID: <Pine.SOL.3.96.970808122957.3915B-100000@c01021-111poe.eos.ncsu.edu>
Source record: 71035
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

On Fri, 8 Aug 1997 ERASECAPScassanit@lightlink.com wrote:

> Right. It would be wrong to give out copies of those manuals.
> You wouldn't want to do anything eithically questionable, would you,
> Mr. Norvick?

Yeah...I'd hate to see someone get what they're entitled to with a
game...or maybe even just need to play it...what a travesty!

> Well, if anyone is interested in SNES manuals NOW, you can
> find a few on my SNES page http://www.cs.sbu.edu/~cassanit/snesrep/
> And, Mr. Norvick, all the manuals there, as of now, are all typed by
> ME, and you CAN'T put them on your page.

Well, GOD, could he put a link or are you gonna sue him for that?

> >Next, I'll probably finish up the Atari 7800 and Atari 2600 sections.
>
> You can see them now on Greg's page, which is, by the way, a
> hell of a lot better than yours.
>

Yeah...that's the attitude...try to discourage anything anyone wants to
do...way to go!

Lay off the guy...if he wants a web page, let him put what he wants on
it...

1015. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0808971417280001@199.166.204.230>
Source record: 71036

In article <33ea421d.0@news.comet.net>, georgeh@comet.net (George F. Hardy) wrote:

> A very interesting variation. Many have commented on the fact
> that the Germans lost the spring weather (and the dry weather
> when dealing with the Pripjet Marshes) by having to bail the
> Italians out of Greece.

Hmmm, good point.

> Using your technique one can move the attack date up to March.

Well, March of the next year anyway.

Maury

1016. Xformer cable... can anyone get it working?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: morbid@antispam.best.com
Message-ID: <33eb647c.4537072@nntp.best.com>
Source record: 71037

(not to be confused w' SIO2PC or APE)

Some time ago I bought an Xformer cable which was manufactured by
Darek himself. I've never gotten it to work wtih my P90 and atari
810... whenever it tries to calibrate it on startup, it fails.

Has anyone gotten one of these things to work? If so, tell me how...

(remove antispam from email to reply)

1017. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: kmhebert@seas.gwu.edu
Message-ID: <5sfnnb$9br@felix.seas.gwu.edu>
Source record: 71038
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

In article <5scs3o$127$1@vixen.cso.uiuc.edu>,
kevin k gifford <gifford1@students.uiuc.edu> wrote:
>here's how mr. novak got these nes manuals:
>he downloaded them from my nes web page (http://www.komkon.org/~tsr),
>removed ALL credits for typing in the manuals in the files, added in
>every file the url to -his- web site, made some slight spacing changes,
>and put them on his page.

Yes; he also took the Tron Maze-A-Tron docs I typed in and copied those.
The ASCII art is still the same -- compare the one on his page to the one
on Greg Chance's -- it's the same!

Why not give credit where it's due? Who knows!

Mike Novak is just plain one of the most incompreensible folks on rgvc

-- KMH

--
Kevin M. Hebert kmhebert@seas.gwu.edu http://www.seas.gwu.edu/student/kmhebert
2126 "R" Street NW #5B Washington, DC 20008

1018. Text Editor

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: slackey@slackey-sun.cisco.com
Message-ID: <SLACKEY.97Aug8153526@slackey-sun.cisco.com>
Source record: 71039

Sorry folks I still have not set up the Atari so I can dig up my emacs-subset editor for the XEP-80.

I had planned to do it last weekend. This weekend FOR SURE!! :-)

I'm pretty sure I can get the util program to copy to IBM then to the Sun network at work to post it... I think I still have a 286 with a 5" drive at home somewhere... but is posting binaries to this group kosher?

If someone has a better method, would you be willing to be mailed an Atari floppy and take it the rest of the way? It would be OK with me if it got posted or webbed somewhere. Sources and doc included, of course.

If bugs get reported I'm not sure if I'll be able to fix them, but I'll try.

-Stan

1019. Tons of 8-Bit Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5sfr4m$dcu@news.Hawaii.Edu>
Source record: 71040

Greetings,

In case anyone is having trouble finding Atari 8-bit software or hardware, please have a look at B & C Computervisions. I was amazed at how many cartridges, games, software packages, and hardware items that they still had available for the 8-Bit. More than I ever saw in any Atari store even in 1984 ;)

Their web page is:

http://www.myatari.com/

Their other info is:

1725 De La Cruz Blvd #7
Santa Clara, CA
95050-3011
Tel (408) 986-9960
Fax (408) 986-9968

Aloha,
John Perez - jperez@hawaii.edu

1020. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33eb7a55.0@news.comet.net>
Source record: 71041

In article <maury-0808971417280001@199.166.204.230>, maury@softarc.com (Maury Markowitz) says:
>
>
>> Using your technique one can move the attack date up to March.
>
> Well, March of the next year anyway.
>

What does the year have to do with it? The question is whethr the USSR or the Germans win.

GFH

1021. Re: copyrights -- new FAQ needed?!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33eb7456.1010177@news.ioa.com>
Source record: 71042

On Sat, 2 Aug 1997 18:56:38 GMT, Al Andalus
<erasmus@is.this.a.domain.or.what?.com> wrote:

> There are some significant differences between the situation of
>copyrighted software for an obsolete or defunct computer platform
>and copyright laws for written or published material ("text" as we
>computerists refer to it).
>

There may be some interesting information within the Library of
Congress concerning copyright infringement.

Check out the following URL:

http://lcweb.loc.gov/copyright/circs/circ01.html#hsc

I haven't read the whole thing yet, and I don't pretend to understand
everything I'm reading, but someone out there should be able to sum up
what this means in terms of keeping Atari software alive through the
internet.

Steven

1022. Re: Pirates Treasure Chest and other classic items

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33eb7504.1184166@news.ioa.com>
Source record: 71043

On 7 Aug 1997 04:47:24 GMT, "Fernando Ortiz"
<fernando.ortiz@mci2000.com> wrote:

>So, to answer the question about Pirate's Treasure Chest, the PD and
>shareware files in the "collection" *can* be distributed separately, but
>you cannot claim them to be part of the collection, and you can't
>distribute the same contents together.
>
>What do you all think?
>
>Fernando
>
>
>
Thanks Fernando, I was beginning to think no one was listening.

I personally do not care what the package is called, and it would be
very easy to remove all references to Gardner Computing and the
Pirates Treasure Chest. My intention was to help an end-user who was
having trouble copying a damaged disk, and the sector copier on the
PTC can do just that. According to your statement, I should be able
to give him that particular program with no problems.

I posted this elsewhere, but I think it's relevant here also:

This is the URL for the Library of Congress' definition of copyrighted
material.
http://lcweb.loc.gov/copyright/circs/circ01.html#hsc

Thanks again,
Steven

1023. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33eb7ac2.0@news.comet.net>
Source record: 71044
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,

Please let me know the web site of the archive.

Thanks

GFH

1024. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <33EB24BA.3EEA@erols.com>
Source record: 71045

> I have to agree with you when it comes to emulating the CPU itself. I
> have yet to see an emulator that can run EVERY demo and EVERY game
> with NO futzing around on my part. I doubt I ever will either.
> 'sides my 130XE and Commodore 1702 monitor (and now a C64 as
> well....my boss gave it to me....fun machine love that SID chip but it
> doesn't animate a brilliantly colored and dynamic playfield like my
> Atari.) take up only a third of my somewhat huge desk. There is no
> substitute for that. Firmly agreed.

I know what you are saying. Emulators vary in performance from PC to
PC, as well. But so, for that matter, do Ataris.

> However, I do have to say that the periphreal emulators like SIO2PC
> and APE are a HUGE improvement over the real thing. No way am I
> getting nostalgic about stacks of 5 1/4" floppies and that slow
> mechanical access. Even though my 1050 had a US doubler, it just
> doesn't compare to the throughput and speed of the SIO2PC cable .
> The only thing I use a real drive for now is archiving a real disk to
> a disk image on my PC (a real drive can sit between the Atari and the
> PC...the PC becomes just anothe drive in the SIO chain). Menu access
> and instant loading. And I will see a new floppy a maximum of
> once...when it is copied to the PC. If you haven't tried a disk
> emulator, I greatly recommend it. It took a fondly remembered good
> thing and made it GREAT!!
>
> Dave M.

Dave, I wish I could go along with you on both of those products. If,
as you do, someone wanted to just eliminate the 1050s, both A. P. E. and
SIO2PC would work just fine. But I'm in a position of having to
duplicate between 35 and 40 floppies (double-sided, single density)
every two months. For me, SIO2PC does the job, but because of some
quirk or other in my setup, I can't get A. P. E. to help in this job.
It seems to fall down when communicating betweeen disk images and real
floppy drives. And, yes, Steven Tucker and I have been around this
problem many times and he's tried to help as much as he can.

Do you, or any one else, know if a Quintopus does any buffering?

1025. Re: Switchable Antic?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: davepat@total.net
Message-ID: <33eb8274.0@news.total.net>
Source record: 71046

In an article dated Tue, 05 Aug 1997 22:21:51 GMT, someone named David A. Maxwell says...
>
>-----BEGIN PGP SIGNED MESSAGE-----
>
>I've been running some of the European demos on my 130XE and they
>amaze the hell out of me up to the point a teensy bit too long
>interrupt routine crashes the system. I would like to add a PAL ANTIC
>to my system so I can watch these programs jitter, clip, and crash
>free but I don't want to lose the ability to run strictly NTSC
>software or have a second 130XE taking up limited living space. Has
>anyone ever heard of or come with a switchable ANTIC swap? What I
>have in mind is dingus that accepts a PAL and an NTSC ANTIC and allows
>switching between them. I don't insist on the ability to do this with
>the system turned on. Must be realistic.
>
>Come to think of it, a well designed upgrade could prevent switching
>when the machine is powered up. If no such upgrade exists then does
>anybody know what the main obstacles are allowing one to work. I
>would like to attempt designing one if I can determine the range of
>problems I'll run into.

Umm, look for a switchable OS mod. Then use the Antic chip select line instead of the ROM select line. Voila. Switchable Antic. Only problem I foresee is this:

The Nir-PAL upgrade also uses a switchable OS; you're starting to get a lot of switches on your system, and there isn't a whole lot of free real estate inside an xl/xe.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
If you pick up a stray dog, feed it and take care of it,
it will not bite you. This is the principal difference
between a man and a dog. - Mark Twain

1026. 8-bit Catalogues reminder

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: DGS <dgs@clara.net>
Message-ID: <5sg0ou$d68$1@eros.clara.net>
Source record: 71047

Just wanted to remind everyone that our Atari 8-bit product catalogues are now available on-line from our WWW homepage.

Thanks to all 50 people who have so far visited our page.

In case you don't know, we sell PD and Commercial software for the Atari 8-bit, along with a variety of used hardware, software and magazines.

We have English language distribution rights to all Power Per Post products, including the QUICK programming language and Screen Aided Management 80 col. desktop system.

Our 26 page catalogue lists all 190 PD disks and details all our Commercial software.

The list of used items is also available on the WWW site.

The catalogues are available as individual text files, or as a combined .ZIP file for easier downloading.

We can ship to any country, and can accept payment in US$. See the catalogues for full details.

If you haven't visited our WWW page then please have a look now! We might have something you want!!

WWW: home.clara.net/dgs

Dean Garraghty.

1027. Re: "Pilots" in Rescue at Fractalus

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: read@my.sig
Message-ID: <33ebbc35.5564341@news.networx.net.au>
Source record: 71048

marknewtonjohn@webtv.net (Mark Newton-John) wrote:

->Wow, what memories playing that game.
->
->Yes, there are some pilots who aren't what they seem to be,
ESPECIALLY
->when you have the sound turned up, and they jump up in front of your
->windshield.
->
->GEEZUS! I always had a heart attack when that happens! Of course, I
->"dispatch" them with a press of a button.
->
->And what fun when you let one of those "pilots" in, then you take
off...
->

I wanted to see what happened if they weren't dispatched, and let one
smash my windshield.......... :)

/ If you want to email me, please remove the asterisks. \
reply-to *stev@networx.net.au* NO COMMERCIAL EMAIL!
\ http://www.geocities.com/SiliconValley/Heights/9364/ /

ATARI Lives!! From one Decade to another- GO ATARI 8!!!

1028. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: "Dr. Demento" <gchance@sponsor.net>
Message-ID: <33EBF01D.2EC01926@sponsor.net>
Source record: 71049
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

Michael J. Novak Jr. wrote:
>
> On Thu, 07 Aug 1997 19:02:52 -0700, "Dr. Demento"
> <gchance@sponsor.net> wrote:
>
> >Walton C. Gibson wrote:
> >>
> >> On 7 Aug 1997 16:11:36 GMT, gifford1@students.uiuc.edu (kevin k
> >> gifford) wrote:
> >>
> >> >>Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
> >> >>: I have just added a game manual archive to my WWW site.
> >> >>: There are 857 manuals for the following systems:
> >>
> >> >here's how mr. novak got these nes manuals:
> >>
> >Yup, he did it to mine, too. Some examples are even worse:
> >
> >From my archive, a manual, paraphrased by VSP(not the factory manual):
> >
> >[Note: This is not the original manual, merely a paraphrasing of
> >what's in it and how to play. If there's anything major I missed,
> >though,
> >I'll be rather surprised. --JC]
> >
> >then the same manual, from Novak's page:
> >
> >[Ed. Note: This is not the original manual, merely a paraphrasing
> >of what's in it and how to play. If there's anything major I missed,
> >though, I'll be rather surprised.]
> >
> >Notice... he changed the "Note" to "Ed. Note" and removed the initials,
> >"JC". At the end of this manual, here's mine:
> >
> >And when you get bored, whack a Minotaur and pick up the chest he leaves
> >to see the sunshine...
> >
> > jeff. time required to reach this point varies,
> > of course.
> >
> >Anyone who knows VSP's messages, they know that he always has a tagline
> >that's always different. One of the uniquenesses about Jeff. Now what

> >Novak has on his page:
> >
> >Ed. note: time required to reach this point varies, of course.]
> >
> > Video Game Advantage WWW manual archive --
> >http://www.io.com/~vga2000
> >
> >THIS is a flat-out insult to not only me, but especially to Jeff, who
> >spent the time and energy typing this, BY REQUEST of me. That's right,
> >nobody seemed to have the manual, and nobody knew how to play it. So
> >kindly, Jeff typed up these instructions for the use of people on the
> >Internet.
>
> No, I'll tell you what is a flat-out insult to someone who spent time
> and energy. Last year you set up unauthorized links to most of my
> ORIGINAL (copyrighted) game screen shots. Then you got upset when I
> changed the files on my system to ads for my web site. You sure
> didn't seem to care about insults and time/energy last year Greg!
>
Screenshots are screenshots, Mike. I gave a quick credit as to who they
were by until I was able to write the CGI scripts that I currently run.
If you notice, all of Jeff Coleburn's screenshots have his name on them.
Yours would have been the same, *if* you hadn't pulled what you pulled.

Your ORIGINAL (copyrighted) screenshots belong to the respective
companies. There was nothing wrong with linking to them--how was I
stealing your Internet service by doing this? I'm unclear about this.
The files still remained on your server. The user linked to your server
in order to access them. I did not access them, the users did. How was
I stealing it?

Stealing would have been downloading the screenshots, putting them on my
own page, with a generic note stating, "To whoever scanned these
screenshots, thanks!"

> As for Jeff, he may be mad at me (I don't know), but we've always had
> pleasant e-mail conversations in the past. If he has a problem,
> hopefully he'll e-mail it.
>
Oh, I see. So people other than the person involved can't be incensed
about it being stolen.

> As for the Intellivision AD&D: Treasure of Tarmin manual, I have it,
> and I'll be scanning it in as soon as I buy my scanner (soon), along
> with MANY other manuals that nobody has done before.
>
Good for you! Hopefully, good for the gaming community.

> >It's one thing to take the manual, which is what my archive was designed
> >for. It's another thing to remove all credit and make it seem that
> >Novak, "Editor", has written it.
>

> I NEVER claimed to be the editor, or to have typed in any of the
> manuals. I did take two different versions of Atari 2600 Frogger and
> make them one (nicer) manual. Other than that, I just cleaned the
> files up.
>
No, you did not claim to be the editor. However, was a credit listed
anywhere as to who the editor was? If you don't specify this, it's
implied
that *YOU* are the editor, being the webmaster.

> I did NOT remove all credit. Where there was proper credit to the
> game company (copyright holder) it was left it.
>
You know damn well when I refer to all credit I refer to typing credit.
Of
course you left the original game company copyrights there. You were
too
afraid to put your own name in their places.

> >Tell me, Mike, what happened to all the moralistic drabble you emailed
> >me when I simply linked to your screenshots? I would say this is much
> >worse. I gave credit to you all along the line, whereas you removed all
> >credits in the manuals, and replaced them with a little statement on
> >your archive page, "To all who typed these in, thanks!" Who all typed
> >them in, Mike? I have a list of approximately 30 to 40 people, do you
> >know who they are? Do you even care?
>
> Greg, you did not "simply link" to my screen shots. You not only
> violated my copyrights, but you didn't give me credit or a link to my
> site and you also stole, YES STOLE, service. I, NOT YOU, pay for my
> web site at io.com. To everyone it looked like you had done the
> screen shots.
>
You don't understand how web space operates. Stealing service would
have
been to log onto your account, change the password, and put my own pages
in their place. Linking to something that already exists on the web is
not stealing.

> You did not give me PROPER credit. Putting "Michael J. Novak's
> screenshots" in an obscure file is NOT proper.
>
> I would say that what you did was MUCH worse.
>
So when Internet World printed the URL for the ROMs page on my server
without listing my name, that's different?

> Again, I left all PROPER credits. The companies (not the typers) own
> the copyrights, and where it was present, that information was left
> in.
>

So you're saying that in the case of Atari 5200 Star Raiders or Atari
2600 BASIC Programming, that spending 3-4 hours typing them did not
warrant having a name listed? I think it's a great service to do typing
for the cause.

> Yes, I did place a general thank you at the beginning of the manual
> archive. I did so because I appreciate the work they did.
>
You appreciate the work they did so much that you didn't name names.

> Did you care that I put all of that time and energy into the game
> screen shots?
>
Yes I did, actually. I was quite impressed at the time you spent
creating
screenshots, this is why I was avoiding duplication of effort. If you
did
such a good job, why duplicate? This isn't a competition here, it
should
be a cooperation to give users the best reference available.

> >A lot of time(almost 4 years) and effort of not only me but many others
> >has been expressed in putting together my archive, |tsr's archive, and
> >others. To have you simply take them and remove all credits, Mike,
> >that's wrong. I'm embarrassed and ashamed of you.
> >
> >Dr. Demento
> >Greg Chance
> >Creator/Maintainer/Webmaster
> game screen shot thief
>
Ground already covered.

> copyright violator
>
You've just done the same, my friend.

> software pirate
>
The people who download the ROMs already own the cartridges. As long
as the don't play the ROM and the cartridge at the same time, it's not
piracy, it's backups.

> stealer of Internet service
>
Have you asked your ISP if what I did was stealing Internet service?

> hypocrite
>
Yup.

> ONE MORE TIME, I did NOT remove all credits. Credit to the copyright
> holder, if present, was left in. The real question is why was this

> information not present in all of the files BEFORE I edited them?
>
Because not all of the manuals have copyright information. In fact, tbe manual for Challenge is nothing more than a photocopied piece of paper. I noticed you didn't give the copyright information for this manual either.

> You sure weren't spewing this "moralistic drabble" when you STOLE my
> copyright work! You have a LOT of nerve!
>
You're right, Michael, I have a lot of nerve. How dare I be on the Internet long before you. How dare I buy a scanner to make what is presented to the online community better. How dare I care about giving credit to the people who worked hard typing in instruction manuals for my archive. How dare I not want that credit removed. How dare I see you take their original work--that's right, the method of ASCII art is their original work, their notes embedded in the manuals is their original work.

And as far as typing credit missing from some manuals, those are in my "thanks" page, which you seem to forget about. I admit that early on, there was such an influx of manuals coming in that at times I was shoddy with my records. That's what happens when you have 50 different people submitting 1200 manuals to one person. You sort of take short-cuts.

Yawn, I'm going to bed.

Dr. Demento

1029. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: "Dr. Demento" <gchance@sponsor.net>
Message-ID: <33EBF2A8.65EC046A@sponsor.net>
Source record: 71050
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

Michael J. Novak Jr. wrote:
> And you, Kev Hebert, are just one of the pack-mentality jerks on RGVC
> who don't know the proper way to act in public. Attacking people and
> spreading lies about them "ain't" it.
>
> You also don't know how to spell. Its incomprehensible.
>
In a message from the same alternate universe, Michael J. Novake Jr.
wrote:
> Just make sure you leave the copyright information in. I dare say the
> game companies will find that more important than who typed it in,
> should they discover your sight.

Kev may not know how to spell, but you don't know the difference
between a site (place) or sight (something your eyes give you).

Just thought I'd point this out.

Dr. Demento

1030. Join the Troop!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: FX <zodiac22@earthlink.net>
Message-ID: <33EBED9E.6CF2@earthlink.net>
Source record: 71051

Dear Citizens,

I'm here to tell you of a great oppurtunity to truly gain your independence and be part of a team that will make you the best at what you do. What team am I talking about? Well of course the Starship Troopers: Mobile Infantry. The best military force on and off Earth. If you are interested in joining up (which you should, it's a great site and gives away great prizes) just go to http://www.starshiptroopers.com and go to enlist,to sign up. Once there put DAWSON as your recruiter and you'll be in. It's great to join and there are others on the MI that will help you if you get into trouble. And also, join my Platoon (Division 1/ Regiment 2/ Platoon 2) because we are the best. So are you interested at this offer? Service guarantees Citizenship!

Mobile Infantry: They've got the guns! They've got the ships! They need you!

http://www.starshiptroopers.com

--
Dawson

1031. Re: This is cool!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-08 00:00:00 UTC
From: NOSPAMdmaxwell@iwaynet.net
Message-ID: <3341c200.4850062@news.iwaynet.net>
Source record: 71124

ziggy29@netgate.net (Tim Irvin) wrote:

>I've played with emulators, and they have their place in my life. But
>when possible, there's still no substitute for settling down in front
>of the real thing and hearing the disk drive beep at you as it loads a
>game you haven't tired of after 14 years...

I have to agree with you when it comes to emulating the CPU itself. I have yet to see an emulator that can run EVERY demo and EVERY game with NO futzing around on my part. I doubt I ever will either. 'sides my 130XE and Commodore 1702 monitor (and now a C64 as well....my boss gave it to me....fun machine love that SID chip but it doesn't animate a brilliantly colored and dynamic playfield like my Atari.) take up only a third of my somewhat huge desk. There is no substitute for that. Firmly agreed.

However, I do have to say that the periphreal emulators like SIO2PC and APE are a HUGE improvement over the real thing. No way am I getting nostalgic about stacks of 5 1/4" floppies and that slow mechanical access. Even though my 1050 had a US doubler, it just doesn't compare to the throughput and speed of the SIO2PC cable . The only thing I use a real drive for now is archiving a real disk to a disk image on my PC (a real drive can sit between the Atari and the PC...the PC becomes just anothe drive in the SIO chain). Menu access and instant loading. And I will see a new floppy a maximum of once...when it is copied to the PC. If you haven't tried a disk emulator, I greatly recommend it. It took a fondly remembered good thing and made it GREAT!!

Dave M.

1032. FS: Atari items

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <EEnu4v.H4q.0.bloor@torfree.net>
Source record: 70975

I have the following items for sale:

Atari 1050 disk drive, non-working, for parts only. No power supply. $5

Atari XL/XE power supply. I haven't tested this one so I don't know
if it works. $3

Epson LX-86 printer, 9-pin dotmatrix. Works and looks great. Includes
Apeface parallel interface for Atari. $22

Okidata Microline 182 printer, 9-pin dotmatrix. $10

Multitech 1200 bps external RS232 modem. With power supply. $5

Software:

Paperclip 1.2, with manual and copy-protection key. $8

SynFile+, with box, manual and refenence card. $5

F-15 Strike Eagle, with box and manual. $4

Silent Service, with box and manual. $4

Choplifter, disk only. $3

Bank St. Writer, disk only. $3 (I have two of these.)

Letterperfect (400/800), with xeroxed manual. $4

B/Graph, with xeroxed manual. $4

10 Compute Magazine disks. These disks contain all of the
Atari type-in programs in Compute magazine from January '86
to April '88. All ten disks in a plastic case, $8

Flight Simulator II cart. Part of label is missing. $5

Atari BASIC Revision A cart. With manual. $4

Inside Atari BASIC, book. $4

Print Shop, with box and manual. $7

Print Shop Companion, with box and manual. $7 (I have two of these.)

Print Shop Graphics Disk #1. $3 (I have two of these)

Print Shop Graphics Disk #2. $3

Print Shop Graphics Disk #3. $3

Note: the above three grfx. disks include reference cards.

Christian Scenes and Symbols. Graphics disk for Print Shop. $3

Math Blaster, educational game for Atari and Commodore. 2 disks. $3

These prices do not include shipping. I am in Dayton, Ohio.
If you don't like my prices please make an offer.

I also have some Commodore, IBM, and Apple][items for sale,
if anyone is interested.
--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

1033. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: gifford1@students.uiuc.edu
Message-ID: <5siqd8$43$1@vixen.cso.uiuc.edu>
Source record: 70976
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

```
: So, notwithstanding Mr. Novak's rather rude actions, you admit to
: copying the manuals that Nintendo had copyrighted and distributing
: them...? :)

yeah, dammit! his thievery is, like, diff'rent from my theivery ;)

anyway, both novak, i, martin nielsen (who runs nes world), and anyone
else who puts manuals on the web is breakin' the law equally. that's
quite a diff'rent matter from what was going on here, which is novak
stealing the work many people made in making these manuals into
textfiles. there is no honor among pirates, or something like that.

-tsr (going back home for 3 weeks without net access, so i'm out of this
thread)
```

1034. Re: database-system for atari 800XL ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5siv7grhq1@spitting-spider.aracnet.com>
Source record: 70977

> Hi,
> is there a database-system for atari 800XL avialable ?
>
> Thanks, J&#65533;rg

If you could be a little more specific to your needs, Shadow Software has made a number of different types of databases over the years.

The Shadow

1035. Re: database-system for atari 800XL ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: Terry Wiegard <wiegard@hotstar.net>
Message-ID: <33ED2542.44ED@hotstar.net>
Source record: 70978

J"org Ritter wrote:
>
> Hi,
> is there a database-system for atari 800XL avialable ?
>
> Thanks, J&#65533;rg

Yeah, there is something. I used to use it on my 130XE but it works on the 800 as well. By an outfit called Synapse. There's SynFile, a template kit for SynFile, SynChron (calendar) and SynCalc (spreadsheet). i used to use them a lot ...

Terry

1036. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6bXKLV2pzHB@peter.soemtron.sb.sub.de>
Source record: 70979

In article <Re: How to pogramm a mouse driver?>, webmaster@cat-inc.com (Steven Posey) wrote:

Howdy Steven,

> >manage this task. It can't be so hard, isn't it?
> >--
> > 6502 R*SC power! ||| *ntel Outs*de! | ,- _ C64 II - alternate
> > *(MEGA) 8-b*t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b*t power !
> If you don't mind doing some custom mouse-building, the easiest way to
> do the programming is to use the PADDLE functions. You didn't specify
> for what language you're going to write in, but it's easy enough to
> write a quick BASIC program to work a menu with the paddles. I would
> guess most other languages would be just as easy, especially in Pacal
> or Action!

could you perhaps give some example sources? Probably in assembler?

> Still, it sounds like you think the 8-bits have a built-in mouse
> system, which they don't. Are you sure you're in the right group?
> Maybe you're looking for info on the ST computers?

no, I mean my ST-Mouse with my XE. I know, that the 8-bit atari dosn't have any os-mouse routines, so I want to programm it for my self !?

--
6502 R*SC power! ||| *ntel Outs*de! | ,- _ C64 II - alternate
*(MEGA) 8-b*t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b*t power !

1037. Star Raider questions..

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6bXKLY3pzHB@peter.soemtron.sb.sub.de>
Source record: 70980

Howdy !

sorry, but I have here two version of Star Raider. The first I found in my collection is called "Star Raider II" and is probably the one of atari corporation. The other one is called "The last starfighter". A hacker clone? Where is the difference? And where is "Star Raider I" ?
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

1038. Re: atari sm124 monitor

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6bXKLm54zHB@peter.soemtron.sb.sub.de>
Source record: 70981

In article <atari sm124 monitor>, b1twkl88@smtp1.sympatico.ca (marty paulin) wrote:

Howdy marty,

> I found an Atari Sm124 monitor at a 2nd hand store today...thought I
> could use it with the 2 130 xe's that I've got...guess what, wrong DIN
> connector...I therefore assume it's for a 1040? ...can anybody tell me
> what it's for...what the pin-outs are on the 13 pin Din connector...& is
> it colour or monochrome...I paid a whopping $4.99 CDN...I've got 7 days
> (6 not counting today) to take it back for a credit....however, if I
> can rewire it to run from a 130XE or an 800...I'll give it a go

there is definite no way, to use a atari sm124 monitor with your favourite
atari.
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

1039. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6bXKKoR4zHB@peter.soemtron.sb.sub.de>
Source record: 70982

In article <Re: How to pogramm a mouse driver?>, bandit@cdsnet.net (mike larue) wrote:

Howdy mike,

> It is very simple, atleast it was for me using an atari ST
> mouse, I wrote a program to read the joyport, and then I used
> the paddle reading. I was able to make it work, but never went
> past the point of finishing.

and how got you a position of the virtual mouse pointer? I don't know how
I could interprete the joyport data. Why using paddle?!? Please help me,
programm new & fresh atari programs!

> The IBM serial mouse I was never able to get it working until
> I changed the wiring of the mouse, so use the ST mouse for the
> easy way...

I was thinking of a otto-normal-st-mouse(?) ... :-)

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

1040. Re: Atari 8bit Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6bXKMioKzHB@peter.soemtron.sb.sub.de>
Source record: 70983

In article <Atari 8bit Bounty Bob Strikes Back>, morbid@antispam.best.com (The Morbid Guy) wrote:

Howdy The,

> Does anyone know if BBSB for the atari 8bit officially exists? And if
> it does, anyone either own it in disk/cart or have a working .atr file
> of it?
>
> (And no, B&C doesn't have it in any format. If they did, I'd have it
> by now.)

dunno, but are you meaning this one?:
--

BOUNTY.COM Bounty Bob strikes back! - Big Five Software / Rackosoft
--

a game like Miner'2049er..

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

1041. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33ebadb1.36717087@nntp.ix.netcom.com>
Source record: 71052
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

On 7 Aug 1997 16:11:36 GMT, gifford1@students.uiuc.edu (kevin k
gifford) wrote:

>7268944@nntp.ix.netcom.com> <33e96708.28639487@nntp.ix.netcom.com>
>Distribution:
>
>Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
>: I have just added a game manual archive to my WWW site.
>: There are 857 manuals for the following systems:
>[...]
>: NES
>
>here's how mr. novak got these nes manuals:
>
>he downloaded them from my nes web page (http://www.komkon.org/~tsr),
>removed ALL credits for typing in the manuals in the files, added in
>every file the url to -his- web site, made some slight spacing changes,
>and put them on his page.

1) I downloaded them from several different locations, over a 1-2 year
period of time.

2) I did NOT remove any company credits (they are, after all, the
copyright holders). I also plan on adding this information to the
files that are missing it, as soon as I can.

3) I added a general "thank you" at the front of the manual archive
section.

4) I "cleaned up" all of the files (some more than others). This
involved removing all non-relevant information.

5) I added a note at the end stating where the file was located.
My site seems to attract a lot of people who simply put up links
directly to my files (I'll mention Greg Chance here, since he also
posted a reply to my announcement message, although I will say he
isn't the only offender, just the worst). I'm paying for the storage,
hence the tag line.

>even the spelling errors in my manuals are still there. for an example,
>first see my page:
>
>http://www.komkon.org/~tsr/manuals/videomat.txt
>

>then check mr. novak's page:
>
>http://www.io.com/~vga2000/manuals/nes2/nesm0174.txt
>
>you'll see that i misspelled "videomation" as "videomgation" near the
>beginning (under the "It's easy to use!" line), and that the spelling
>error is still in the version on vga2000.

I corrected some spelling errors, but no, I did NOT proof-read every
line of every file.

I'm a little surprised that you'd bring this up. After all, if I knew
of a misspelled word (as you apparently did) I would have corrected it
by now. :)

>you'll also see how michael
>removed the "From: tsr@www.komkon.org" line on the version on my page. i
>put that line there for a reason.

Yes, and I removed it for a reason.

>mike, i don't mind if you use the manuals (that i and many others spent long
>hours typing in) on your page, but could you at least not remove the
>credits in the files? i'm sure you did the same thing with every other
>manual on your page, including the manuals i typed in for greg chance's
>2600 manual archive.
>
>-tsr

Kev, I'm glad to hear that you don't mind. I'll tell you what...I'm
buying a scanner VERY soon, and when I begin scanning in/editing files
that NOBODY has on-line right now (I have almost 600 NES games), and
placing them on my web site, you can take them. Do you know why? I
don't hold the copyright on them. And if you want to include credit
lines in the files on your system, thats fine. Its not that I don't
appreciate the work involved, because I do.

After doing almost 1700 ORIGINAL game screen shots (if you knew how
long it took sometimes to get a single *decent* screen shot, you'd
honestly wonder how I did that many), there is nothing like logging
onto someone else's system and seeing links directly to your files,
with no credit given, and no permission asked. You see, I do own the
copyrights to the actual screen shots, although I make no claim to the
rights to the characters or actual game (open any video game magazine,
and you'll find that they operate the same way). And by the way,
everyone who has asked me has been granted permission.

Another example for you: say I'm walking near the Lincoln Memorial,
and I see Bill Clinton tripping down the stairs, and I take a quick
picture. Can I sell it? Well, I don't own Bill Clinton, and I don't
own the Lincoln Memorial (at least not any more than the average U.S.
citizen), but I do own the picture, and I can sell it to whomever I
like. Why? Because its my original work.

Simply typing in, or scanning/editing a manual doesn't afford you any copyright claim. And since it doesn't, and the most important thing is getting the manuals into the hands of those who need them, don't you think that this is a pretty silly thing to get upset about?

As for Greg Chance, at least I didn't pull a "Greg Chance" and link directly to the files on his site.

Michael

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

1042. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33ecbada.40085747@nntp.ix.netcom.com>
Source record: 71053
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

On Thu, 07 Aug 1997 17:00:03 GMT, kalla@aspark.ece.uiuc.edu (Walton C. Gibson) wrote:

>On 7 Aug 1997 16:11:36 GMT, gifford1@students.uiuc.edu (kevin k
>gifford) wrote:
>
>>>Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
>>>: I have just added a game manual archive to my WWW site.
>>>: There are 857 manuals for the following systems:
>
>
>>here's how mr. novak got these nes manuals:
>
>>he downloaded them from my nes web page (http://www.komkon.org/~tsr),
>>removed ALL credits for typing in the manuals in the files, added in
>>every file the url to -his- web site, made some slight spacing changes,
>>and put them on his page.
>
> Very sly and very underhanded I must say. I'd reccommed everyone
>else that maintains a website and archive of information like this to
>check and see if any other -their- hard work was also taken in the
>same fashion.

Thats a bit of a reach. You haven't been visited by MIBs lately, have you?

"Hard work" and copyright-able material are two different things.

Where were you when Greg Chance linked directly to my ORIGINAL (copyrighted) game screen shots, hmm? THAT was very sly and very underhanded!

>Oh yeah, the line:
>
> "All files are Copyright Michael J. Novak Jr., and Video Game
>
> Advantage 1995-97,unless otherwise specified. All
>
> rights reserved."
>
> that you find on his website is no longer only humorous,
> but incriminating.

All company information was left in the manuals (provided it was present in the first place). The files without it will have it, as soon as I have the time.

As such, it should have been obvious to anyone that I was not claiming ownership of the game manuals. The above notice was not meant to be taken the way that you have taken it. I have clarified it, for those like you who may be confused.

Not to mention the fact that when you re-printed my copyright notice (above) you violated my copyright! Now thats humorous and incriminating :)

Michael

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

1043. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33edbd89.40773079@nntp.ix.netcom.com>
Source record: 71054
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

On Thu, 07 Aug 1997 19:02:52 -0700, "Dr. Demento"
<gchance@sponsor.net> wrote:

>Walton C. Gibson wrote:
>>
>> On 7 Aug 1997 16:11:36 GMT, gifford1@students.uiuc.edu (kevin k
>> gifford) wrote:
>>
>> >>Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
>> >>: I have just added a game manual archive to my WWW site.
>> >>: There are 857 manuals for the following systems:
>>
>> >here's how mr. novak got these nes manuals:
>>
>Yup, he did it to mine, too. Some examples are even worse:
>
>From my archive, a manual, paraphrased by VSP(not the factory manual):
>
>[Note: This is not the original manual, merely a paraphrasing of
>what's in it and how to play. If there's anything major I missed,
>though,
>I'll be rather surprised. --JC]
>
>then the same manual, from Novak's page:
>
>[Ed. Note: This is not the original manual, merely a paraphrasing
>of what's in it and how to play. If there's anything major I missed,
>though, I'll be rather surprised.]
>
>Notice... he changed the "Note" to "Ed. Note" and removed the initials,
>"JC". At the end of this manual, here's mine:
>
>And when you get bored, whack a Minotaur and pick up the chest he leaves
>to see the sunshine...
>
> jeff. time required to reach this point varies,
> of course.
>
>Anyone who knows VSP's messages, they know that he always has a tagline
>that's always different. One of the uniquenesses about Jeff. Now what
>Novak has on his page:
>
>Ed. note: time required to reach this point varies, of course.]

>
> Video Game Advantage WWW manual archive --
>http://www.io.com/~vga2000
>
>THIS is a flat-out insult to not only me, but especially to Jeff, who
>spent the time and energy typing this, BY REQUEST of me. That's right,
>nobody seemed to have the manual, and nobody knew how to play it. So
>kindly, Jeff typed up these instructions for the use of people on the
>Internet.

No, I'll tell you what is a flat-out insult to someone who spent time
and energy. Last year you set up unauthorized links to most of my
ORIGINAL (copyrighted) game screen shots. Then you got upset when I
changed the files on my system to ads for my web site. You sure
didn't seem to care about insults and time/energy last year Greg!

As for Jeff, he may be mad at me (I don't know), but we've always had
pleasant e-mail conversations in the past. If he has a problem,
hopefully he'll e-mail it.

As for the Intellivision AD&D: Treasure of Tarmin manual, I have it,
and I'll be scanning it in as soon as I buy my scanner (soon), along
with MANY other manuals that nobody has done before.

>It's one thing to take the manual, which is what my archive was designed
>for. It's another thing to remove all credit and make it seem that
>Novak, "Editor", has written it.

I NEVER claimed to be the editor, or to have typed in any of the
manuals. I did take two different versions of Atari 2600 Frogger and
make them one (nicer) manual. Other than that, I just cleaned the
files up.

I did NOT remove all credit. Where there was proper credit to the
game company (copyright holder) it was left it.

>Tell me, Mike, what happened to all the moralistic drabble you emailed
>me when I simply linked to your screenshots? I would say this is much
>worse. I gave credit to you all along the line, whereas you removed all
>credits in the manuals, and replaced them with a little statement on
>your archive page, "To all who typed these in, thanks!" Who all typed
>them in, Mike? I have a list of approximately 30 to 40 people, do you
>know who they are? Do you even care?

Greg, you did not "simply link" to my screen shots. You not only
violated my copyrights, but you didn't give me credit or a link to my
site and you also stole, YES STOLE, service. I, NOT YOU, pay for my
web site at io.com. To everyone it looked like you had done the
screen shots.

You did not give me PROPER credit. Putting "Michael J. Novak's
screenshots" in an obscure file is NOT proper.

I would say that what you did was MUCH worse.

Again, I left all PROPER credits. The companies (not the typers) own
the copyrights, and where it was present, that information was left
in.

Yes, I did place a general thank you at the beginning of the manual
archive. I did so because I appreciate the work they did.

Did you care that I put all of that time and energy into the game
screen shots?

>A lot of time(almost 4 years) and effort of not only me but many others
>has been expressed in putting together my archive, |tsr's archive, and
>others. To have you simply take them and remove all credits, Mike,
>that's wrong. I'm embarrassed and ashamed of you.
>
>Dr. Demento
>Greg Chance
>Creator/Maintainer/Webmaster
game screen shot thief
copyright violator
software pirate
stealer of Internet service
hypocrite
>The History of Home Video Games Homepage

Greg, I added the five lines that you left out of your sig.

ONE MORE TIME, I did NOT remove all credits. Credit to the copyright
holder, if present, was left in. The real question is why was this
information not present in all of the files BEFORE I edited them?

You sure weren't spewing this "moralistic drabble" when you STOLE my
copyright work! You have a LOT of nerve!

Michael

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

1044. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33f1c74e.43274144@nntp.ix.netcom.com>
Source record: 71055
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

On 8 Aug 1997 14:15:07 -0400, kmhebert@seas.gwu.edu (Kevin M. Hebert)
wrote:

>In article <5scs3o$127$1@vixen.cso.uiuc.edu>,
>kevin k gifford <gifford1@students.uiuc.edu> wrote:
>>here's how mr. novak got these nes manuals:
>>he downloaded them from my nes web page (http://www.komkon.org/~tsr),
>>removed ALL credits for typing in the manuals in the files, added in
>>every file the url to -his- web site, made some slight spacing changes,
>>and put them on his page.
>
>Yes; he also took the Tron Maze-A-Tron docs I typed in and copied those.
>The ASCII art is still the same -- compare the one on his page to the one
>on Greg Chance's -- it's the same!
>
>Why not give credit where it's due? Who knows!

I did. Every file that I received that had the copyright information
in it STILL has it. The real question is, why wasn't it in every file
BEFORE I received them?

>Mike Novak is just plain one of the most incompreensible folks on rgvc
>
>-- KMH

And you, Kev Hebert, are just one of the pack-mentality jerks on RGVC
who don't know the proper way to act in public. Attacking people and
spreading lies about them "ain't" it.

You also don't know how to spell. Its incomprehensible. And I agree
that the behavior of some people on RGVC is incomprehensible. For
instance, where were you when Greg Chance STOLE my ORIGINAL
(copyrighted) game screen shots?

Michael

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

1045. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33f2c98d.43848604@nntp.ix.netcom.com>
Source record: 71056
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

On Fri, 08 Aug 1997 05:57:49 GMT, ERASECAPScassanit@lightlink.com
wrote:

>>Other systems will be added when they are no longer supported by
>>their manufacturer (that means, for the time being, no Game Boy,
>>Game Gear, Genesis, SNES, N64, Saturn or Playstation). If you
>
> Right. It would be wrong to give out copies of those manuals.
>You wouldn't want to do anything eithically questionable, would you,
>Mr. Norvick?

No, I wouldn't want to do anything illegal, Mr. Classytiti. That is
why I left in the copyright information, where it was present.

> I think what he means is, he can't find any collection of
>manuals for games on the above mentioned systems to rip off.

No, what I mean is that those systems are still supported, which
strangely enough is just what I said. Words mean things!

> Well, if anyone is interested in SNES manuals NOW, you can
>find a few on my SNES page http://www.cs.sbu.edu/~cassanit/snesrep/

The funny thing is, you don't have a link to this page from your main
page. Could it be that you realize that you are doing something
illegal? What would Nintendo think? Heck, what would RL think!

>And, Mr. Norvick, all the manuals there, as of now, are all typed by
>ME, and you CAN'T put them on your page.

Well, Mr. Classytiti, I wouldn't bet against me, if I were you.

Thanks for the tip. The day that the big N announces that the SNES is
dead, they go on-line (along with all the manuals I'll be scanning
from my collection, soon). Bet on it!

> You can also find Game Boy manuals at
>http://nesworld.parodius.com, under the Gameboy Zone page (the link is
>at the bottome of the opening page).

Thanks for this tip too! Ditto the above statements (subbing GB for
SNES).

>>have any game manuals for these systems already typed / scanned
>>in, please let me know. I will be happy to accept them now for future
>>inclusion in the archive.

>
> I do, and they are going on my page, where I, and anyone else
>who types up a manual, will receive proper credit.

Just make sure you leave the copyright information in. I dare say the
game companies will find that more important than who typed it in,
should they discover your sight.

>>Next, I'll probably finish up the Atari 7800 and Atari 2600 sections.
>
> You can see them now on Greg's page, which is, by the way, a
>hell of a lot better than yours.
>
> -FM2000

That line, dolt, refers to my game screen shot section (just as it did
in my 05/07/97 announcement -- go to Dejanews and look it up), and
unless Greg has put up MORE unauthorized, copyright violating links,
I'd say you are wrong. Thanks for stopping by anyway!

Personally, I'd like to see how many hits Greg's page would get if you
pulled all of the illegal ROM images. Then again, that won't happen
because violating copyrights is Greg's thing. He is soooo good at it.

Michael
(as to why I haven't done the 2600/7800 screen shots I promised in May
-- I got everything set up and for whatever reason they weren't coming
out right, so after trying for awhile, I gave up and put everything
away again. I'll try again, soon.)

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

1046. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33f3cf29.45284728@nntp.ix.netcom.com>
Source record: 71057
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

On 8 Aug 1997 12:07:14 GMT, jvmatthe@unity.ncsu.edu (John Vivian
Matthews) wrote:

>Thus Spake Dr. Demento (gchance@sponsor.net):
>: Walton C. Gibson wrote:
>: >
>: > On 7 Aug 1997 16:11:36 GMT, gifford1@students.uiuc.edu (kevin k
>: > gifford) wrote:
>: >
>: > >>Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
>: > >>: I have just added a game manual archive to my WWW site.
>: > >>: There are 857 manuals for the following systems:
>: >
>: > >here's how mr. novak got these nes manuals:
>: >
>: Yup, he did it to mine, too. Some examples are even worse:
>:
>[snip description of snub of Jeff Coleburn]
>: THIS is a flat-out insult to not only me, but especially to Jeff, who
>: spent the time and energy typing this, BY REQUEST of me. That's right,
>: nobody seemed to have the manual, and nobody knew how to play it. So
>: kindly, Jeff typed up these instructions for the use of people on the
>: Internet.
>:
>: It's one thing to take the manual, which is what my archive was designed
>: for. It's another thing to remove all credit and make it seem that
>: Novak, "Editor", has written it.
>
>This is upsetting but certainly not completely out of character for Mike.
>Anyone that would take the time to type up what essentially amounts to
>bitching rants about other people to put at the *top* of their home page
>(at least that's the way it looks in Lynx) certainly seems questionable
>to start with. But then we all know Mike from his previous fun fests on
>this ng, so his demeanor is well-known. I'm just surprised he let himself
>be so easily caught. I always figured him for the type that should he do
>something bad, he'd then obsess about being caught so bad that he'd either
>(a) remove all trace of the offending thing (in this case remove the manuals)
>or (b) work up some slick disclaimer to cover his butt (like ``these will
>never be auctioned on the net'', re: FBE packs).

This is upsetting but certainly not completely out of character for
John. Anyone that would take the time to type up what essentially
amounts to bitching rants about other people to put on RGVC (at least

thats the way it looks in Agent) certainly seems questionable
to start with. But then we all know John from his previous fun fests
on this newsgroup, so his demeanor is well-known. I'm just surprised
he let himself be so easily caught. I always figured him for the type
that should he do something bad, well, lets face it, he can't stop
doing things like this, so it must not bother him. Otherwise, he'd
either (a) remove all trace of the offending thing (in this case
remove the post) or (b) work up some slick disclaimer to cover his
butt (like ``Help me! I can't stop myself!", re: repeated lies and
attack, including but not limited to FBE).

>: Tell me, Mike, what happened to all the moralistic drabble you emailed
>: me when I simply linked to your screenshots? I would say this is much
>: worse. I gave credit to you all along the line, whereas you removed all
>: credits in the manuals, and replaced them with a little statement on
>: your archive page, "To all who typed these in, thanks!" Who all typed
>: them in, Mike? I have a list of approximately 30 to 40 people, do you
>: know who they are? Do you even care?
>
>Most likely not. Mike seems (at least by his posts) to be in his own
>world and I would doubt it if he really cared about the folks that typed
>them in. The fact that he didn't let you know that he was taking them
>and the fact that they were modified from their original form is enough
>for me to conclude that he most certainly didn't care whose they were
>or whether credit should be given for the work that went into them.

Most likely not. John seems (at least by his posts) to be in his own
world and I would doubt it if he really cared about the folks that
he attacks and lies about. The fact that he doesn't stop doing it is
enough for me to conclude that he most certainly didn't care not only
what doing it makes him look like, much less about the people that he
does it to. At least he takes credit for the work that went into the
messages.

>I'd be surprised if he responds to this, really. I mean he has done things
>before where he was flat out wrong and then never followed up on them. For
>example, just ask Reinhard Pribish about the time Mike called him a liar
>on the ng and then when challenged to do so, Mike never produced and example
>of where Mr. Pribish had done so.
>
>Of course, if he does reply, it'll be fun to read his reply.
>
>matt

I won't be surprised if he responds to this, really. I mean he has
done things before where he was flat out wrong and then he always
followed up on them, which only made him look worse. For
example, remember when he and WRB tried to play a bait-and-switch with
the truth back in '95. They challenged me to prove them wrong, and I
did so. They still haven't admitted they were wrong.

Michael
(as for Whiny Reinie, I never say those posts. He knows damn well
what he lied about, and you do too!)

Now, here is a blast from the past (approximately 11/08/95):

I hope that despite the size of this post, that some of you will take
the time to read this. It concerns the lies that two people (WRB and
JVM) have been spreading about me, and the proof (which I found by
accident yesterday) that they are indeed the true liar and hypocrite
(respectively).

If you are interested in the truth, please read on.

The two people in question are:

WRB William Ruffin Bailey wrbailey@unity.ncsu.edu
JVM John Vivian Matthews jvmatthe@unity.ncsu.edu

WRB has accused me of lying about sending him e-mail (that I did not
send him), and JVM has posted his support for WRB and also accused
me of hypocrisy, and the crime of posting e-mail that was sent to me
(ouch)!

To make sure that everyone knows who said what, any text that is
quoted from a Usenet post will begin with the initials of the person
who posted the message (my new text for this post will not). E-mail
is labeled as such, and is arranged in the order that it was sent.

It all started when WRB posted a message, that I replied to:

Newsgroups: rec.games.video.classic
Subject: Re: IN DEFENSE of MIKE NOVAK [gasp]
From: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Date: 30 Oct 1995 10:47:36 GMT

MJN> In <4713ua$73e@taco.cc.ncsu.edu> wrbailey@unity.ncsu.edu (William
MJN> Ruffin Bailey) writes:

WRB> Just as an added note, in my one corespondence with Old Man
Novak,
WRB> the response I got was curt and generally rude. And all I did
was
WRB> say that if he had any Pac-Man carts left over after his sale
that
WRB> _didn't_ sell, I would be willing to buy the whole lot (TG P-M's,
WRB> that is) (admittedly for a good deal less than he was asking, but
WRB> I won't get into that now).

MJN> Well Old Man Bailey, I found the e-mail of which you speak, and
MJN> I don't think that I was "curt and generally rude", but everyone
MJN> can judge for themselves. Here is the message that I sent in
MJN> response to your e-mail, with your entire message quoted at the
MJN> beginning:

At this point, I have deleted the quote of his e-mail from my post, in order to insert the entire 3 message e-mail conversation. I would also like to point out that WRB and myself had had TWO e-mail conversations, not one as he claimed. Here is the first one:

E-MAIL From: wrbailey@unity.ncsu.edu
Date: Tue, 26 Sep 1995 14:30:21 -0400
To: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Subject: Re: FS/T: Classic games & systems -- MASSIVE SALE [95-15]

What's with a Sears Pac-Man at $5? What's so special about it?

Ruffin Bailey

E-MAIL From: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Subject: Re: FS/T: Classic games & systems -- MASSIVE SALE [95-15]
To: wrbailey@unity.ncsu.edu

You wrote:

[QUOTE OF WRB's PREVIOUS E-MAIL MESSAGE DELETED -- MJN]

The game itself is no different than Atari Pac-Man. However, the Sears version wasn't as widely sold (since it was available only at Sears, while the Atari version was available anywhere Atari games were sold, except Sears). Thats the reason that the Digital Press Classic Videogames Collector's Guide lists it at $10. I obviously don't agree with that price, which is why I set mine at 50% of their "guide" price.

If you aren't interested in it, nobody is forcing you to buy it, but there are people who want a complete 2600 game collection. The Sears label Pac-Man game is much harder to find than an Atari label version. I would say that I find at least 35 Atari labels for every 1 Sears.

If you would like, I can send you the DP info/address.

Take care,

Michael

We now briefly rejoin my response to WRB's usenet post:

MJN> *****
MJN>
MJN> I'm back :)
MJN>
MJN> I believe that I explained the reason to you, and without being
MJN> as you say "curt and generally rude". Here is your response:

Now, back to the e-mail conversation:

E-MAIL From: wrbailey@unity.ncsu.edu
Subject: Re: FS/T: Classic games & systems -- MASSIVE SALE [95-15]
To: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Date: Wed, 27 Sep 1995 13:24:20 -0400 (EDT)

> You wrote:

[QUOTE OF WRB's INITIAL E-MAIL MESSAGE DELETED -- MJN]

> If you aren't interested in it, nobody is forcing you to buy it, but
> there are people who want a complete 2600 game collection. The Sears
> label Pac-Man game is much harder to find than an Atari label version.
> I would say that I find at least 35 Atari labels for every 1 Sears.

I've got at about nine tele-games outta my 130 Pac-Man carts right
now,
so I do agree that they're harder to find, I was just noticing that $5
is
way over the current going rate in auctions of about $1.50. I was
wondering if it was still in the shrinkwrap, which would be more of a
find. If nobody bids the $5, though I reckon somebody might, I'll buy
it
for $1.50 if you want to go that low; of course I realize that "nobody
is
forcing you to..." sell it! %^)

Ruffin Bailey

We now rejoin my response to WRB's usenet post:

MJN> *****
MJN>
MJN> I'm back again :)
MJN>
MJN> I did not respond to this message. I agree that since you quoted
MJN> back only the middle of the message, it does sound a little
harsh,
MJN> but ONLY because you did it that way!
MJN>
MJN> I hardly think that if I was trying to be "curt and generally
MJN> rude", that I would have taken the time to both explain my
pricing,
MJN> and offer to send you the DP information (let alone end the
message
MJN> "Take care")!
MJN>
MJN> And if I was "curt and generally rude" to you, Old Man Bailey,
why
MJN> did you send me e-mail, not two weeks later, asking to buy
something
MJN> from me? You didn't end up buying the item, but according to you
MJN> the reason was NOT that I was "curt and generally rude".

Here is the second e-mail conversation that we had about two weeks
later:

E-MAIL From: wrbailey@unity.ncsu.edu
Date: Mon, 9 Oct 1995 19:40:33 -0400
To: vga2000@ix.netcom.com (Michael J. Novak Jr.)

Subject: Re: FS/T: Atari 7800 games and system

I am sorry to bother you with this, since I'm not sure I want to
buy, but could you tell me how much the 7800 system would cost to
send it to Raleigh, NC? Thank you.

Ruffin Bailey

E-MAIL From: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Subject: Re: FS/T: Atari 7800 games and system
To: wrbailey@unity.ncsu.edu

You wrote:

[QUOTE OF WRB's PREVIOUS MESSAGE DELETED -- MJN]

If you will please send me your mailing address, I will be happy
to send a copy of the shipping information, including the cost of
postage.

You can decide at that time if you would like to purchase the system.

Thanks,

Michael

E-MAIL From: wrbailey@unity.ncsu.edu
Subject: Re: FS/T: Atari 7800 games and system
To: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Date: Tue, 10 Oct 1995 13:22:10 -0400 (EDT)

[QUOTE OF MY PREVIOUS MESSAGE DELETED -- MJN]

2339 Champion Ct.
Raleigh, NC 27606

Thanks,

Ruffin Bailey

E-MAIL From: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Subject: shipping
To: wrbailey@unity.ncsu.edu

Ruffin,

I still have these item(s), and will hold it/them for you:

[REST OF SHIPPING INFORMATION MESSAGE DELETED -- MJN]

Ruffin Bailey
2339 Champion Ct.
Raleigh, NC 27606
e-mail -----> wrbailey@unity.ncsu.edu

E-MAIL From: "William Ruffin Bailey" <wrbailey@eos.ncsu.edu>
Date: Thu, 12 Oct 1995 23:18:29 -0400
To: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Subject: Re: shipping

[QUOTE OF SHIPPING INFORMATION MESSAGE THAT I SENT DELETED -- MJN]

I do apologize. I have just gotten a hint from a friend that I might just be getting a 7800 for Xmas from him :) , so I am afraid that I must (as I hinted at earlier) decline your offer.

Thanks again,

Ruffin Bailey

Please note that I did not reply to this message.

Again, we now briefly rejoin my response to WRB's usenet post:

WRB> This, naturally, has biased me somewhat, but I do believe that
WRB> this guy is, in general, discourtieous (hello, I'm no speller).

MJN> I am sorry to hear that, especially since there is no reason
MJN> for it. I assure you that your post has done nothing to endear
MJN> you to me!

In part, here is how WRB responded to my post:

Newsgroups: rec.games.video.classic
Subject: Re: IN DEFENSE of MIKE NOVAK [gasp]
From: wrbailey@unity.ncsu.edu (William Ruffin Bailey)
Date: 30 Oct 1995 22:20:39 GMT

: Well Old Man Bailey, I found the e-mail of which you speak,
: and I don't

WRB> No sir, I don't believe that you did. Thats okay, though, I
WRB> don't care.

: I believe that I explained the reason to you, and without
: being as you say "curt and generally rude".

WRB> Very well, in this email you were, no doubt, very helpful and
WRB> basicly a saint. No sarcasm. Well, not much.

I don't think that if I had actually sent WRB a "curt and generally rude" reply at the end of our first e-mail conversation, that we would have had the second one.

Anyway, here is the proof that I didn't send WRB the e-mail that he claims I did (which makes WRB a liar, since he insists that I did). This will also prove that JVM (who has been posting messages of support for WRB), and not myself, is the true hypocrite in this discussion.

Well, between the two e-mail conversations that I had with WRB, I had this one with JVM (which I just accidently found):

E-MAIL From: John Vivian Matthews <jvmatthe@eos.ncsu.edu>
Date: Mon, 02 Oct 95 16:49:08 -0400
To: vga2000@ix.netcom.com
Subject: From your want list...

I have The Heist in box with original instructions. Used, but like new. See my post on the rec.games.video.classic for others.

I am asking $15 or fair trade for it? Wanna talk about it?

matt

E-MAIL From: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Subject: Re: From your want list...
To: John Vivian Matthews <jvmatthe@eos.ncsu.edu>

You wrote:

[QUOTE OF JVM's PREVIOUS MESSAGE DELETED -- MJN]

I am interested in discussing a trade for any games that are on my want list. I use straight DP guide prices for trades. In the case of The Heist (Colecovision), with box and manual, that is $12. I am willing to trade $12 worth of games from my FS/T lists (again straight DP guide price), in exchange for it.

If you want to, you can send me your complete list of items FS/T.

Take care,

Michael

E-MAIL From: jvmatthe@pams.ncsu.edu
Subject: Re: From your want list...
To: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Date: Tue, 3 Oct 1995 12:20:13 -0400 (EDT)

You tell me it is worth $12 according to DP so, how about this from your 2600 list:

Loose cartridges, no box or manual:
$ 2.50 CENTIPEDE
$ 4.00 CODEBREAKER [K]

Cartridges with manual:
$ 2.50 VIDEO PINBALL

Cartridges box and manual:
$ 5.00 DEFENDER II

And I stick $2 in the package when I send you The Heist? Is that ok?

matt

E-MAIL From: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Subject: Re: From your want list...
To: jvmatthe@pams.ncsu.edu

You wrote:

[QUOTE OF JVM's PREVIOUS MESSAGE DELETED -- MJN]

You obviously didn't understand what I said. The prices that I sell my games at are approximately 50% of DP guide. The games you quoted above, according to the DP guide, are $5, $8, $3, and $10. I do not sell at full DP, but I do use it as a "guide" for trades.

You can't expect someone to pay you full price for your game, while you pay them 50% for theirs.

I no longer have the copy of Defender II with box and manual. I do have a *NEW*, shrinkwrapped copy, which the DP guide would list at $10+. If you want to, I will trade that straight up for your opened The Heist with box and manual). I will pay to mail the game to you, and you can pay to mail TH to me.

If not, no big deal.

Michael

E-MAIL From: jvmatthe@pams.ncsu.edu
Subject: Re: From your want list...
To: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Date: Tue, 3 Oct 1995 12:57:43 -0400 (EDT)

Michael:

> You obviously didn't understand what I said.

And you obviously assumed that I have a DP. No such luck. :-)

No need to be curt. I am too much the neophyte to be a shyster, so treat me not as though I were one. Your patience would be appreciated.
I would RTFM, but I haven't got one.

> The prices that I sell my
> games at are approximately 50% of DP guide. The games you quoted
> above, according to the DP guide, are $5, $8, $3, and $10. I do
> not sell at full DP, but I do use it as a "guide" for trades.

See above.

> You can't expect someone to pay you full price for your game,
> while you pay them 50% for theirs.

Agreed. Certainly not. But see above.

> If not, no big deal.

Ditto.

However, in light of this knowledge, let me change my request...
(this time, 7800)

Loose cartridges, no box or manual:
$ 3.00 BALLBLAZER
$ 3.00 KARATEKA

So if I have this right, $12 is the worth of my game. However, the prices listed in your sale are 1/2 DP worth. So I should compare 1/2 my DP worth to the prices listed on your pages, and POOF! we have a deal? Is that right? If not, then please don't snap at me again. I really am not trying to be dense.

matt

E-MAIL From: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Subject: Re: From your want list...
To: jvmatthe@pams.ncsu.edu

I didn't "snap" at you, and I was not "curt". I also made no assumption that you had a DP guide. I also never called you a shyster, nor assumed that you were. In addition, I never made any assumptions concerning your level of intelligence.

At this point, due totally to your attitude, I am not interested in making any type of deal with you.

Have a nice day.

Michael

E-MAIL From: jvmatthe@pams.ncsu.edu
Subject: Re: From your want list...
To: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Date: Tue, 3 Oct 1995 14:08:22 -0400 (EDT)

Michael:

[QUOTE OF MY PREVIOUS E-MAIL DELETED -- MJN]

Wow. I really am sorry that I hit you wrong. I think that we are probably victim to something that I have experienced before: a lack of emotion communicated over textual material. I assure you that my attitude was merely meant as nothing more than playful if I seemed flippant. It seems however, that I have been misconstrued, which is perhaps my fault.

I really didn't mean to upset you, and I must say that now I feel pretty upset myself. In fact, when a misuderstanding like this occurs, I get sort of sick to my stomach. Ugh.

Anyway, I would like to apologize, and if we could somehow make amends, I really would like to. I hope that you will respond so that we may sort this out.

> Have a nice day.

And I do hope you have the same. Sorry if I ruined it...

matt

E-MAIL From: vga2000@ix.netcom.com (Michael J. Novak Jr.)
Subject: Re: From your want list...
To: jvmatthe@pams.ncsu.edu

I accept your apology.

Michael

Now, if you have read this whole message, you will have noticed
three things:

1) JVM, and not WRB, referred to one of my messages as "curt",
which makes William Ruffin Bailey a liar. Also, JVM ended
up apologizing to me for mistaking my intentions.

2) JVM let WRB read private e-mail that I had sent to him, and
since he said that it was wrong for me to post WRB's e-mail
to prove that he was lying about me, and he lets others read
his e-mail, that makes him a hypocrite.

3) WRB is also a hypocrite, since he also said that I should not
have posted his e-mail to me, yet he reads other peoples e-mail.

I apologize for having to post this, but it was necessary.

Michael J. Novak Jr.

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

1047. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: kalla@aspark.ece.uiuc.edu
Message-ID: <33ebb1f6.11551064@news.cso.uiuc.edu>
Source record: 71058
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

On Sat, 09 Aug 1997 00:44:39 GMT, vga2000@ix.netcom.com (Michael J. Novak Jr.) wrote:

>Thats a bit of a reach. You haven't been visited by MIBs lately, have >you?

What does this have to do with anything?

>"Hard work" and copyright-able material are two different things.

You are quite correct.

The game companies that orignally published these manuals hold the copyrights, assuming that the said copyrights have not lapsed, or the companies gone out of business.

The people that took the time to take those manuals and type them are where the "hard work" come from., These people are in no way credible for the contents of the manuals and they themselves can claim no part of the copyright. The can and do, however, claim credit for the work that was placed into presenting those manuals in digital form, which you have shamefully and heartlessly removed and denied them.

>Where were you when Greg Chance linked directly to my ORIGINAL >(copyrighted) game screen shots, hmm? THAT was very sly and very >underhanded!

Greg Chance as I recally did not mirror your website michael. In no case did he make local copies of your files. They were links only. You seem to have a distorted sense of reality, as Greg also mailed you for permission, for which you replied that you could not stop him from linking to your screen shots. That's quite remote from saying, "No, please don't link to my shots."

In any case, I am sure that the other regulars of this newsgroup will also concur with me in my view that linking to objects present on a website is one thing. Making a local copy is quite different. More so in the case where permission is asked in one case, and not in another.

I mean, think about it Mike! Had you ASKED? Sheesh, a simple email saying, "I would like to mirror so-and-so on my site, would you mind?" would have been all it would have taken on your part. Though a large number of members of the gaming community

view you with some degree of contempt, even in this case I am
sure that they would have allowed it. Alas, you did not take this
course of action.

>> "All files are Copyright Michael J. Novak Jr., and Video Game
>>
>> Advantage 1995-97,unless otherwise specified. All
>>
>> rights reserved."
>>
>> that you find on his website is no longer only humorous,
>> but incriminating.

>Not to mention the fact that when you re-printed my copyright notice
>(above) you violated my copyright! Now thats humorous and
>incriminating :)

Not at all. I quoted word for word and cited my source, Michael. That
is in no way violation of copyright as far as written material is
concerned. Perhaps you never wrote a research paper before?

--

Walton C. Gibson, Kalla
kalla@aspark.ece.uiuc.edu

Kalla's Classic Gaming Dimension:
http://srh0025.urh.uiuc.edu/games/games.html

Collecting Classic Video Games: Atari 2600, 5200, 7800,
Intellivision, ColecoVision, Odyssey^2, many others!

1048. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: gifford1@students.uiuc.edu
Message-ID: <5sgdd3$61j$1@vixen.cso.uiuc.edu>
Source record: 71059
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
: [lots of stuff]

my beef is not with you stealing the manuals from my site; i don't claim any copyright with them and it's really copyright infringement just to transcribe these manuals. my beef is that (a) you did not ask me beforehand and (b) you removed, from each and every single file, the credit for the person who typed it in. and added your own credit. why'd you do that? did you think no one would notice? a "to all people who contributed manuals; thanks" doesn't really make up for your erasing the names of the contributors from every file.

your screenshot archive is beside the point and i don't really care what you think about gchance. i do care when you take the credit for what i and many other people on the net have been working on for about a year and a half. what makes you think that i would want to keep on making manuals into text files when i know that they'll just get stolen without credit again?

love, tsr

1049. Re: Pirates Treasure Chest and Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5sget8$lq4$1@spitting-spider.aracnet.com>
Source record: 71060

> According to Shadow, he has a "distribution copyright" on
the Pirates'
> Treasure Chest, as well as a few hundred other titles.
This simply
> means that he has put a copyright notice on the software
that says he
> has the right to distribute it, but it is not a
registered copyright
> with the Library of Congress.
>
> I've heard from others that Gardner Computing created the
Pirates'
> Treasure Chest out of public domain software, some of
which were
> type-in programs from Compute magazine. Therefore, I
can't see any
> reason for these programs to remain under someone's
copyright control.

Let me try to clear up some mis-understanding on this
matter...

The programs making up the Pirates Treasure Chest were
written either by myself, or some of the other programmers
who worked for Shadow Software at the time. They were never
released into PD, and if they appeared in any magazines, it
was not by permission of the copyright owner, me.

A distribution Copyright has nothing to do with distribution
rights, as far as the Copyright owner is concerned, only
that no-one else can sell or distribute it. Sometimes this
is called a public copyright by distribution, which means
simply that you are notifying the public of your copyright
in each copy distributed. This type of copyright is
completely valid, and enforceable but is not necessarily
also registered with the library of congress. You have to
remember that when we started writing this stuff, there were
no copyrights specific to computer software, so most of us
used the publishers/distribution copyright. We licensed
Pirates Treasure Chest to others to sell, and in turn they
put their copyright notices in it to cover their menu's etc.

You can't take some-one elses work, and place your copyright
notice in it and call it yours, unless you are under
license from the original author, or you have bought out the

other parties rights, such as I have done with a few hundred other packages as well.

Now that I have hopefully done an adequate job of explaining the sticky stuff, lets get on to a better note... I am planning in the near future to make the Pirates Treasure Chest, as well as all current Shadow Software holdings, available on the web as Fair-Ware.. I will try to at least get the Pirates Treasure Chest up to everyone fairly quickly. Carina BBS should already be available, and as time permits, we are working on getting everything available once again. As I type this, I have others working on typing up the manuals into text files, so that total distribution can be acheived on-line, and we will even have a way for you to pay on-line as well.

For anyone who may not be familiar with Fair-Ware, this is a concept which I came up with quite a few years ago, in which it is basically Share-Ware, except that it has no set firm price. Instead, I believe that the quality of all Shadow Software products can speak for itself, and I rely on the end user to make a fair donation based on their ability to pay, and how much they like the software. All Shadow SOftware products are still supported totally by us.

The Shadow

1050. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: gifford1@students.uiuc.edu
Message-ID: <5sgejh$61j$2@vixen.cso.uiuc.edu>
Source record: 71061
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

sorry about multiple posting.

: 1) I downloaded them from several different locations, over a 1-2 year
: period of time.

'kay..

: 2) I did NOT remove any company credits (they are, after all, the
: copyright holders). I also plan on adding this information to the
: files that are missing it, as soon as I can.

yippee.. :) a bit beside the point though. nintendo sued blockbuster video becuase BBV was making photocopies of manuals; these had all the copyright info in them, of course. these manual .txt files is the same matter, and either way, i'm not saying you removed company credits. you removed the credits of the ppl responsible for getting those .txt files you stole in the first place.

: 3) I added a general "thank you" at the front of the manual archive
: section.

huh. like that makes up for the theft of an entire section of my web page. ah well.

: 5) I added a note at the end stating where the file was located.

correctly speaking, it's located at my site, and/or nes world, and/or whoever else would like to keep it as long as they don't remove the credit for whoever made it a .txt file.

: [some gchance stuff]
: isn't the only offender, just the worst). I'm paying for the storage,

like no one else is

: I'm a little surprised that you'd bring this up. After all, if I knew
: of a misspelled word (as you apparently did) I would have corrected it
: by now. :)

i was just proving the theft. is all.

: >you'll also see how michael
: >removed the "From: tsr@www.komkon.org" line on the version on my page. i
: >put that line there for a reason.
:
: Yes, and I removed it for a reason.

care to tell me why? :)

: placing them on my web site, you can take them. Do you know why? I
: don't hold the copyright on them. And if you want to include credit
: lines in the files on your system, thats fine. Its not that I don't
: appreciate the work involved, because I do.

you certainly didn't seem to show it when you stole all those nes
manuals.

: After doing almost 1700 ORIGINAL game screen shots (if you knew how
: long it took sometimes to get a single *decent* screen shot, you'd
: honestly wonder how I did that many)

why, yes, i do. i'm sick of my snappy, personally. :)

: [some screenshot stuff]
: copyrights to the actual screen shots, although I make no claim to the
: rights to the characters or actual game (open any video game magazine,
: and you'll find that they operate the same way). And by the way,
: everyone who has asked me has been granted permission.

that's nice; could you have asked me for permission before your theft?
i'm sure it would have been given.

: Simply typing in, or scanning/editing a manual doesn't afford you any
: copyright claim. And since it doesn't, and the most important thing
: is getting the manuals into the hands of those who need them, don't
: you think that this is a pretty silly thing to get upset about?

the thing that strikes me as silly is that you actually sat down, over
the course of the time you spent collecting the manuals, and edited out
the credit for the person who made the file from -every single one- of
the manuals.

um, look. i don't care if you put up the manuals i typed in on yer site,
as mentioned before. i don't care if you make little editing changes here
or there if you like. could you just give me some credit for typing in all
those manuals, for chrissakes?

-tsr

1051. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: jvmatthe@unity.ncsu.edu
Message-ID: <5sgebh$hfh@uni00nw.unity.ncsu.edu>
Source record: 71062
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

Thus Spake Michael J. Novak Jr. (vga2000@ix.netcom.com):
: I won't be surprised if he responds to this, really. I mean he has
: done things before where he was flat out wrong and then he always
: followed up on them, which only made him look worse. For
: example, remember when he and WRB tried to play a bait-and-switch with
: the truth back in '95. They challenged me to prove them wrong, and I
: did so. They still haven't admitted they were wrong.

Hopefully all the rest of the folks read my post a few weeks ago about
the Mike breaking his own ``rules''. That should put the above and
below stuff more in perspective. Anyway, if you *really* have to know
what happened between me, Ruffin, and Novak just drop me a line; I won't
waste anymore time here with it. Actually, I think that proof that
Mike posts below is pretty silly.

: (as for Whiny Reinie, I never say those posts. He knows damn well
: what he lied about, and you do too!)

So tell us. Reinhard has said before that you won't prove him wrong in
public because you can't. Telling us we know he lied is not proof. So
step up and prove he's a liar.

matt

BTW, last post on all these ngs. Hope y'all enjoyed the show.

==
||| John V. Matthews, III | PO Box 50355
||| NCSU Mathematics Graduate Student | Raleigh, NC 27650
/ | \ http://www4.ncsu.edu/eos/users/j/jvmatthe/www | (919) 515 7324
==

1052. FS: Disk Drives (810/1050) and cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: bitbucket@wolfenet.com
Message-ID: <5sh26o$789$1@sparky.wolfe.net>
Source record: 71063

Disk Drives in great, working condition.

Cartridges: BASIC, OSS Basic XL (very good), TeleLink I

Make an offer on any of the items, I'll take highest bid.

Please change the reply address from bitbucket@wolfenet.com to steele@wolfenet.com

Spammers: By sending me junk-email (unsolicited e-mail which does not specifically provide a response to a post I have made), you agree to be billed $125 for each e-mail you send me (to cover the costs associated with reading and deleting your e-mail, as well as collections).

1053. NO Fake Orgasms Here! All 100% xXx

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: conartists@sucknet.com
Message-ID: <5sh58u$i0p485@inetgate.tp.ac.sg>
Source record: 71064

Get Instant Access to Over 2000! Adult sites and
XXX chats!

http://www.xxxsc.com/

Theres Live xxx video, xxx pics, xxx mov, xxx avi,
xxx mpg, and more.

A system that will help prevent minors from accessing
adult related material and still allow the adult web
surfer to access xxx content fast and easy!

http://www.xxxsc.com/

1054. Need SNAPPY/ATARI8 assistance!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: Jeffry Johnston <jeffryj@primenet.com>
Message-ID: <5sh5qo$2hv@nntp02.primenet.com>
Source record: 71065
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Hello!

I do not have a Snappy (wish I did), so I am hoping someone out there can assist me in a project I am working on. I have written a small BASIC program that displays all 256 colors, 16 at a time (total 16 screens). If you have a snappy or other video capture device that can get colors fairly accurately, and an Atari 8 bit computer (400/800/800XL/1200XL/XE, etc!) please email me and I will give you the program.

Thanks a lot for your help!
Jeff (calamari)

--
---------------------------------+--------------------------------
Jeffry Johnston, calamari on IRC | See email address above for
EMAIL: jeffryj@primenet.com <=K | homepage url. No SPAM Please.
---------------------------------+--------------------------------

1055. Re: Helicopter game idea - HELP CODE IT!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5shepkdus1@nuke.csu.net>
Source record: 71066

Matthew Sew Hoy (buzzard@ihug.co.nz) wrote:
: William Kendrick wrote:
<snip>
: >
: > But it is still cool to fly in 3D above these things (you can fly up/down
: > AND left/right in my little demo, and I believe that's how the actual
: > arcade game was...)
: >
: The only game that fits the description is 'Thunderblade', which came
: out in the arcades in 1987, and on home computers in '88.

Hey! That sounds right! Thanks! :)

Now, anyone up to helping code it with me!? :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1056. Atari computer hw & sw

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5shocekfl7@news2.voicenet.com>
Source record: 71067
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
Atari Items for Sale plus shipping

Atari 800 Computer (one missing key) w/power supply. $59 added 6/21/97
Atari 1050 disk drive and power supply..... $49 added 6/21/97
Ape Face Model XLP Digital Device..... $39 added 6/21/97
Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) ..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (3 sets)..... $12 each
WICO Command Control Joysticks - rough..... $12 pair
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes ..... $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
Cranston Manor Adventure (no box)
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Sesame Street Astro-Glover (3-6)
```

Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations -- added 6/21/97
Success with Math - Quadratic Equations -- added 6/21/97
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Printer Driver Construction Set from APX
Summer Games - added 6/21/97
The Quest - added 6/21/97
Touchdown Football - added 6/21/97
Walt Disney Picture Show - Cave Lord

Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor
Basic Language Computing - added 6/21/97
Galaxian - added 6/21/97

Music Composer
Pacman - added 6/21/97

.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Clowns & Balloons for 400/800
Curse of Ra -- added 6/21/97
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Frogger
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
Sargon II -- added 6/21/97
Star League Baseball
States & Capitals
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs

.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown (2)
Atari Program Exchange - A guide to Effective Programming
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS -- added 6/21/97
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

1057. PC XFORMER Query

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: Ross Palmer <ross.palmer@nzo.mts.dec.com>
Message-ID: <33EC4BA1.5496@nzo.mts.dec.com>
Source record: 71068

Hello,

Could someone please tell me what the "fire" button is when using
the keyboard emulation of the joystick in PC Emulator 3.6.

Also, is there any PC emulator which will run Spartados?.

Thanks,
Ross

1058. 8-bit Product Demos now on our WWW site

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: DGS <dgs@clara.net>
Message-ID: <5shsfh$f52$1@eros.clara.net>
Source record: 71069

We have just uploaded demos of the QUICK programming language, and our Digi-Studio software to our WWW site for downloading.

The files are .DCM files which have then been ZIPped.

They're on there now, so go get 'em!

WWW: home.clara.net/dgs

1059. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5si18t$gef@dfw-ixnews11.ix.netcom.com>
Source record: 71070

For those of you who own the cart but don't have instructions, B&C sells them for under $5 I believe. They are cataloged as "Easter Front II".

There are some big changes from the old cassette version to cart.

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1060. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: Daniel Woodard <woodardd@dma.org>
Message-ID: <5shkeb$eg7$1@sally.dma.org>
Source record: 71071

Eastern Front was the first strategy wargame that I played on any platform. My cousin had an Atari 800XL in the late 80's, and I found an excuse to play EF every time I visited. I really enjoyed it, and it is probably the reason that I now am into playing strategy games of all sorts.

Dan

1061. HieroGraphix Game Journal

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: omcstaff <omc@io.com>
Message-ID: <33EC74D1.4619@io.com>
Source record: 71072
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

```
Visit HieroGraphix Game Journal at:

www.io.com/~omc

Our next issue will be available in stores later this month.
```

1062. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: ator <oldator@waymark.net>
Message-ID: <01bca4eb$c7221260$539112cf@oldator.waymark.net>
Source record: 71073
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

> the thing that strikes me as silly is that you actually sat down, over
> the course of the time you spent collecting the manuals, and edited out
> the credit for the person who made the file from -every single one- of
> the manuals.
-
No doubt.. I've been reading this thread, and it seems pretty damn uncool
to remove the credit. What was it hurting?

1063. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-09 00:00:00 UTC
From: jcochran@gate.net
Message-ID: <33eccd49.119377137@news.gate.net>
Source record: 71074
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

>: There are 857 manuals for the following systems:
>: NES

>here's how mr. novak got these nes manuals:

>he downloaded them from my nes web page (http://www.komkon.org/~tsr),
>removed ALL credits for typing in the manuals in the files...

So, notwithstanding Mr. Novak's rather rude actions, you admit to
copying the manuals that Nintendo had copyrighted and distributing
them...? :)

Jeff

1064. Re: PC XFORMER Query

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: morbid@antispam.best.com
Message-ID: <33ed3cc3.11973394@nntp.best.com>
Source record: 70984

On Sat, 09 Aug 1997 22:51:13 +1200, Ross Palmer
<ross.palmer@nzo.mts.dec.com> wrote:

>
>Could someone please tell me what the "fire" button is when using
>the keyboard emulation of the joystick in PC Emulator 3.6.
>

The insert (0) key on the keypad.

Sadly, Darek apparently doesn't know the meaning of keyboard
interrupts... you really need a joystick or gamepad to enjoy xformer
joystick support... and for all that you might as well be using XL-it
;-)

(remove antispam from address to reply)

1065. about ATARI PCES,1600XL,1245XLD

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bca563$ddc74260$1d1644c3@pamuller.imaginet.fr>
Source record: 70985

hi,

i'm a french ATARI collector and i made a complete atari list
but i have doubts about :

PCES console 8 bit
1600 XL
1245 XLD

Do you have any decription about these items?

thanks

i'm still lokking for:
1025,830,835,cx70,822,825,5200,5100,1030

bye

1066. CTH accessible via TELNET

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5skejd$6se@cletus.bright.net>
Source record: 70986

Closer To Home BBS is now accessible via telnet. This is not to be confused with Closer To Home BBS Systems in Australia. This is the one that has been in service in the U.S. since 1986. The telnet server complements CTH's web and ftp services, and helps to support those that use lynx.

The bbs features Atari 8bit message bases and files.

telnet://closertohome.dyn.ml.org/

1067. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: metallik@iglou.com
Message-ID: <EEp9n5.11t@iglou.com>
Source record: 70987
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

```
: Not to mention the fact that when you re-printed my copyright notice
: (above) you violated my copyright! Now thats humorous and
: incriminating :)

no, what's humorous is the 100+line rant you have about Paul and whatnot,
that's right at the begininng of your page. Talk about unprofessional..
no wonder everyone thinks you're a looney.
```

1068. S: ATARI Portfolio Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: Frederik Meysel <astray@cs.tu-berlin.de>
Message-ID: <Pine.SOL.3.91.970810111321.11415A-100000@bee.cs.tu-berlin.de>
Source record: 70988

I want to use a Atari Portfolio with a terminalprogram to read mail.
Anyone out here who knows a good source of manuals or other information on
the portfolio?
Where can I get (self-programmed) software for the portfolio?
Please email me,
thanks,

Frederik

email: astray@cs.tu-berlin.de

1069. FS/T: Atari 8-bit computer items [08/10/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33f0d5d0.12426012@nntp.ix.netcom.com>
Source record: 70989

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 08/08/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 9.00 Home Filing Manager, The (Atari)
$ 9.00 Print Shop, The (Br0derbund) {3}
$ 9.00 SynFile+ (synapse) {2} -- also includes Reference Card
$ 9.00 Timewise (Atari) {1}
$ 9.00 Touchdown Football (Electronic Arts) {2}
$ 9.00 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 4.00 Atariwriter
$10.00 Ballblazer -- XE cartridge
$ 4.00 Basic -- for use with the Atari 400 and 800
$ 5.00 Centipede
$ 9.00 Delta Drawing [Spinnaker]
$ 8.00 Frogger [Parker Brothers]
$ 2.50 Missile Command
$10.00 Movie Musical Madness [CBS Software]
$ 8.00 Qix
$ 2.50 Space Invaders
$ 4.00 Star Raiders

Cartridges with case and manual:
$14.00 Alphabet Zoo [Spinnaker]

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER with power supply, built-in RCA cable, one
Atari Joystick, and three [3] cartridges [no boxes, or manuals
for cartridges]:

Basic -- for use with the Atari 400 and 800
Missile Command
Space Invaders

This is a complete system, except for RF switchbox. This system
also includes the Atari 410 Program Recorder (listed below), at no
additional charge.

$32.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE, with power supply and Molex
connector cable.

$35.00

*****

LOT #3

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$20.00

*****

LOT #4

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 4.00

*****

LOT #5

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 9.00

*****

LOT #6

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$12.00

*****

LOT #7

EPSON RX-80 PRINTER with built-in power cord.

$22.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.00 for the first disk-based software item and $1.25 for each additional disk-based software item, unless otherwise listed. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your
order *before* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address
(this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

1070. Re: Star Raider questions..

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33ee099a.1383472385@news.aatech.com>
Source record: 70990

On 09 Aug 1997 15:20:00 +0100, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>sorry, but I have here two version of Star Raider. The first I found in my
>collection is called "Star Raider II" and is probably the one of atari
>corporation. The other one is called "The last starfighter". A hacker
>clone? Where is the difference? And where is "Star Raider I" ?

Star Raider "I" is simply called Star Raiders. It came on a ROM cartridge. I think it was one of the first games done (copyright 1979) for the Atari 8-bits.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1071. Ben Poehland's video upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <33EDBC2A.3722@erols.com>
Source record: 70991

I don't remember who asked for this, but I was recently in contact with Ben Poehland. He has doubts that posting the text alone (without the illustrations) would allow somebody to do the mods correctly. He also feels that Bob Wooley should be asked if there are any objections, since the mods were last published in AC.

Bob, if you're there, can you comment?

Also, Ben has no objections to posting his e-mail address here, but he states that he won't be able to answer all the mail that people in the newsgroup might send him.

Soooo, here goes:

b.poehland@juno.com

I hope this helps.

1072. Crosscheck by Datasoft

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <5sl1ckopk1@newsd-122.bryant.webtv.net>
Source record: 70992

I am looking for a copy of Crosscheck by Datasoft. I have other
programs to trade for it.
Harvey.

1073. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33ee13e4.0@news.comet.net>
Source record: 70993

In article <5shkeb$eg7$1@sally.dma.org>, Daniel Woodard <woodardd@dma.org> says:
>
> Eastern Front was the first strategy wargame that I played
>on any platform. I really enjoyed it, (snip)

Yes, but did you ever win???

GFH

1074. Re: Star Raider questions..

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: mile23@ix.netcom.com
Message-ID: <mile23-ya02408000R1008971252410001@nntp.ix.netcom.com>
Source record: 70994

'The Last Starfighter' was a bona-fide game written by, I believe, Epyx.
Maybe someone knows for sure...

It came out as part of the promotional merchandising blitz for the movie,
'The Last Starfighter,' which was one of the first movies to use computer
graphics for special effects. Fun movie, too.

In article <6bXKLY3pzHB@peter.soemtron.sb.sub.de>, peter@soemtron.sb.sub.de
(Thomas Havemeister) wrote:

>Howdy !
>
>sorry, but I have here two version of Star Raider. The first I found in my
>collection is called "Star Raider II" and is probably the one of atari
>corporation. The other one is called "The last starfighter". A hacker
>clone? Where is the difference? And where is "Star Raider I" ?
>--
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

1075. REQ: INFO RE. 8 BIT ARCHIVES ON THE WEB.

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: bday@sos.netkonect.co.uk
Message-ID: <bday-ya02408000R1008972216160001@news2.netkonect.co.uk>
Source record: 70995
Cross-posted to: alt.binaries.comp.atari8bit,alt.binaries.warez.atari8bit,comp.sys.atari.8bit,rec.games.video.atari

Hi all.

I'd like to request some info about Atari 8-bit archives on the 'web.
Several months ago I found a page and consequently an archive run by a guy
called "Yogi" I bookmarked the pages.Since then I have had to quit the web
for financial reasons but have just reconnected. Now those pages seem to
have disappeared.I've read several messages in this group but found nothing
on this subject has come up. Can anyone tell me where they've gone?.I'm
about to register a program called "RAINBOW" which I'm sure a lot of you
will know about,but without games it seems a bit pointless.Much as I'd like
to get originals,that's out of the question as I'm still out of work.

Any info would be gratefully received,

Cheers Bazz.

PS I have tried the UMICH archives but they don't have anywhere near what
was on the other pages.

--
Life is like a shit sandwich.The more bread you have,the less shit you have
to swallow.

1076. Testing an auction program

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: classics@penny-empire.nospam.com
Message-ID: <33ee098b.20088631@news.whc.net>
Source record: 70996
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

We are testing an auction program. The video game stuff that is posted
is for testing BUT is up for auction. So if your interested in
something please bid, Also please report any comments or problems.

http://www.penny-empire.com/oasis/auction/

Thanks,
Chuck

please remove .nospam for email

1077. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <5slad6$3l3$1@mark.ucdavis.edu>
Source record: 70997
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:

>>I'd be surprised if he responds to this, really. I mean he has done
things
>>before where he was flat out wrong and then never followed up on them.
For
>>example, just ask Reinhard Pribish about the time Mike called him a liar
>>on the ng and then when challenged to do so, Mike never produced and
example
>>of where Mr. Pribish had done so.

>(as for Whiny Reinie, I never say those posts. He knows damn well
>what he lied about, and you do too!)

Well Mikey, at the risk of sounding like a broken record, I'll
ask you one more time to post the aforementioned lie(s).
Since there aren't any, you once again show the world
what an idiot you are.

Now back to your regularly scheduled flamefest...

-Reinhard

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Prog/Speed/Death Metal Drummer	imaginations" - Neil Peart

1078. Re: CTH accessible via TELNET

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5skvm8$l00$1@nyheter.chalmers.se>
Source record: 70998

In article <5skejd$6se@cletus.bright.net>,
Tom Hunt Sr. <tomhunt@bright.net> wrote:

Do you need special authorization for the telnet service??
>
>telnet://closertohome.dyn.ml.org/

[dol@flash ~]$ telnet closertohome.dyn.ml.org
Trying 205.212.125.116...
telnet: Unable to connect to remote host: Connection refused

Fredrik Lundholm
d1dol@dtek.chalmers.se

1079. AtariWriter Plus Question:

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: Douglas Feldman <dafeldman@worldnet.att.net>
Message-ID: <33EE7C64.27A9@worldnet.att.net>
Source record: 70999

I have the original disk for AW+ XL/XE. I also have a version that was modified for use with SpartaDOS (AP.OBJ for XE). BUT, I cannot seem to get any of these versions to work while my APE is connected. I even tried using the original disk in "real" drive #1 and just having APE connected by daisy chain. The program boots but will not recognize my real disk or any of the APE drives.

I also tried to get my Atari (130XE) to boot from my ATR image of my AtariWriterPlus disk (using DISKWIZ II) via APE set as d1:. That did not work either.

Any comments or advice? I am able to get Antic Writer to work via APE. But I would really like to get AW+ working in this environment.

Thanks for any help........

1080. Help with Win64/Xl-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: sixosix <sixosix@ibm.net>
Message-ID: <33EE8B07.7953@ibm.net>
Source record: 71000
Cross-posted to: comp.emulators.misc,comp.sys.cbm,comp.sys.atari.8bit

Could someone please help me with either Wib64 or Xl-It! ?

I want to be able to play Ultima II one either one!
I cannot get it to work because I don't know how to change the disks
without crashing it!

Anyone know how?
Thanx,
"sixosix"

1081. Re: Testing an auction program

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-10 00:00:00 UTC
From: Steg <steg@airmail.net>
Message-ID: <57918D55C48F9D58.F4F8E45EEA657342.8427999B7BD70C20@library-proxy.airnews.net>
Source record: 71001
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc

```
classics@penny-empire.nospam.com wrote:
>
> We are testing an auction program. The video game stuff that is posted
> is for testing BUT is up for auction. So if your interested in
> something please bid, Also please report any comments or problems.
>
> http://www.penny-empire.com/oasis/auction/
>
> Thanks,
> Chuck
>
> please remove .nospam for email

Your museum doesn't work... All I get are 'not found' errors...

>=(

--
Scott 'Steg' Hansen
Creative Director, DigiFX Interactive, Inc.
==================================================
"The wheel is turning. but the hamster is dead..."
==================================================
Work: http://www.digifx.net
Home: http://www.geocities.com/SoHo/3926
==================================================
```

1082. FS: Franklin ACE 1000 w/2 ACE 10 5 1/4" Floppy Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: John McCormick <johnmcc@gte.net>
Message-ID: <5slmn6$4qt$1@gte1.gte.net>
Source record: 71002

Works great. Make an offer.

1083. urgently need help!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: Beatfarm Recordings <Beatfarm@dial.pipex.com>
Message-ID: <01bca603$5a2f6720$01f482c1@default>
Source record: 71003

I am an engineer on a session in london and i am using an atari 1040ste
to sequence cubase 3.0 and the computer has crashed whilst a disk was
in floppy drive a:,and now the arr file shows as having 0 bytes - and has
effectively been erased - so i DESPERATELY need to recover the file it has

'overwritten',as it is still on disk.

rabbit@beatfarm

1084. Re: Atari 8bit Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: bor@bwgc679
Message-ID: <5smdou$5972@tcenter.erlm.siemens.de>
Source record: 71004

```
: BOUNTY.COM Bounty Bob strikes back! - Big Five Software / Rackosoft
: --

: a game like Miner'2049er..

;-) I think the Miner was called Bob, Bounty Bob...

Bye,
Andree
```

1085. Awesome games 3-35!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: CHEAP GAMES <cadams@cyberzone.net>
Message-ID: <33eef33d.0@news.cyberzone.net>
Source record: 71005

NES Games $4.00 each
Arch Rivals
Double Dribble
Faxanadu
Foot ball
Hoops
Iron Sword
Major League Baseball
Mario
Mario
Mario/Duckhunt
Mario/Duckhunt
Mario/duckhunt
Mario/duckhunt
Ninja Gaiden II
Operation Wof
Operation Wolf
Seicross
Smash TV
Super Mario /Duck Hunt
Super Mario/duck hunt
Zanac
Sky Shark
Metal Gear
Dr Mario
The simpsons:Radioactive man
Wario Woods
Little League Bsball
M.U.S.C.L.E.
Wheel of Fortune
baseball
Goonies2
Zapper gun
Kung Fu
Golf
Ice Climber
Athena
Zelda
Friday the 13th
Nes Powerpad

Atari $2.00 each
Yars Revenge
Pac-man

video pinball
Circus Atari
Astroblast
E.T.
SwordQuest
Human Canonball
Outlaw
Star Raiders
E.T.
E.T

N64 35.00 each
Super Mario World

Snes $10 each
Zelda
Activator

Sega Genesis Games 10.00each
Altered Beast
Cyber Ball
David Robinson Basket ball
FIFA Soccer
FIFA Soccer
Greatest Heavy Weights
Jeopardy sports
Madden 94
Madden 95
NBA Jam
PGA tour gold
Shove-it
Sports talk 2
Sports talk 93
Sports talk Baseball
Street Fighter 2
Turion defender
Madden 94
WWF rage cage
Wrestle Mania
Tecmo Super bowl

Sega CD 9.00each
Dracula
Cliff Hanger
Final Fight
Sewer Shark
Demoliton Man
Power Rangers
Surgical strike
Tomcat alley
Sewer Shark

NHL Hockey

Playstation games: $25 each
NHL Face off

Game systems
NES w/mario 15
NES w/mario 15
lynx w/ ca games 25
sega genesis 40
Super Nes 35
Nes w/mario boxed 20

Computer and cd rom games:
Grey scale Scanner $45
lotus 1,2,3 disks $20.00
Zoro $20.00

Visit http://users.cyberzone.net/cadams for full list and much more!! Or just email me questions or concerns about games or to order. Orders only call 1-888-301-6735

1086. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33ef083a.671957@news.ioa.com>
Source record: 71006

On 09 Aug 1997 15:16:00 +0100, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>> If you don't mind doing some custom mouse-building, the easiest way to
>> do the programming is to use the PADDLE functions. You didn't specify
>> for what language you're going to write in, but it's easy enough to
>> write a quick BASIC program to work a menu with the paddles. I would
>> guess most other languages would be just as easy, especially in Pacal
>> or Action!
>
>could you perhaps give some example sources? Probably in assembler?
>
>> Still, it sounds like you think the 8-bits have a built-in mouse
>> system, which they don't. Are you sure you're in the right group?
>> Maybe you're looking for info on the ST computers?
>
>no, I mean my ST-Mouse with my XE. I know, that the 8-bit atari dosn't
>have any os-mouse routines, so I want to programm it for my self !?
>
>
How does an ST mouse connect with an XE? Without knowing how the mouse actually works, I'm afraid I can't say for sure how to write a wedge for the OS.

For the mouse to use the PADDLE function, it would have to have 2 joystick connectors, one for the horizontal movement and one for the vertical. A paddle is nothing much more than a linear potentiometer, and as such, it can only report one positional movement. That's why my first thought was to custom build one, although it would make for one cumbersome beast!

My Assembler days are long past me now, so I wouldn't be very good at writing a routine for you. Maybe someone else out there has done it?

Steven

1087. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: kmhebert@seas.gwu.edu
Message-ID: <5sn3on$7sn@felix.seas.gwu.edu>
Source record: 71007
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

In article <33ebadb1.36717087@nntp.ix.netcom.com>,
Michael J. Novak Jr. <vga2000@ix.netcom.com> wrote:
>3) I added a general "thank you" at the front of the manual archive
>section.

That's hardly good enough, Mike! It takes a long time to type in those manuals! Now, I agree that people shouldn't have linked to your pages without your permission, but two wrongs don't make a right. And, as for copyright issues, many of those manuals contain original ASCII-art and comments that are NOT owned by the manufacturers, and ceratinly not by you!

-- KMH

--
Kevin M. Hebert kmhebert@seas.gwu.edu http://www.seas.gwu.edu/student/kmhebert
2126 "R" Street NW #5B Washington, DC 20008

1088. FOR SALE: **** ATARI GAME CARTRIDGES for 2600*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: happyman@erols.com
Message-ID: <33ef3775.36368332@news.erols.com>
Source record: 71008
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplacealt.atari.2600

```
Phoenix
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Soccer
Football
River Raid
Berzerk
Asking price $3.00 ea plus shipping or best offer for the entire lot.
Contact happyman@erols.com
```

1089. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: kmhebert@seas.gwu.edu
Message-ID: <5sn42n$871@felix.seas.gwu.edu>
Source record: 71009
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

In article <33f1c74e.43274144@nntp.ix.netcom.com>,
Michael J. Novak Jr. <vga2000@ix.netcom.com> wrote:
>And you, Kev Hebert, are just one of the pack-mentality jerks on RGVC
>who don't know the proper way to act in public. Attacking people and
>spreading lies about them "ain't" it.

I'm neither attacking you nor spreading lies.

Hell, Mike, I've even ORDERED stuff from you! But I won't do it again,
because I question your credibility!

>You also don't know how to spell. Its incomprehensible. And I agree
>that the behavior of some people on RGVC is incomprehensible. For
>instance, where were you when Greg Chance STOLE my ORIGINAL
>(copyrighted) game screen shots?

Well, for one thing, putting a link to your page DOES let people know
where the stuff is coming from. But, I will say that he should have
explicitly credited you for that. Still, two wrongs don't make a right.

-- KMH
--
Kevin M. Hebert kmhebert@seas.gwu.edu http://www.seas.gwu.edu/student/kmhebert
2126 "R" Street NW #5B Washington, DC 20008

1090. Re: Rescue at fractalus/xl-it probs

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.871311343@math.tu-berlin.de>
Source record: 71010

"Gary Tabar Jr." <nebula@digital.net> writes:

>Hey!!! it looks like my xl-it doesn't recognise the keyboard when fratalus
>is running...I can fly and fire using the joystick, but none of the key
>commands (land boosters ect.) seem to work.. any ideas???

That's a problem of the emulator. The keyboard problem is caused by the rather strange way how keyboard interrupts are handled in this game (the interrupt flag of the CPU is usually set and only very briefly enabled to allow the keyboard IRQ to occure) and the unability of the emulator to check the interrupts properly. Had a similar problem with the emulator by David Firth, but I fixed it now in the sources.

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/
/ / / / / / \ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / /____/ / /
_____

1091. Re: Star Raider questions..

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1108971105110001@199.166.204.230>
Source record: 71011

In article <6bXKLY3pzHB@peter.soemtron.sb.sub.de>,
peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

> sorry, but I have here two version of Star Raider. The first I found in my
> collection is called "Star Raider II" and is probably the one of atari
> corporation. The other one is called "The last starfighter". A hacker
> clone? Where is the difference? And where is "Star Raider I" ?

Star Raider 1 is called Star Raiders.

The Last Starfighter was the name of a game that Atari was going to
release in conjunction with a terrible movie of the same name. The movie
flopped, and the game didn't make it out the door in time (or so the story
goes). Later Atari tried to salvage something from the effort, and
instead released it as Star Raiders II. The games are basically
identical, although with the Star Raiders name on it, it makes no sense as
it takes place in an entirely different "world" than the original Star
Raiders.

Maury

1092. zip files

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: dingdong@dingdong.com
Message-ID: <5sncbh$es5$1@kirin.wwa.com>
Source record: 71012

what program do i use to unzip the files a hackerz.com? where can i get it? how do I use it? thanx

1093. FS: BOXED LODE RUNNER/ARCHON CARTS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5sngge$46j$1@nnrp1.crl.com>
Source record: 71013

FOR SALE:

Mint in box Lode Runner and Archon carthridges for Atari XL/XE computers
(600/800/1200XL and XE systems only). $4 each or $6 a set.

To order, send a check or money order for correct amount plus a note of
what you are buying to:

Sam Ismail
4275-29 Rosewood Drive #161
Pleasanton, California 94588

Please e-mail dastar@crl.com for inquiries.

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

1094. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33ef762e.1476819154@news.aatech.com>
Source record: 71014

On Mon, 11 Aug 1997 12:52:59 GMT, webmaster@cat-inc.com (Steven Posey)
wrote:

>On 09 Aug 1997 15:16:00 +0100, peter@soemtron.sb.sub.de (Thomas
>Havemeister) wrote:

>>> If you don't mind doing some custom mouse-building, the easiest way to
>>> do the programming is to use the PADDLE functions.

Easiest?

>>> You didn't specify
>>> for what language you're going to write in, but it's easy enough to
>>> write a quick BASIC program to work a menu with the paddles. I would
>>> guess most other languages would be just as easy, especially in Pacal
>>> or Action!

>>could you perhaps give some example sources? Probably in assembler?

>>> Still, it sounds like you think the 8-bits have a built-in mouse
>>> system, which they don't. Are you sure you're in the right group?
>>> Maybe you're looking for info on the ST computers?

>>no, I mean my ST-Mouse with my XE. I know, that the 8-bit atari dosn't
>>have any os-mouse routines, so I want to programm it for my self !?

>How does an ST mouse connect with an XE? Without knowing how the
>mouse actually works, I'm afraid I can't say for sure how to write a
>wedge for the OS.

>For the mouse to use the PADDLE function, it would have to have 2
>joystick connectors, one for the horizontal movement and one for the
>vertical.

?? You mean 2 joystick cables? There's 2 pot lines on each joystick
port already.

>A paddle is nothing much more than a linear potentiometer,
>and as such, it can only report one positional movement. That's why
>my first thought was to custom build one, although it would make for
>one cumbersome beast!

I still don't get how a BASIC PADDLE() will return anything meaningful
from any mouse. Every non-serial mouse I've seen uses two digital
lines to encode quadrature(?) for each direction. (4 digital lines
total) The values are sampled very frequently (more than a few times
per video frame) to get accurate results.

>My Assembler days are long past me now, so I wouldn't be very good at
>writing a routine for you. Maybe someone else out there has done it?
>
>Steven

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1095. Re: urgently need help!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: Beatfarm Recordings <Beatfarm@dial.pipex.com>
Message-ID: <01bca637$64d7af00$15f282c1@default>
Source record: 71015

URGENTLY NEED HELP:
I am a musician working at a studio in London with an Atari 1040ste and Cubase. Whilst saving an only copy of the sequence I am working on the computer crashed leaving me with a dilemma. I believe the file is intact on the disk, but the file is reading as 0 bytes long. I have KnifeST running and need some coaching on how to rebuild the file. I have found the Directory sector and have found the date:time:length:start position bytes but am unsure how to proceed.

1096. Re: PC XFORMER Query

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5snsrl$paj@dfw-ixnews9.ix.netcom.com>
Source record: 71016

In article <33EC4BA1.5496@nzo.mts.dec.com>,
Ross Palmer <ross.palmer@nzo.mts.dec.com> wrote:
>Hello,
>
>Could someone please tell me what the "fire" button is when using
>the keyboard emulation of the joystick in PC Emulator 3.6.
>
>Also, is there any PC emulator which will run Spartados?.
>
>Thanks,
>Ross
>

According to the PCXf 3.0 manual it is Numeric Pad zero with numlock off!

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1097. Re: S: ATARI Portfolio Infos

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5snt07$shn@sjx-ixn4.ix.netcom.com>
Source record: 71017

In article <Pine.SOL.3.91.970810111321.11415A-100000@bee.cs.tu-berlin.de>,
Frederik Meysel <astray@cs.tu-berlin.de> wrote:
>
>I want to use a Atari Portfolio with a terminalprogram to read mail.
>Anyone out here who knows a good source of manuals or other information on
>the portfolio?
>Where can I get (self-programmed) software for the portfolio?
>Please email me,
>thanks,
>
>Frederik
>
>email: astray@cs.tu-berlin.de
>
>
>
>

Frederick,
Try http://www.myatari.com B&C Computervisions. The carry a variety of Protfolio stuff.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1098. Re: Pirates Treasure Chest and Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33ef0de8.2125816@news.ioa.com>
Source record: 71018

On Sat, 9 Aug 97 00:52:47 GMT, "The Shadow" <shadow01 @aracnet.com>
wrote:

>Let me try to clear up some mis-understanding on this
>matter...
>
>The programs making up the Pirates Treasure Chest were
>written either by myself, or some of the other programmers
>who worked for Shadow Software at the time. They were never
>released into PD, and if they appeared in any magazines, it
>was not by permission of the copyright owner, me.
>
OK, so you're telling me that Shadow Software is the real author of
the programs that make up the Pirates Treasure Chest. Why was there
no acknowledgement of this fact by Gardner Computing?

>A distribution Copyright has nothing to do with distribution
>rights, as far as the Copyright owner is concerned, only
>that no-one else can sell or distribute it. Sometimes this
>is called a public copyright by distribution, which means
>simply that you are notifying the public of your copyright
>in each copy distributed. This type of copyright is
>completely valid, and enforceable but is not necessarily
>also registered with the library of congress. You have to
>remember that when we started writing this stuff, there were
>no copyrights specific to computer software, so most of us
>used the publishers/distribution copyright. We licensed
>Pirates Treasure Chest to others to sell, and in turn they
>put their copyright notices in it to cover their menu's etc.
>
But now there IS a copyright specific to computer software, and it's
covered under Form TX with the Library of Congress.

>Now that I have hopefully done an adequate job of explaining
>the sticky stuff, lets get on to a better note... I am
>planning in the near future to make the Pirates Treasure
>Chest, as well as all current Shadow Software holdings,
>available on the web as Fair-Ware.. I will try to at least
>get the Pirates Treasure Chest up to everyone fairly
>quickly. Carina BBS should already be available, and as
>time permits, we are working on getting everything available
>once again. As I type this, I have others working on typing
>up the manuals into text files, so that total distribution
>can be acheived on-line, and we will even have a way for you
>to pay on-line as well.

>
The law regarding copyrights has changed since March of 1989. Before you market these products once again, you may wish to read up on the changes.

>For anyone who may not be familiar with Fair-Ware, this is a
>concept which I came up with quite a few years ago, in which
>it is basically Share-Ware, except that it has no set firm
>price. Instead, I believe that the quality of all Shadow
>Software products can speak for itself, and I rely on the
>end user to make a fair donation based on their ability to
>pay, and how much they like the software. All Shadow
>SOftware products are still supported totally by us.
>
>The Shadow

Look, I'm not trying to be a pain here, but I just don't get it. In any other business, anything you write under company time belongs to the company and if it goes out of business, the rights to the materials go with it. So if a piece of software was written that bears the name Gardner Computing, and Gardner Computing is now out of business, the original writer of the software cannot touch it, unless it can be proven that someone outside of the company wrote it, and that proof is in registering it with the Library of Congress, which in this case it has not been.

I've seen enough of this newsgroup to know that piracy of old software is a big issue here, but the real pirates did there damage over 10 years ago. What we're left with is the result of that piracy: official Atari 8-bit support is DEAD, any way you look at it. We now have a group of people who want to keep the unofficial support alive, and if that means free copies of all the possible software you can get your hands on, then so be it. Why are we debating copyright issues, 13 years after the fact, when Gardner Computing is out of business, Shadow Software can't produce a legal copyright letter, and no lawyer in the country would want to handle a case like that?

In case anyone else hasn't been following the other threads, I DO own a personal copy of the PTC, that I bought in 1984. I'm not trying to sell it; I only had a request for a copy of the sector copy program that is on it. This has raised quite a fuss on the NG, most of which has come to me in personal e-mail, and I'd rather not discuss what others have said in private.

How much longer are we going to have to pay for arcane programs? Atarians know that they're not worthless programs, but come on, I could do some of the same tasks 115.61 times better with my Pentium Pro 200 (200MHz/1.73MHz)! If I can buy a new program for $60, then a year later see it for $10, what's the depreciation on 13 years? 4.593936579978e-9, according to MY calculator. Anybody remember E-notation? By that calculation, the $60 program isn't even worth one penny after 5 years. Should the Atari software be any different?

I'm starting to feel like others in this group. I'd rather not even load Free Agent in the mornings, than feel like others still want to make money off of the Atari.

Am I alone here? I don't think so.
Steven

1099. Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: Tony Ramos <tony_ramos@fitch.com>
Message-ID: <33EF79CA.22CB@fitch.com>
Source record: 71019

Hello everyone,

I'm considering registering one of these Atari 8-bit emulators, but I could use a little more information.

I was set on Rainbow until I heard that it can't deal with disk images larger than enhanced density. Is this true?

Next I tried to check out the newest version of XL-It (.20) but the home page doesn't respond. Version .16 seems poor in comparison to Rainbow. Sound in particular is bad, using samples instead of true emulation.

I want to register one of these...if a satisfied customer could answer these questions and/or provide ver. .20 of XL-It I would greatly appreciate it.

Thanks,
Tony R.

1100. New Atari8-bit emulator for Win32 (9X/NT)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: rich@cstone.net
Message-ID: <33ef34dc.228115171@news.cstone.net>
Source record: 71020

I've ported David Firth's Atari800 to Win32 & DirectX. The home page is here:

http://www.cris.com/~Twist/atari800win

(this page will be updated as new versions come out)

This being the first version there are bound to be problems (a few of which I already know about and are listed in the bugs.txt document). However I was able to play plenty of games of MULE and Archon, among lots of other things.

-Rich

1101. Re: Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-11 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <33ef3a5b.993065@news.injersey.com>
Source record: 71021

On 28 Jul 1997 14:34:55 GMT, "Freddie Jorevall" <freddie@jorevall.com>
wrote:

-Hi Yogi,
-
-Do you have a ROM file of the Atari Assembler Editor?
-

Somewhere..... someone was nice enough to send me an actual cart which
has since gone bad (first time I ever saw a ROM go bad) so I'll have
to dig it out.
It's not in the site right now, however.

-I used to have Omnimon in one of my 8Bit computers, do you know if
there is
-still a possibility
-to get a hold of it?
-

People do sell them, contact Steven Tucker, he may be able to burn you
one he sells custom o.s. chips (see ape homepage for his address)

1102. Re: urgently need help!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5soltq$h2n@alexander.INS.CWRU.Edu>
Source record: 70925

Your address bounces, you have no valid e-mail in header or
your message. This is the wrong group, there is/are ST usenet
groups, but they aren't very active. I wanna make a comment.
You're on the right track with 'KnifeST', which I presume is
a ST sector editor/copier/fixer program. One suggestion.
Find a way to make a sector copy of this valuable disk, with
trashed FAT and everything. The edit the copy. Maybe make
two or three sector copy backups and keep the original intact,
intact as in messed up, but recoverable, probably for your
midi file.
If you don't understand the difference between a 'sector'
copied disk and a copy of a disk where you copy all the
files, uhm... figure it out, it is probably (sector copying)
a function available on the 'KnifeST' you have there.
Verify the sector copies if you can by setting the verify
on in the sector editor/floppy disk utility you are using.

1103. Re: Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5sommt$qhh@freenet-news.carleton.ca>
Source record: 70926

Yogi (noone@nowhere.com) writes:
> On 28 Jul 1997 14:34:55 GMT, "Freddie Jorevall" <freddie@jorevall.com>
> wrote:
>
> -still a possibility
> -to get a hold of it?
> -
>
> People do sell them, contact Steven Tucker, he may be able to burn you
> one he sells custom o.s. chips (see ape homepage for his address)

I don't sell the Omnimon, but last I heard it was owned by Newell Industries. I
got 3 of them from them 3-4 years ago, but i've since heard they
went out of business? Anyone know who is selling it now? CSS? FTE?

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1104. Urgently need broken Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: Frederik Meysel <astray@cs.tu-berlin.de>
Message-ID: <Pine.SOL.3.91.970812094231.19318B-100000@bee.cs.tu-berlin.de>
Source record: 70927

Hi all!

I need a broken Portfolio, but the Display has to be ok. I want to repair mine. Please make any offer. The only thing I need is the plastic connection between main-unit and display which is totally broken in my Portfolio. Tried to replace it, but the soldering-job was slightly too hard. Please help.

Frederik

1105. Re: Textprocessors and XEP80

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5sq4q2$h6r$1@zwieracz.psych.uw.edu.pl>
Source record: 70928

30 Jul 1997 13:29:26 GMT Mike Jewison napisal byl w comp.sys.atari.8bit:
> I, too, would like to see your emacs editor. Emacs is my editor of choice
> on the unix systems at work, and it's be kinda cool to have the same
> editor on the Atari. Besides, not much can beat emacs in terms of
> flexibility, even if yours is only a subset....

i'd like to see vi clone for atari some time... and when the ANIX (unix for
atari8 - for details subscribe to atari8-l mailing list) project will succede
i'd probably write one for this operating system. vi is a must - it's high
capability editor avaiable on all unices, so ANIX must have a clone of it too.

945
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

1106. Re: zip files

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: ounseng <ounseng@freenet.calgary.ab.ca>
Message-ID: <5sqds0$s7i@ds2.acs.ucalgary.ca>
Source record: 70929

You can use program called WINZIP or PKZIP to unzip the files, if you still
cannnot or don't know where to get, Email me, I will email you a copy.

Ireallydontknow <dingdong@dingdong.com> wrote in article
<5sncbh$es5$1@kirin.wwa.com>...
> what program do i use to unzip the files a hackerz.com? where can i get
> it? how do I use it? thanx
>
>

1107. Re: Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5sqmcs$746@alexander.INS.CWRU.Edu>
Source record: 70930

(S. Tucker asks who owns Newell stuff.)
FTE bought all that I believe.
(After months of not posting here in csa8, I posted something
and MAN, the SPAM is pouring in.) Pain in butt. (the spam).
Right, FTE bought Newell out, I believe. And nobody, AFAIK,
can find FTE.
Russ

1108. Re: Star Raider questions..

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6biMu7lKzHB@peter.soemtron.sb.sub.de>
Source record: 70931

In article <Re: Star Raider questions..>, kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:

Howdy Kenneth,

> >sorry, but I have here two version of Star Raider. The first I found in my
> >collection is called "Star Raider II" and is probably the one of atari
> >corporation. The other one is called "The last starfighter". A hacker
> >clone? Where is the difference? And where is "Star Raider I" ?
> Star Raider "I" is simply called Star Raiders. It came on a ROM
> cartridge. I think it was one of the first games done (copyright
> 1979) for the Atari 8-bits.

and where is the difference? Could some one send me a screenshot?
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

1109. Re: What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1208972010140001@nntp.netgate.net>
Source record: 70932

In article <5scmbq$8hq$1@star.cs.vu.nl>, ipoorten@cs.vu.nl (Ivo van Poorten) wrote:

> $17 is way too much, even for one in a mint condition. The last three I bought
> all costed me less then $10 (I even paid slightly over $1 once :)). And
> that's all with PS and a tape recorder.

That all depends on how long you want to look. If you have the patience to wait it out for months, looking all over the place, sure, maybe you can find one for $5-10. (I found a perfectly good one at a Goodwill store for $6.99 a couple of years ago.)

Unless we view going all over the place and looking for the best buy as an enjoyable hobby, I'd imagine most of us would just prefer to pay the $15-30 I usually see requested and not waste so much time trying to find the very best price.

It's not like we're talking about hundreds or thousands of dollars here.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

1110. Re: What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1208972007350001@nntp.netgate.net>
Source record: 70933

In article <Pine.UW2.3.95.970807180731.26819A-100000@reality>, Mr Maddog
<mrmaddog@microserve.*NOSPAM*.org> wrote:

> On 7 Aug 1997, Daniel Woodard wrote:
>
> > I just saw an Atari 800 XL at a thrift store for $17. It looked
> > like no one ever even used it. It is in the original box, has manuals,
> > but is missing the power supply.
>
> I just got one for only $3 and it came w/ power supply, 1050
> transformer(no drive though) and five carts, some of which I'm going to
> trade of. So I would have to say that no $17 is not a good price to pay
> if they don't even include a PS.

Well, congrats to you, but just because you got one for $3 doesn't mean
that's the going rate. Like a lot of things of this nature, there is no
"price guide" and you can only look at the range of transactions.

Usually, for an 800 XL the average seems to be around $15-25, plus another
$10 or so for a power supply, which are getting harder to find.

I've seen 'em as cheap as $5 and as expensive as $40-50, with occasional
dreamers wanting $100 or so. Maybe a complete system with 2 disk drives,
all power supplies and software might be worth $100, but a plain 800XL
isn't even close.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

1111. Important update from DGS

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: DGS <dgs@clara.net>
Message-ID: <5sqduqkbq1@eros.clara.net>
Source record: 70934

In our PD/Commercial catalogue on our web site, we say that we can accept International Money Orders made out in UK Pounds Sterling. While this is still the case, it has not been mentioned that this payment method is subject to a substantial bank handling fee (about 10 pounds minimum) which has to be passed on to the customer (we don't make enough to cover it!!). If you have ordered by IMO you will be advised on arrival of your order. Either the IMO will be returned for replacement or the balance can be sent to us in cash. It is still the prefered method to pay in CASH in US$ for US customers, and CASH in UK pounds for elsewhere. European customers may also pay by Eurocheque made out in UK pounds. Our catalogues have been updated with this new information.

Sorry for this oversight.

Dean Garraghty.

1112. Re: Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: I@am.not.here
Message-ID: <871418027.11333.0.nnrp-2.9e987e17@news.demon.co.uk>
Source record: 70935

In article <33EF79CA.22CB@fitch.com>, tony_ramos@fitch.com wrote:
>Hello everyone,
>
>I'm considering registering one of these Atari 8-bit emulators, but I
>could use a little more information.
>
>I was set on Rainbow until I heard that it can't deal with disk images
>larger than enhanced density. Is this true?

Yes, at the moment it is.

>Next I tried to check out the newest version of XL-It (.20) but the home
>page doesn't respond. Version .16 seems poor in comparison to Rainbow.
>Sound in particular is bad, using samples instead of true emulation.

It now uses Ron Fries Pokey emulation for true sound reconstruction.

>I want to register one of these...if a satisfied customer could answer
>these questions and/or provide ver. .20 of XL-It I would greatly
>appreciate it.

XL-it! is free, so no problem there, and Rainbow, being £15 is well worth it.
If you were only going to get one anyway, may as well make it Rainbow and get
the other for free!

1113. Atari 2600/ST/8-bit items/Double-Ender/CD-I/Toys[UPDATE 14]

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: ad300@sfn.saskatoon.sk.ca
Message-ID: <5sqg6e$d7p$1@missing.its.to>
Source record: 70936
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit,alt.forsale

```
---------------------------------------------------------------
Atari 2600 items/8-bit Auction #4B
---------------------------------------------------------------
Hi Everyone. Here is my listing and a few simple rules:
Bidders must supply full name, address, and phone number.
Otherwise, bids will not be accepted. I've had to many
people agree to buy an item and then pull-out.
Buyer pays post office shipping from Canada.
All prices in USD. Canadians can pay in equivalent $CDN.
I will keep you posted on the current high bid(s).
All items are in good working condition(unless noted)
but sold AS IS.

Auction ends 11:59 PM CST August 16th, 1997(Or sooner)

NOTE: Please bid on individual items, no bulk bids.

Thanks.
David
-------------------------------------------------------------------------
-------------------------------------------------------------------------
Cartridges(Atari 2600)
-------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min> $2 cbel
Pitfall! $2 <min> $2 cbel

Atari
-----
Asteroids $1 <min> $1 cbel
Centipede $1 <min> -----------
Defender $1 <min> -----------
Maze Craze $1 <min> $1 mrupp

Coleco
------
Donkey Kong $2 <min> -----------

Epyx
----
California Games $4 <min> $4 cbel

M-Network
---------
```

Football $1 <min> -----------
Tron Deadly Discs $1 <min> $1 cbel

XONOX

Robin Hood/Sir Lancelot DOUBLE ENDER $10 <min> $20 Yendor_20

Atari 8-bit Cartridge(metal/plastic casing)

Asteroids $3 <min> --------
Basic $3 <min> --------
PAC-MAN $3 <min> --------

Misc.

Bentley COMPU-VISION Deluxe Home-TV Video Game System
(black with simulated wood trim, 2 controllers, attached RF cable)
Features:
TENNIS $15 <min> --------
SOCCER
SQUASH
SOLO HANDBALL
i.e. This is an enhanced PONG! system!. Self contained.
Eight combinations of player controlled skill settings.
Complete with manual and box(fair condition).
Operates on 4-AA batteries or AC/DC adapter(not included).

I also have for sale:
Atari ST 16/32 bit MIDI Computer hardware/software
Atari 8-bit carts
IBM hardware/software
GI JOE/TRANSFORMERS/GOBOTS(NEW in packaging)
Philips/Magnavox CD-I unit/DVC/games(NEW).
Please email for a listing.
I'm also looking for Atari 8-bit, Lynx and Jaguar games.
Thanks.
Updated 08/12/97

--End--

1114. Only 11 questions, please help :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: AsciiRider <andreadd@concentric.net>
Message-ID: <33F147D1.1CB8@concentric.net>
Source record: 70937

I have a number of questions:

I am pretty well versed in Atarispeak. I have an 800xl,
2 1050's, APE, and an indus that just died yesterday, Tons of manuals,
and I am
excited about the 75 or so Antic magz I just purchased.

Anyway!

Most of my questions relate to SIO2PC/APE. I am trying to make the most
of the 16 megabyte drives.

Are there any SpartaDos 3.2g friendly text editors (single executable)
out there with
subdirectory support? (80 columns wouldn't hurt) I would like to be
able to run it from
my "hard drive" and exit out to Sparta easily. I just can't do it with
AtariWriter.

How do I exit to BASIC from Sparta? I believe BASIC ON just turns it on
internally.

How about a SpartaDos friendly "TRANSLATOR"?

Anything that I could run that would give control to Sparta whenever I
press reset instead
of handing control back to the same program or coldstarting?

Is there a super copy program out there to run on the Atari that will
copy any of the
protected software images down to a floppy? And if there isn't, how the
heck did someone
create the image in the first place?

As mentioned earlier, my Indus GT just pooped out on me yesterday. Any
suggestions? Something
common that maybe could help? It happended during a format. No problems
before that.

How the heck do you load a Zork saved gamed? LOAD doesn't seem to
work. I can't remember
what I did in 1988.

How do you move files in Sparta?

I have noticed that when I copy Atari Dos 2.0/5/s binaries to Sparta, I
normally have to rename
the file with an .exe or some other extension before Sparta will even

find it. Anyway around
this? Am I doing something wrong?

I have also noticed that when using SIO2PC to play Alternate Reality, I
see a "cracked/hacked by
screen thingie. I don't see this in the Shareware APE distribution.
Anybody know why? Just
curious.

I picked up a 1mb 520st, mono monitor for $9 at a thrift store this
week. Does anybody know
a cheap source for power supplies and/or mouse? (I know it is 16bit,
but I really couldn't pass
it up being so stinking cheap.)

I hope that nobobdy thinks I'm a complainer or that I expect to much
from my 8bit,
I guess I really want to start programming this thing finally and I
don't want to
spend to much time working around these little inconvieniences.
<----probably spelled
that one wrong.

Does anybody have the telephone/bbs/homepage/email etc....for S.C.A.T.
Suburban Chicago Atarians?

Any help would be greatly appreciated.

Thanks
_AscIiRideR

1115. Re: FS: BOXED LODE RUNNER/ARCHON CARTS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5sobpp$8tb$1@nnrp1.crl.com>
Source record: 71022

Sam Ismail (dastar@crl.com) wrote:

: FOR SALE:

: Mint in box Lode Runner and Archon carthridges for Atari XL/XE computers
: (600/800/1200XL and XE systems only). $4 each or $6 a set.

: To order, send a check or money order for correct amount plus a note of
: what you are buying to:

: Sam Ismail
: 4275-29 Rosewood Drive #161
: Pleasanton, California 94588

: Please e-mail dastar@crl.com for inquiries.

UGH! Forgot to mention please include $3 for priority shipping for one
cart or $4 for two!!!

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

1116. Re: Xformer cable... can anyone get it working?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: erich.josef@hmv.ccc.or.at
Message-ID: <5soaai$14o$1@news.atnet.at>
Source record: 71023

morbid@antispam.best.com (The Morbid Guy) wrote:

>(not to be confused w' SIO2PC or APE)

>Some time ago I bought an Xformer cable which was manufactured by
>Darek himself. I've never gotten it to work wtih my P90 and atari
>810... whenever it tries to calibrate it on startup, it fails.

>Has anyone gotten one of these things to work? If so, tell me how...

>(remove antispam from email to reply)

Are your shure you plug in that cable on the parallel Connector? The
2nd Thing is: you don't need all cabels by the original SIO-Cable :
Are your sure, that the not usally strips are all isolated and make
not a bridge? This problem was my problem :-)

By

Dieter

1117. FS: Atari 800 & Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-12 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <EEryo5.DyF.0.bloor@torfree.net>
Source record: 71024

I have the following items for sale:

Atari 800 computer, 48K RAM, Fast Chip upgrade installed. Some of the keys work perfectly, others you have to hit a little bit harder. I suspect this could be fixed by cleaning the keyboard. Atari BASIC cart included. I don't have the power supply. $15

Indus GT disk drive, with power supply, DOS-XL 2.20, word processor, database, and spreadsheet software. All original manuals for the drive and software are included. $30

Prices do not include shipping. I am in Dayton, Ohio.
--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

1118. Re: Only 11 questions, please help :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: AsciiRider <andreadd@concentric.net>
Message-ID: <33F272B1.5449@concentric.net>
Source record: 70875

>
> If you read the manual for the program your using you will find out ;)

I have read it, just wondering if there was a software solution. Doesn't
Ape require a special PRO cable?

> > As mentioned earlier, my Indus GT just pooped out on me yesterday. Any
> > suggestions? Something
> > common that maybe could help? It happended during a format. No problems
> > before that.
>
> What's wrong with it?
>
It acknowledges requests, but it just spins, ocassionally beeps.
>
> I have also noticed that when using SIO2PC to play Alternate Reality, I
> > see a "cracked/hacked by
> > screen thingie. I don't see this in the Shareware APE distribution.
> > Anybody know why? Just
> > curious.
>
> Are you using a .PRO image w/ APE? If so your running the real copy protected
> version. If your using the same ATR images and getting different results
> then thats unusual.
>
> I am using the same images with both programs (Dungeon), from ftp.hackerz.com. I don't see the opening screen in APE. It goes straight to the load game, new game screen. Don't get me wrong, I am NOT complaining about APE, it is great and I really do need to register it.

1119. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6bmOWrOpzHB@peter.soemtron.sb.sub.de>
Source record: 70876

In article <Re: How to pogramm a mouse driver?>, webmaster@cat-inc.com (Steven Posey) wrote:

Howdy Steven,

> >no, I mean my ST-Mouse with my XE. I know, that the 8-bit atari dosn't
> >have any os-mouse routines, so I want to programm it for my self !?
> How does an ST mouse connect with an XE? Without knowing how the
> mouse actually works, I'm afraid I can't say for sure how to write a
> wedge for the OS.

you plug the st-mouse connector just into the joystick port, preferably in Port 2, so it won't get in trouble with standard joystick applications (i.e. games)..

> For the mouse to use the PADDLE function, it would have to have 2
> joystick connectors, one for the horizontal movement and one for the
> vertical. A paddle is nothing much more than a linear potentiometer,
> and as such, it can only report one positional movement. That's why
> my first thought was to custom build one, although it would make for
> one cumbersome beast!

no. That's the wrong way. I know that it must work with a single joy - port. The S.A.M. package or quick language has already fast mouse routines, and are really usefull!

> My Assembler days are long past me now, so I wouldn't be very good at
> writing a routine for you. Maybe someone else out there has done it?

my problem isn't the program source, I need some instruction how I could read out a relative x and y pos.

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

1120. Re: What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1308972206280001@nntp.netgate.net>
Source record: 70877

In article <33f1c296.0@news.comet.net>, georgeh@comet.net (George F. Hardy) wrote:

> I suggest that you look at the B & C web site (myatari). They
> have a long list of hardware and prices.

You have to remember something about B&C. They have their place for someone looking for a comprehensive selection in stock, but the prices are probably twice that of what you could find if you tried hard enough and looked long enough.

I've bought a lot from B&C and would continue to do so, but for a savy person they probably aren't the first place you'd look to get something, aas they'd likely charge you $20 for something you could find for $10.

I'm grateful they're around, but they're not the first place I look for things I want.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

1121. Re: Get ProTracker 1.5!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6bmQUnZpzHB@peter.soemtron.sb.sub.de>
Source record: 70878

In article <Re: Get ProTracker 1.5!!!>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

Howdy William,

> GUY1015 (guy1015@aol.com) wrote:
>
> : Im having problem editing MOD files with PT15, after switching the
> : insturments
> : and press the keys , makes weird sounds. This problem dosnt happen with
> : V1.0 of the protracker.. I agree the Protracker is awesome!! and the
> : only editor
> : we have for the 8bit.. Have you tried to loaded samples in yet? :)

how can I load MODules? After pressing ctrl-TAB and pressing enter over
"LOAD MODULE" it won't do it...well it isn't asking for a file to load.
What should I do?

(I tried it only with XL-it, an emulator problem?)

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

1122. Jumpman for atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Tor Stokka <vnstokka@online.no>
Message-ID: <33F0F1B3.621C@online.no>
Source record: 70938

Hey i HAD an old Atari 800 XL once...
All i have now is a emulator.
Well the question was: Does anybody have Jumpman some were so i kan run
on a emulator?

1123. Atari FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: legaleze@pottsville.infi.net
Message-ID: <legaleze-1208972200140001@pa1dsp4.pot.infi.net>
Source record: 70939

I want to clear out all my old Atari stuff. Make an offer on any item,
add shipping.

One 800XL computer, #6 and "P" key require hard stroke, 1 joystick port
out of order
Two (2) 1050 disk drives with power supplys
One 850 interface with centronics printer cable, power supply
XM301 modem
I/O cables
CX85 numeric keypad for Atari Bookkeeper program, handler software and
orig. docs
CX75 Atari Touch Tablet and stylus
Mindscape "Power Player" joystick
Three (3) Atari joysticks
Game Cartridges
Microsoft Basic II
Basic
Donkey Kong
Robotron 2084
Star Raiders (orig. docs)
Jungle Hunt
Pac Man
Centipede
Software (all with orig. docs, binders, etc.)
SynFile
VisiCalc
Atari Bookkeeper
Atari Home Filing Manager
Atari Family Finances
Typesetter by Xlent Software
Video Title Shop
Home Pak (word proc., data base & communications) by Batteries Included
Cut & Paste, Broderbund
Stock Charting, Atari
Terminal Programs
XE Term
Tscope
Amodem
Disklink
Public Domain
Pixel Artist Deluxe V1.3
MicroPainter Plus
Programming, Parts I & II
Utilities

Cad XE
General Ledger (bookkeeping)
Calorie & Nutrition
Pace Disk Labeler
Typo II (for keying in code from Antic magazine; automatic error checking)
Games
Flight Simulator II (with orig. docs)
Caverns Of Mars (with orig. docs)
Hacker
Mickey (Mouse) In The Great Outdoors (educational) with orig. docs
Trivia Quiz (great public domain game that lets you play it as written or
write your own questions and answers)
Wizard's Cottage (public domain text adventure)
Dune (public domain text adventure)
Antic Vol. 9 #2, Miniature Golf (play their course or design your own)
Antic Vol. 8 #8, Antic Sampling Processor (plays audio clips)
Antic Vol. 8 #9, Tournament Checkers
Books
Syncalc documentation
Atari DOS 2 Operating Guide
Atari DOS 3 Operating Guide

To make an offer on any or all of these, e-mail me at
legaleze@pottsville.infi.net.
Kelly Boyd

1124. Atari FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: legaleze@pottsville.infi.net
Message-ID: <legaleze-1208972212160001@pa1dsp4.pot.infi.net>
Source record: 70940

I want to clear out all my old Atari stuff. Make an offer on any item,
add shipping.

One 800XL computer, #6 and "P" key require hard stroke, 1 joystick port
out of order
Two (2) 1050 disk drives with power supplys
One 850 interface with centronics printer cable, power supply
XM301 modem
I/O cables
CX85 numeric keypad for Atari Bookkeeper program, handler software and
orig. docs
CX75 Atari Touch Tablet and stylus
Mindscape "Power Player" joystick
Three (3) Atari joysticks
Game Cartridges
Microsoft Basic II
Basic
Donkey Kong
Robotron 2084
Star Raiders (orig. docs)
Jungle Hunt
Pac Man
Centipede
Software (all with orig. docs, binders, etc.)
SynFile
VisiCalc
Atari Bookkeeper
Atari Home Filing Manager
Atari Family Finances
Typesetter by Xlent Software
Video Title Shop
Home Pak (word proc., data base & communications) by Batteries Included
Cut & Paste, Broderbund
Stock Charting, Atari
Terminal Programs
XE Term
Tscope
Amodem
Disklink
Public Domain
Pixel Artist Deluxe V1.3
MicroPainter Plus
Programming, Parts I & II
Utilities

Cad XE
General Ledger (bookkeeping)
Calorie & Nutrition
Pace Disk Labeler
Typo II (for keying in code from Antic magazine; automatic error checking)
Games
Flight Simulator II (with orig. docs)
Caverns Of Mars (with orig. docs)
Hacker
Mickey (Mouse) In The Great Outdoors (educational) with orig. docs
Trivia Quiz (great public domain game that lets you play it as written or
write your own questions and answers)
Wizard's Cottage (public domain text adventure)
Dune (public domain text adventure)
Antic Vol. 9 #2, Miniature Golf (play their course or design your own)
Antic Vol. 8 #8, Antic Sampling Processor (plays audio clips)
Antic Vol. 8 #9, Tournament Checkers
Books
Syncalc documentation
Atari DOS 2 Operating Guide
Atari DOS 3 Operating Guide

To make an offer on any or all of these, e-mail me at
legaleze@pottsville.infi.net.
Kelly Boyd

1125. BOXED LODE RUNNER/ARCHON CARTS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: dastar@crl.com
Message-ID: <5sr9bf$q5m$1@nnrp1.crl.com>
Source record: 70941

FOR SALE:

Mint in box Lode Runner and Archon carthridges for Atari XL/XE computers
(600/800/1200XL and XE systems only). $4 each (plus $3 priority shipping)
or $6 a set (plus $4 priority shipping).

To order, send a check or money order for the correct amount to:

Sam Ismail
4275-29 Rosewood Drive #161
Pleasanton, California 94588

Include a note indicating what you are buying.

Please e-mail dastar@crl.com for inquiries.

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

--

Sam

Computer Historian, Programmer, Musician, Philosopher, Athlete, Writer, Jackass

1126. Re: Help with Win64/Xl-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: no@junk.mail
Message-ID: <5ssei5$mqh@sf18.dseg.ti.com>
Source record: 70942
Cross-posted to: comp.emulators.misc,comp.sys.cbm,comp.sys.atari.8bit

Why not try opening the drive door, taking the disk out and putting the next
one in when the program asks? (hint: comp.sys.cbm is for real computers.
Try comp.emulators.cbm in the future).

In article <33EE8B07.7953@ibm.net>, sixosix@ibm.net says...
>
>Could someone please help me with either Wib64 or Xl-It! ?
>
>I want to be able to play Ultima II one either one!
>I cannot get it to work because I don't know how to change the disks
>without crashing it!
>
>Anyone know how?
>Thanx,
>"sixosix"

--
Because the junk mailers of the world think my address is their play thing,
my e-mail address will not be revealed. Please respond publicly.
**********Thank you junk mailers for ruining the internet**********

1127. Re: What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33f1c296.0@news.comet.net>
Source record: 70943

I suggest that you look at the B & C web site (myatari). They have a long list of hardware and prices.

GFH

1128. Re: Only 11 questions, please help :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5ss7lh$gvm@sjx-ixn3.ix.netcom.com>
Source record: 70944

In article <33F147D1.1CB8@concentric.net>,
AsciiRider <andreadd@concentric.net> wrote:
>I have a number of questions:
>
>I am pretty well versed in Atarispeak. I have an 800xl,
>2 1050's, APE, and an indus that just died yesterday, Tons of manuals,
>and I am
>excited about the 75 or so Antic magz I just purchased.
>
>Anyway!
>
>Most of my questions relate to SIO2PC/APE. I am trying to make the most
>of the 16 megabyte drives.
>
>Are there any SpartaDos 3.2g friendly text editors (single executable)
>out there with
>subdirectory support? (80 columns wouldn't hurt) I would like to be
>able to run it from
>my "hard drive" and exit out to Sparta easily. I just can't do it with
>AtariWriter.

Do you hace the LVAUG patch to Atariwriter? It makes AW+ Sparta compatible and usable from HD. I'm sure someone has a copy they could forward to you. I might even still have it. It is shareware so it should be registered.

>
>How do I exit to BASIC from Sparta? I believe BASIC ON just turns it on
>internally.
>

At the DOS prompt type CAR and hit enter. This will execute the cartridge (whatever cart is plugged in). If you are using BASIC XE and have the extensions file and a 130XE or upgraded XL, be sure the extensions file is on D1: and you execute CAR at D1: so it loads properly.

>How about a SpartaDos friendly "TRANSLATOR"?

SD (except for SDX cart) is not compatible with the 800 since you need the RAM under the cart (at least 64KB of total RAM).

>
>Anything that I could run that would give control to Sparta whenever I
>press reset instead
>of handing control back to the same program or coldstarting?
>
>Is there a super copy program out there to run on the Atari that will
>copy any of the

>protected software images down to a floppy? And if there isn't, how the
>heck did someone
>create the image in the first place?

There have been many, but they usually require extra hardware. One is the BlackBox with the Super Archiver, another was the Happy Drive. There were others, but I don't remember at the moment.
Commercial copying of protected disks use special equipment that are analog in nature as oppose to the digital nature of a floppy drive. They copy the magnetic pulses not the binary data.
>
>As mentioned earlier, my Indus GT just pooped out on me yesterday. Any
>suggestions? Something
>common that maybe could help? It happended during a format. No problems
>before that.
>
Nothing at this time that I can think of...

>How the heck do you load a Zork saved gamed? LOAD doesn't seem to
>work. I can't remember
>what I did in 1988.
>

Most likely you have to boot the system from the Zork disk. I don't know, since I never owned this game.

>How do you move files in Sparta?
>

There are two ways. 1) a seperate program called MOVE.COM which, unlike the MS-DOS version, simply moves the directory info from one directory to another ON THE SAME DISK ONLY!!! 2) copy the files to the new location then delete the original (this is what the MS-DOS version of move does (all in one command). As far as I know there isn't a version that works across disks for the 8-bit. I may be wrong on this one.

>I have noticed that when I copy Atari Dos 2.0/5/s binaries to Sparta, I
>normally have to rename
>the file with an .exe or some other extension before Sparta will even
>find it. Anyway around
>this? Am I doing something wrong?
>
No. Sparta will only execute binary load programs if they have a .COM extension. You have to enter the entire filename.ext the execute anything else. BATch files are something else. SD won't execute a file like BDASH2.EXE if to enter D1:BDASH2 [enter]. You have to have D1:BDASH2.EXE [enter] to execute this program. Just the nature of the beast. You see .COM is a COMmand program for SpartaDOS. EXEcutable programs are usually much more advanced than .COM programs. They weren't normally directly executed from the command line until Sparta became popular. AtariDOS made you do L then the drive and filename. MS-DOS had just started converting to .EXE programs too (remember this was very early in the PC age). SD never really got updated to do this.

>I have also noticed that when using SIO2PC to play Alternate Reality, I
>see a "cracked/hacked by
>screen thingie. I don't see this in the Shareware APE distribution.
>Anybody know why? Just
>curious.
>
>I picked up a 1mb 520st, mono monitor for $9 at a thrift store this
>week. Does anybody know
>a cheap source for power supplies and/or mouse? (I know it is 16bit,
>but I really couldn't pass
>it up being so stinking cheap.)
>
>I hope that nobobdy thinks I'm a complainer or that I expect to much
>from my 8bit,
>I guess I really want to start programming this thing finally and I
>don't want to
>spend to much time working around these little inconvieniences.
><----probably spelled
>that one wrong.
>
>Does anybody have the telephone/bbs/homepage/email etc....for S.C.A.T.
>Suburban Chicago Atarians?
>
>
>Any help would be greatly appreciated.
>
>Thanks
>_AscIiRideR
>

Hope some of this helps.

Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1129. Re: Atari 8bit Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: mouth@vent.com
Message-ID: <mouth-1308971405490001@cs2-01.spa.ptd.net>
Source record: 70945

In article <5smdou$5972@tcenter.erlm.siemens.de>, bor@bwgc679 (Andree Borrmann Werkstudent) wrote:

> : BOUNTY.COM Bounty Bob strikes back! - Big Five Software / Rackosoft
> : --
>
> : a game like Miner'2049er..
>
> ;-) I think the Miner was called Bob, Bounty Bob...
>
> Bye,
> Andree

That's it. I think it's a sequal. There is also Scraper Caper on cartridge. I want the BIN cartridge file to run on Rainbow. I have the bin.cartridge file of Miner2049er which runs on the Rainbow emulator for PC and Mac.
I also have the bountybobstrikesback.exe for Rainbow but don't know how to run it.

Jeff

1130. Re: Atari 8bit Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: mouth@vent.com
Message-ID: <mouth-1308971406110001@cs2-01.spa.ptd.net>
Source record: 70946

In article <5smdou$5972@tcenter.erlm.siemens.de>, bor@bwgc679 (Andree Borrmann Werkstudent) wrote:

> : BOUNTY.COM Bounty Bob strikes back! - Big Five Software / Rackosoft
> : --
>
> : a game like Miner'2049er..
>
> ;-) I think the Miner was called Bob, Bounty Bob...
>
> Bye,
> Andree

That's it. I think it's a sequal. There is also Scraper Caper on cartridge. I want the BIN cartridge file to run on Rainbow. I have the bin.cartridge file of Miner2049er which runs on the Rainbow emulator for PC and Mac.
I also have the bountybobstrikesback.exe for Rainbow but don't know how to run it.

Jeff

1131. Emacs subset for Atari - RAM-under-ROM version - Executable

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: slackey@slackey-sun.cisco.com
Message-ID: <SLACKEY.97Aug13134935@slackey-sun.cisco.com>
Source record: 70947
Body handling: Inline uuencoded payload not displayed: emaxr.obj

```
[Inline uuencoded payload not displayed: emaxr.obj]
```

1132. Emacs subset for Arati/XEP80 - SD version - Executable

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: slackey@slackey-sun.cisco.com
Message-ID: <SLACKEY.97Aug13135045@slackey-sun.cisco.com>
Source record: 70948
Body handling: Inline uuencoded payload not displayed: emaxs.obj

```
[Inline uuencoded payload not displayed: emaxs.obj]
```

1133. Emacs for Atari/XEP80 - Sources

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: slackey@slackey-sun.cisco.com
Message-ID: <SLACKEY.97Aug13135614@slackey-sun.cisco.com>
Source record: 70949
Body handling: Inline uuencoded payload not displayed: emax.zip

```
UUdecode and unzip. Includes a readme.

[Inline uuencoded payload not displayed: emax.zip]
```

1134. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <871495648@stackbbs.xs4all.nl>
Source record: 70950

-=> Quoting Georgeh@comet.net to All <=-

>> Using your technique one can move the attack date up to March.
>
> Well, March of the next year anyway.
>

Ge> What does the year have to do with it? The question is whethr the
Ge> USSR or the Germans win.

True, but it matters, because as soon as winter sets in,
your army moves around slower because of the snow :)
This is as in real life, when the Germans were slowed down
because of frozen equipment, snow, etc.
The Russians had time to mobilize some troops again,
had supply lines (which the Germans lacked), etc.

Speed and time is of the essence here.
Bo.

___ Blue Wave/386 v2.30

1135. AtariWriter Plus Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <871495647@stackbbs.xs4all.nl>
Source record: 70951

-=> Quoting Dafeldman@worldnet.att.ne to All <=-

Da> I have the original disk for AW+ XL/XE. I also have a version that
Da> was modified for use with SpartaDOS (AP.OBJ for XE). BUT, I cannot
Da> seem to get any of these versions to work while my APE is connected. I
Da> even tried using the original disk in "real" drive #1 and just having
Da> APE connected by daisy chain. The program boots but will not recognize
Da> my real disk or any of the APE drives.

Da> I also tried to get my Atari (130XE) to boot from my ATR image of my
Da> AtariWriterPlus disk (using DISKWIZ II) via APE set as d1:. That did
Da> not work either.

Maybe off topic, but have you tried SIO2PC as well?
Bo.

___ Blue Wave/386 v2.30

1136. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33f207ed.1645227158@news.aatech.com>
Source record: 70952

On Wed, 13 Aug 1997 05:12:00 GMT, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) wrote:

> -=> Quoting Georgeh@comet.net to All <=-

> >> Using your technique one can move the attack date up to March.

> > Well, March of the next year anyway.

> Ge> What does the year have to do with it? The question is whethr the
> Ge> USSR or the Germans win.

>True, but it matters, because as soon as winter sets in,
>your army moves around slower because of the snow :)
>This is as in real life, when the Germans were slowed down
>because of frozen equipment, snow, etc.
>The Russians had time to mobilize some troops again,
>had supply lines (which the Germans lacked), etc.
>
>Speed and time is of the essence here.
>Bo.

As in Real life? Erp. Would the Soviets have simply sat twiddling their thumbs and let the Germans mill about aimlessly in the eastern front for months on end until weather conditions favored a German assault? Ok, maybe :-)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1137. Re: Classic Atari OnLine 0797

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33f21a17.0@news.carleton.edu>
Source record: 70953

In article <5s4gh0$sah@dfw-ixnews6.ix.netcom.com>, Robert Smith Ely
<rely@ix.netcom.com> wrote:

>In article <5s2sue$nm8$2@mhafc.production.compuserve.com>,
> David @ Classic Atari OnLine <103625.1027@CompuServe.COM> wrote:

>>http://ourworld.compuserve.com/homepages/dshome/fujihome.htm
>> The Fuji Federation
> I tried your address above and it returns "Page Not Found"!

Try:

http://ourworld.compuserve.com/homepages/dschmud/fujihome.htm

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1138. Re: Pirates Treasure Chest and other classic items

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33f21fa2.0@news.carleton.edu>
Source record: 70954

In article <33eb7504.1184166@news.ioa.com>, webmaster@cat-inc.com (Steven Posey) wrote:

>I posted this elsewhere, but I think it's relevant here also:
>
>This is the URL for the Library of Congress' definition of copyrighted
>material.
>http://lcweb.loc.gov/copyright/circs/circ01.html#hsc

The law itself is at (among other places)

http://www.law.cornell.edu/uscode/17/

There's also this thing I wrote a few years ago, BTW:

http://www.library.carleton.edu/staff/michael/acarticle.html

1139. Re: Atari 8bit Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33f220a4.0@news.carleton.edu>
Source record: 70955

In article <33e7cd4b.5093958@nntp.best.com>, morbid@antispam.best.com (The Morbid Guy) wrote:

>Does anyone know if BBSB for the atari 8bit officially exists? And if
>it does, anyone either own it in disk/cart or have a working .atr file
>of it?

I own it on cart, not selling, sorry. :)

-Michael

1140. Re: Eastern Front

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1308971730090001@199.166.204.230>
Source record: 70956

In article <33f207ed.1645227158@news.aatech.com>,
kenneth@spam.not.sayeth.i wrote:

> As in Real life? Erp. Would the Soviets have simply sat twiddling
> their thumbs and let the Germans mill about aimlessly in the eastern
> front for months on end until weather conditions favored a German
> assault? Ok, maybe :-)

Pretty much yeah, they sat there all through '39 and '40, and fully
expected to continue that way for some indefinite time into the future.

The real reason this "trick" works though is that the games ends very
quickly thereafter, and it doesn't give the computer time to gather it's
forces and gang up on you.

Maury

1141. Re: Only 11 questions, please help :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Rory McMahon <mcmahon@impulsedata.net>
Message-ID: <5st7s1$1i7$1@e3000.supernews.com>
Source record: 70957

AsciiRider wrote in article <33F147D1.1CB8@concentric.net>...

>I have a number of questions:
>
>
>Does anybody have the telephone/bbs/homepage/email etc....for S.C.A.T.
>Suburban Chicago Atarians?
>

AsciiRider,
I am a member of SCAT (but i moved to AZ)
they still have meetings the 3rd tuesday at College of Dupage 7:30-9pm
tell them Rory sent you! Information for meetings is available from the BBS
or
the president Nick Dimasi turbonick@delphi.com ? not sure if that is correct

SCAT BBS: 1 -630-545-2554
If you have any questions, email me at:
mcmahon@inil.com
mcmahon@impulsedata.com
http://www.inil.com/users/mcmahon/index.htm

>Any help would be greatly appreciated.
>
>Thanks
>_AscIiRideR

1142. Re: Atari 8bit Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: mouth@vent.com
Message-ID: <mouth-1308971816340001@cs5-07.spa.ptd.net>
Source record: 70958

In article <5smdou$5972@tcenter.erlm.siemens.de>, bor@bwgc679 (Andree Borrmann Werkstudent) wrote:

> : BOUNTY.COM Bounty Bob strikes back! - Big Five Software / Rackosoft
> : --
>
> : a game like Miner'2049er..
>
> ;-) I think the Miner was called Bob, Bounty Bob...
>
> Bye,
> Andree

That's it. I think it's a sequal. There is also Scraper Caper on cartridge. I want the BIN cartridge file to run on Rainbow. I have the bin.cartridge file of Miner2049er which runs on the Rainbow emulator for PC and Mac.
I also have the bountybobstrikesback.exe for Rainbow but don't know how to run it.

Jeff

1143. Re: CTH accessible via TELNET

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <5stgm4$4cd@drn.zippo.com>
Source record: 70959

```
In article <5skvm8$l00$1@nyheter.chalmers.se>, d1dol@dtek.chalmers.se says...
>
>In article <5skejd$6se@cletus.bright.net>,
>Tom Hunt Sr. <tomhunt@bright.net> wrote:
>
>Do you need special authorization for the telnet service??
>>
>>telnet://closertohome.dyn.ml.org/
>
>[dol@flash ~]$ telnet closertohome.dyn.ml.org
>Trying 205.212.125.116...
>telnet: Unable to connect to remote host: Connection refused
>
>Fredrik Lundholm
>d1dol@dtek.chalmers.se
>
>

Right now it's a part-time server. If you can't get in at a certain time, just
check back again later.
```

1144. Re: Help with Win64/Xl-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Commodore Boy <deathtothespammers@spammersarequeer.net>
Message-ID: <33F265C2.C4060AE6@spammersarequeer.net>
Source record: 70960
Cross-posted to: comp.emulators.misc,comp.sys.cbm,comp.sys.atari.8bit

emulators suck

1145. Re: Btw : contact me for frsh infos ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Piotr Swierszcz <pomoc@cron.com.pl>
Message-ID: <33F1EDB2.93A03213@cron.com.pl>
Source record: 70961

nadkar wrote:

> heya! online again???
>
> send me tmc-music for ultra2...
>
> thanx...
>
> heaven

Hi ...yes ..back again

ok we'll make u something

I'll try to make something with Xray again ...

bye 4 now

Samurai

1146. Emulator-FAQ ... Linux/X11

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: r-bowles <root@Vladimir.kadath>
Message-ID: <Pine.LNX.3.95.970813004131.607A-100000@Vladimir.kadath>
Source record: 70962

```
Before I start posting lots of inane questions, is there a FAQ
pertaining to 8-bit Atari emulation under X11(Linux-ix86)???

For now, only a few inane questions...
- What emulator sources are available?
- What "virtual" devices are supported?

void signature()
{
Robert E. Bowles ( http://www.bbbsa.org , http://www.brs-ujec.com );
#ifdef debug
puts("The universe does not have laws --");
puts("it has habits, and habits can be broken.");
#endif
}
```

1147. Re: Updated Catalogues Now on our Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Rory McMahon <mcmahon@impulsedata.net>
Message-ID: <5su50t$3d7$1@e3000.supernews.com>
Source record: 70963

DGS wrote in article <5s53nt$5ja$1@eros.clara.net>...

>Just wanted to let you all know that we have updated our catalogue files on
our
>Web site.
>
>A few US customers were confused about how to order. I must admit that the
info
>for non-UK
>customers in the catalogue was a bit brief! The new updated catalogue
contains
>full info on
>ordering from the US. It's available on our Web site now:
>
> WWW: home.clara.net/dgs

And for those who have auto-browsers...

http://home.clara.net/dgs

>We have also put a .ZIP file on there which will give you all 3 catalogues
in
>one blast saving
>download times.
>
>Dean Garraghty.

Thanks Dean!

1148. Re: zip files

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <5ss7qo$d8e@sjx-ixn6.ix.netcom.com>
Source record: 70964

```
In article <5sqds0$s7i@ds2.acs.ucalgary.ca>,
"ounseng" <ounseng@freenet.calgary.ab.ca> wrote:
>You can use program called WINZIP or PKZIP to unzip the files, if you still
>cannnot or don't know where to get, Email me, I will email you a copy.
>
>
>Ireallydontknow <dingdong@dingdong.com> wrote in article
><5sncbh$es5$1@kirin.wwa.com>...
>> what program do i use to unzip the files a hackerz.com? where can i get
>> it? how do I use it? thanx
>>
>>
>
```

Just an extended note to this. PKUNZIP and Winzip are for the PC not the Atari 8-bit, so once you decompress the files you need to copy/move them to you 8-bit. This can be done via SIO2PC/APE, term programs and a null modem cable or via PC XFormer and the XF Cable.

```
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

1149. Emacs subset for the Atari/XEP80 - Docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: slackey@slackey-sun.cisco.com
Message-ID: <SLACKEY.97Aug13134316@slackey-sun.cisco.com>
Source record: 70965

EMAX (Editor with Macro for the Atari with XEP80)

EMAX is intended to be a highly functional text editor for ATARI 8-bit computers. It is not a word processor, as another one is probably not needed. It is intended to be used mainly as a program editor, although it does have some word processor features. Its text editing interface is modelled after the industry standard program EMACS, but does not claim to have even a small fraction of that tool's power.

EMAX requires, and exploits, the XEP80 and 80-column monitor. Its features include:

XEP80 mode setup
Re-definable key commands
Lots of editing primitives
Ability to maintain several editing buffers, although only one screen window is implemented
File operations
Printer mode setup sequences
Program size is 5.5K, leaving at least 32K bytes of text space
Supports subdirectories

- Compatibility notes -

EMAX runs under [at least] MYDOS, ATARI DOS 2.5, DOS XE and SpartaDOS. I have not tested it under any other DOSes. Due to incompatibilities between these DOSes, some disk functions may not work; for example, the diskload operation, which lets you run another application without having to go back to DOS, only works under SpartaDOS. Note: You MUST use the Atari-supplied XEP80 driver; the subsetted one does not implement enough functionality.

A problem with MYDOS is that it kills the XEP80 handler when you enter DUP, but does not restart the standard monitor; in other words, you're hosed. I use a version of MYDOS DUP I modified myself, which does not have the problem. Another solution is to name the XEP80 driver AUTORUN.SYS and append EMAX to it, so DUP is never entered.

There are two versions of EMAX - EMAXR and EMAXS. The EMAXR version lives in RAM under the ROM in an XL/XE. Under MYDOS you get over 38K of text space. This is incompatible with SpartaDOS and DOS XE, as they live under the ROM too. The EMAXS version works with SpartaDOS, but it may not work under SpartaDOS X (I never tried it.) I don't remember if I tested it under DOS XE.

EMAX does not use 130XE extended RAM. You can still use extended RAM as a RAMdisk, though, if your OS supports it.

- Starting EMAX -

To start EMAX, boot without BASIC, and with the XEP80 handler from Atari. When you get the DUP.SYS menu, use the L function to load and run EMAX. If you wish EMAX to autoload, name the XEP80 handler AUTORUN.SYS, and append EMAX to it.

1. Mode setup

When EMAX starts, it looks for a file named D:EMAX.INI. This file contains all mode settings and key redefinitions. In order to be as general as possible, while keeping a limit on the load image size, the format of this file is simple. ALL CHARACTERS ARE UPPER CASE. It has five line formats:

A) X CMD AUX1 AUX2 DEV:

This format does any XIO function, intended for setting up XEP80 options. Refer to your XEP80 docs for all operations; I will list the most useful below.

In EMAX.INI, the format of this line is: The letter X is the first on the line. CMD, AUX1 and AUX2 are two-digit hexadecimal numbers, all separated by exactly one space. DEV: is the device, immediately followed by an ATASCII EOL (the normal carriage return for an Atari).

Examples of this command are:

Command	Function
X 17 01 00	P: Sets the printer to the serial line
X 14 0C D5	E: Sets international character set
X 14 0C D6	E: Sets internal character set
X 14 0C D8	E: Cursor off
X 14 0C D9	E: Cursor on
X 14 0C DA	E: Cursor blink
X 14 0C DE	E: White text on black background
X 14 0C DF	E: Black text on white background

Any XIO command can be issued in this manner, to any device. Be careful with this command; you can crash your system real good, as well as damage or delete disk files.

This command can be used to initialize your printer, by sending any character string(s). This is done by the following sequence:

```
X 03 08 00 P:
X 0B 08 00 string-to-go-to-the-printer
X 0B 08 00 another-string
X 0C 00 00 P:
```

The first line opens the printer for output; the second and third send setup strings; the last line closes the channel. Max string length is 60 chars. The string may have escape characters in it; see instructions for inserting the escape character. And, of course, make sure you close the channel!!

B) K KEY# FUNCTION#

This command lets you redefine key bindings. KEY# is a two-digit hexadecimal key number, and FUNCTION# is the two-digit hexadecimal function number. Tables are included below with the assignments, and defaults.

C) POKE

This function lets you poke any value anywhere in memory. It format is:

P ADDR DT

where ADDR is the address, expressed as exactly four hexadecimal digits, and DT is the data, exactly two hexadecimal digits. A 16-bit poke requires two lines in EMAX.INI. I use this command to shut off I/O beeping with the line:

P 0041 00

I don't think I have to warn you to be cautious.

D) @DEV:

The first character is the '@' sign, and DEV: (followed immediately by an EOL) is the device/filename to which EMAX.INI is to link. Thus, arbitrarily long or complex initialization sequences can be done. The INI files are not nested, so any lines following the @ command line are ignored. Note: If the DEV: is E:, control transfers to the keyboard for further manual input, in the format listed here.

NOTE: Any device you transfer control to is first OPENed. If you use the @E: function, this open operation clears any and all previously set up XEP80 modes. If you want to use @E:, make sure you do it only once.

E) Q

'Quit' command for keyboard mode. Causes initialization to terminate and for control to enter the editor. Note: A line containing the Q command need not be in EMAX.INI; any error reading EMAX.INI, including file-not-found, causes initialization to terminate.

E) #

A '#' sign as the first character indicates a comment; any other characters in this line will be ignored.

If an EMAX.INI file is not found, initialization is skipped and the editor is entered. If you want to play with the options, you could create a file called EMAX.INI with only an @E: in it; this transfers control to the keyboard. Make sure you enter a Q command when done.

Error reporting is minimal in this section as well as in general. Upon error, an inverse-video E is shown, followed by the error number in decimal. The program waits until any character is pressed, to make sure the user had time to see the response.

2. EMAX General Information

After initialization, EMAX enters editing mode. The screen will blank, and the title bar will appear at the bottom of the screen. At this point, any printing characters will be entered into the current buffer as they are typed, and just appear on the screen.

A) Buffers

A buffer is a group of characters which can be edited. The current buffer is the one which is currently being edited. Often, a buffer will correspond to a file; anytime a file is read, it is assigned to a buffer, and the filename is saved. A simple keypress can write back an edited version; another key writes back all modified buffers. There are 14 buffers, named A through N; they cannot be renamed.

The current buffer list can be displayed. The screen is cleared, and the buffer list is shown. From left to right: the buffer name (A-N), the filename it corresponds to (if any), the status, and the size in bytes. The status is 0 if the buffer is not in use; 1 if it is used but not modified (a file has been loaded), or 3 if it has been modified. (Read-Only mode is not supported.)

The last line in the buffer list, labelled as buffer O, is a dummy buffer used to indicate the number of free bytes in memory.

B) Kill Buffer and Cutting

In addition, a special buffer called the kill buffer is used for deleting, moving and replicating text. All commands that delete more than one character (like a word, line, or range) cause the deleted text to be placed in the kill buffer. The kill buffer can be reinserted back in place, and/or moved to other places to be reinserted. Thus, text can be typed once and duplicated any number of times.

The word "cutting" used below refers to deleting text from the current buffer and putting it into the kill buffer.

When text is cut by repeatedly pressing the same key, the subsequent pressings do not clear the buffer but append to it; thus, several lines or words can easily be put into the kill buffer to be moved, or duplicated.

The maximum size of the kill buffer is 1024 characters. When more text than that is to be moved, it must be done in more than one operation.

C) The Range and the Mark

A Range is a group of contiguous characters in a buffer. It is defined as that text between the cursor and the "mark". The mark is normally defined by placing the cursor at the desired place, and pressing the set-mark key. When the cursor is moved, the mark stays in its place. Other actions set the mark as described below.

D) Keyboard Macro

EMAX has a keyboard macro. It allows you to easily repeat a sequence of editing steps. You start macro definition, and start editing. All typed

keys go into a special buffer. After stopping definition, you can reexecute the saved commands anytime. The buffer has a size of 126 keys; if the definition exceeds 126 characters, the buffer is cleared.

E) Line Size

Lines greater than 80 characters are not displayed past column 79. A bright dot is shown where the line goes offscreen. There is no way to view those characters, other than by forcing a "wrap" by temporarily inserting an EOL.

F) Inverse Video

Inverse video characters work; alternate mode with the Atari key. It's a little confusing using control keys; EMAX interprets them as inverse video text. I suggest using a blinking cursor if you plan to edit inverse video.

G) Title Bar

During normal editing, the title bar is displayed, in inverse video, on the lowest line of the screen. The XEP80 offers a 25th line for this type of thing; 24 lines of text are always displayed.

The title bar, from left to right, shows a '(' if there is a keyboard macro being entered; '*' if the current buffer has been modified; the buffer name (a letter A-N); the name of the file associated with that buffer, if any; and the current default directory.

When a prompt is needed, for example to allow the user to input a filename or search string, the title bar disappears and line 25 is used for the command. When the command has finished executing, the title bar is redrawn.

H) Files

Editing a file using EMAX requires it to be loaded into a buffer. When this occurs, EMAX remembers the filename, associating it with the buffer it was loaded into. This makes it easy to edit, refer back and forth, and finally write back multiple modified files at the end of a session. This is to work around the small memory space of the Atari - making it easier to maintain a large file as a group of small files.

Unlike EMACS, EMAX does not remember which disk/directory a file was read from. It only remembers one disk/directory, the current default. In order to access a disk file, its disk/directory must be made the default, then the file read (or written, deleted, renamed, etc.) by its simple filename. Thus, if a file is read, and you change the current default then write the file, it will be written back to a different directory than its original.

The default disk/directory is simply a text string in EMAX; any default set in your DOS prior to running EMAX is not used for disk accesses, or modified when the EMAX default is changed. The default is simply a text string prepended to any filename used in file commands. Also, EMAX does not check for delimiters between subdirectory names, such as '>' used by MYDOS; when setting a new default disk/directory, you must include delimiters within, and at the end of, the directory name.

EMAX initializes the default to 'D1:'.

When EMAX is to read in a file, it first determines if that filename is already associated with a buffer; if so, it switches to that buffer without actually reading the disk. Otherwise, it finds the next unused buffer, assigns it to that filename, and reads the file into that buffer. If it is too large, the user is given all that would fit, and the file is closed. CAUTION: If a truncated file ends up being written back, all text past the point that would originally fit will be lost.

When using the 'find file' function, do not use wildcards; the wildcarded version of the filename is stored, and used to write back. Depending upon your DOS, this may do things you don't expect.

3. Editing Primitives and File Functions

Listed below is a full description of the primitives. Each of these can be initiated by a control key (a key pressed while pressing the CONTROL key), a control key following shift key #1, or a plain key following shift key #2. In some cases EMAX will prompt for more information, such as a filename.

Below with the functions are listed the default bindings. The default bindings for the shift keys are Control-X for shift #1, and Escape for Shift #2. Note that normally a control key must follow Control-X (shift-1), and a non-control key (possibly SHIFTed) follows Escape (shift-2). One function can be bound to more than one key.

Left, Right, Up, and Down refer to the arrow keys. The Control key must be pressed.

A) Editing primitives

Function name F# Default Comment
------------------- -- --------- ------------
backwards-word 09 Escape-B Moves cursor backwards one word
Control-I
beginning-of-buffer 3E Escape-[Move cursor after placing mark
Ctl-X Left
beginning-of-line 01 Control-A Moves cursor to beginning of line
beginning-of-next-line 16 Escape-E Moves cursor
change-case 0D Control-M Change case of character under cursor
cursor-left 02 Control-B
Left
cursor-right 06 Control-F
Right
cut-line 0B Control-K -
Cuts to end of line. If at end of line, cuts the EOL character. Repeated Control-K is commonly used to cut and move sections of text.
cut-range 17 Control-W Cuts the range, loads the kill buffer
cut-backwards-word 08 Escape-Delete Kills a word
Control-H
Escape-^
cut-beginning-of-line 15 Control-U

delete-char 04 Control-D Deletes forward one character
delete-backwards-char 40 Delete
delete-word 0A Control-J
Escape-D
end-of-buffer 3F Escape-] Move cursor after placing mark
Ctl-X Right
end-of-line 05 Control-E Move cursor after placing mark
end-of-previous-line 1A Control-Z
exchange-point-and-mark 38 Ctl-X Ctl-X Exchanges current cursor position
and the mark
execute-keyboard-macro 25 Ctl-X Ctl-E Re-executes keyboard macro
fill-region 07 Escape-G Replaces spaces and EOLs to put the
maximum number of words on each line,
the line width set by the FILL variable
forward-word 0F Escape-F Move forward to next word
next-line 0E Control-N Move cursor down one line
no-function 20 Control-G Does nothing. Used to cancel shift
Ctl-X Ctl-G keys, and certain other functions
Escape Ctl-G
not-modified 1E Escape-_ Mark buffer as not modified. This
prevents it from being automatically
written back
open-line 2F Control-O Insert EOL, then move cursor back one
previous-line 10 Control-P Move cursor up one line
Up
query-replace 32 Escape-R -
Prompts for a search string (delimited by RETURN), then the replacement
string. Searches for the next occurrance. If you wish to replace the
occurrance, hit the space bar; if you wish to skip that occurrance hit
DELETE; to just replace all following occurrances, type '!'. Any other key
cancels the command entirely. Caution: the cancelling key is executed
as if it had been entered outside the replace command; Control-G is
recommended as the cancelling key. The title bar reappears when the
command is done.
quoted-insert 11 Control-Q Next char will be inserted, even if a
control char
recenter 0C Control-L Redraws the screen, centering cursor
redraw 21 Ctl-X Ctl-A Redraw screen without moving it
scroll-down 3C Escape-V Scroll screen down one screenful. Move
Ctl-X Up cursor if needed to keep it onscreen.
scroll-down-line 1C Up Scroll screen down one line
scroll-up 3D Control-V Scroll screen up one screenful
Ctl-X Down
scroll-up-line 1D Down Scroll screen up one line
search-backward 12 Control-R
Prompt for a search string, and search backward for it. If it is not
found, the screen or cursor position are not changed in any way. If found,
the mark is set and the cursor is moved. There is more on search strings
under Prompts in chapter 4.
search-forward 13 Control-S Prompt for search string, search fwd

set-fill-column 2A Ctl-X Ctl-J Set the right column for the FILL
function. Prompts for the new column
number
set-mark 00 Control-, Place the mark at the current cursor
Control-2 position
shift-1 18 Control-X Shift key #1
shift-2 1B Escape Shift key #2
transpose-characters 14 Control-T Transpose char. under cursor with
previous. If at EOL, transpose 2 prev.
characters
yank 19 Control-Y Yank (undelete) the last cut back into
the current buffer at the cursor

B) Buffer Functions

buffers 22 Ctl-X Ctl-B
Shows the current buffer list: the buffer names, the filenames corresponding
to them, the flag, and the size. The current buffer is marked with an '*'.
EMAX waits for another input; if it is a letter from a-n, it switches to
that buffer; a control key sets it to accept that command (such as
Ctl-X Ctl-F to read in a file); any other key returns to edit the current
buffer. Note: When there is a lot of text in memory, delays can be
noticeable.
kill-buffer 2B Ctl-X Ctl-K
Kills the current buffer. Careful; it's gone! Also kills the filename
with the buffer, if there is one. Waits for confirmation; 'Y' executes.
insert-buffer 29 Ctl-X Ctl-I
Inserts a buffer at the cursor. Prompts for the buffer name (A-N) to
insert into the current buffer. If memory size won't permit, the moved
text is truncated.
print-buffer 30 Escape-P Prints current buffer to P: device.
Does not detab

C) File Functions

Unless otherwise specified, all file functions prompt for a file name, the
prompt being a letter shown below, followed by the default directory.
Unless otherwise specified, a null response (just a RETURN) cancels the
command.

Note: Wildcard characters are processed by your operating system; EMAX
simply passes your response to the DOS via XIO for the actual processing.

Most errors are a result of disk accesses. Errors are displayed as an
inverse video 'E', followed by the error number in decimal. EMAX waits for
any character to be typed before going on, to make sure the user saw the
error response before possibly clearing it from the screen. (The keypress
is discarded.)

Function name F# Default Comment
------------------ -- --------- ------------
delete-file 36 Escape-X Prompt:X. Deletes file(s).

directory 24 Ctl-X Ctl-D Prompt:D. A null response passes the
string '*.*'
find-file 26 Ctl-X Ctl-F Prompt:F. Reads a file into a buffer
lock-file 2C Escape-L Prompt:L. Lock file against writes.
rename-file 2E Escape-N Prompt:N. Rename per your DOS require-
ments. For MYDOS/Atari DOS2, use:
OLDNAME.EXT,NEWNAME.EXT
make-subdirectory 31 Escape-M Prompt:M. Create a subdirectory. Works
using a simple XIO command.
run-binary 39 Escape-@ Prompt:R. Terminate EMAX, load and run
a binary file. Edits are lost.
set-default-directory 27 Escape-S
Prompt:G. Used for setting a different disk drive/subdirectory as the
default. If the new default contains a ':' as in 'D2:', the new string
replaces the old one; otherwise, it is appended to the old one.
write-to-default 33 Ctl-X Ctl-S
Writes the current buffer to its filename. If it does not have one, it
uses its buffer name ('A'-'N'). Marks the buffer not-modified.
unlock-file 35 Escape-U Prompt:U. Unlocks a previously locked
file.
write-to-filename 37 Ctl-X Ctl-W
Prompt:W. Writes buffer to a new filename. Replaces the buffer's associated
filename (if present) with the new one.
write-modified-buffers 2D Ctl-X Ctl-M Writes all modified buffers to the
current default. Lists them on the
screen, stopping at any error.

D) Miscellaneous

quit 3A Ctl-X Ctl-Z Leaves EMAX and returns to DUP. Any
modified buffers are lost. Waits for
confirmation: 'Y' proceeds.
write-and-quit 23 Ctl-X Ctl-C Writes back all modified buffers, then
returns to DUP. Stops and stays in
EMAX if any write causes an error.
reset-xep80 3B Ctl-X Ctl-R Resets the XEP80 (see last section)

E) Non-Redefineable Keys

The last of the functions, and their bindings, are not redefineable. They
are as follows:

start-keyboard-macro shift-1 (Begins definition of a keyboard macro.
Every keypress is saved in the macro buffer, while editing occurs. While
the macro is being defined, an '(' is shown in the left part of the title
bar.

end-keyboard-macro shift-1) Ends definition of a keyboard macro. Stops
putting keys into the macro, and makes it ready to execute. To execute the
keyboard macro, use execute-keyboard-macro (Ctl-X Ctl-E).

count Escape-<number> Sets EMAX to repeat the following command <number> times. <number> is echoed on the title line. The number is modulo-2**16, making the max 65,535. Caution: It is a modulo, so the number 65,536 will act a zero, etc. Count works both inside and outside a keyboard macro. Two counts are maintained, allowing Count operations in a macro to work properly when Count is used on the execute-keyboard-macro command.

Stop long count START button Prematurely stops execution of an operation repeating due to a count. You may need to hold the button down until it is detected.

Cancel screen update SELECT button Speeds up long operations (like a long keyboard macro with a large count, or a large replace operation) by cancelling screen output. The editing is still happening, but the screen is dead to allow the operations to execute faster. When the operation is done, the screen will be repainted. NOTE: There is a programming hack used - the end of the operation is done by acting as if a control-G was typed. You should not redefine control-G.

In the query-replace function, the SPACE, DELETE and ! operations are not redefineable.

4. Sumaries and Tables

A) Table 1. Key number (for redefinition), function number, and default bindings

CONTROL- CONTROL-X CONTROL- ESCAPE-
KEY# F# Function KEY# F# Function KEY# F# Function
---- -- ---------- ---- -- ---------- ---- -- ----------
00 , 00 set-mark 20 , 40 @ 39 run-binary
01 A 01 begin-of-line 21 A 21 redraw 41 A
02 B 02 cursor-left 22 B 22 buffers 42 B 09 backwards-word
03 C 23 C 23 write-and-quit 43 C
04 D 04 delete-char 24 D 24 directory 44 D 0A delete-word
05 E 05 end-of-line 25 E 25 execute-kbd-macro 45 E 16 begin-next-line
06 F 06 cursor-right 26 F 26 find-file 46 F 0F forward-word
07 G 20 no-function 27 G 20 No-function 47 G 07 fill-region
08 H 08 cut-back-word 28 H 48 H
09 I 09 backwards-word 29 I 29 insert-buffer 49 I
0A J 0A delete-word 2A J 2A set-fill-column 4A J
0B K 0B cut-line 2B K 2B kill-buffer 4B K
0C L 0C recenter 2C L 4C L 2C lock-file
0D M 0D change-case 2D M 2D write-mod-buffers 4D M 31 make-subdirect
0E N 0E next-line 2E N 4E N 2E rename-file
0F O 2F open-line 2F O 4F O
10 P 10 previous-line 30 P 50 P 30 print-buffer
11 Q 11 quoted-insert 31 Q 51 Q
12 R 12 search-back 32 R 3B reset-xep80 52 R 32 query-replace
13 S 13 search-forward 33 S 33 write-to-default 53 S 27 set-default-dir
14 T 14 transpose-chars 34 T 54 T
15 U 15 cut-begin-of-line 35 U 55 U 35 unlock-file
16 V 3D scroll-up 36 V 56 V 3C scroll-down

17 W 17 cut-range 37 W 37 write-to-filnam 57 W
18 X 18 shift-1 38 X 38 exchg-pt-and-mark 58 X 36 delete-file
19 Y 19 yank 39 Y 59 Y
1A Z 1A end-of-prev-line 3A Z 3A quit 5A Z
1B ESC 1B shift-2 3B ESC 5B [3E begin-of-buffer
1C Up 1C scroll-dn-line 3C Up 3C scroll-down 5C \
1D Dn 1D scroll-up-line 3D Dn 3D scroll-up 5D] 3F end-of-buffer
1E Lf 02 cursor-left 3E Lf 3E begin-of-buffer 5E ^ 08 cut-back-word
1F Rt 06 cursor-right 3F Rt 3F end-of-buffer 5F _ 1E not-modified

Ctl-X (start-keyboard-macro
Ctl-X) end-keyboard-macro
Escape-<number> count
Delete 40 delete-backwards-char
Escape-DEL 08 cut-backwards-word (Note: Always is the same as Escape-^)
START button Stop a count
SELECT button Cancel screen output

Using this table: This table is a summary of the function list in chapter 3 sorted by key, but is also a table of the key numbering for key refinition. For example, to redefine the key Control-C to the function 'quit', in your EMAX.INI file you would have a line reading:

K 03 3A

'K' is the redefine-key directive, '03' is the key number for Control-C, and '3A' is the function number for 'quit'.

Other notes -

The Delete key is not redefineable, but the delete-backwards-char function is; just define the key to functon #40.

ESCAPE-Delete maps onto ESCAPE-^ (key# 5E). Redefining ESCAPE-^ redefines ESCAPE-Delete to the same function.

The key Control-, (control-comma) is the 'null' code. Control-space is not decoded by the Atari, and it would have required significant programming to fake it.

B) Table 2. Functions sorted by function number.

Function F# Default Binding(s)
---------------------- -- --------------------------
set-mark 00 Control-, Control-2
beginning-of-line 01 Control-A
cursor-left 02 Control-B Left
no-function 03
delete-char 04 Control-D
end-of-line 05 Control-E
cursor-right 06 Control-F Right
fill-region 07 Escape-G
cut-backwards-word 08 Control-H Escape-^ Escape-Delete

```
backwards-word 09 Escape-B Control-I
delete-word 0A Control-J Escape-D
cut-line 0B Control-K
recenter 0C Control-L
change-case 0D Control-M
next-line 0E Control-N
forward-word 0F Escape-F
previous-line 10 Control-P Up
quoted-insert 11 Control-Q
search-backward 12 Control-R
search-forward 13 Control-S
transpose-characters 14 Control-T
cut-beginning-of-line 15 Control-U
beginning-of-next-line 16 Escape-E
cut-range 17 Control-W
shift-1 18 Control-X
yank 19 Control-Y
end-of-previous-line 1A Control-Z
shift-2 1B Escape
scroll-down-line 1C Up
scroll-up-line 1D Down
not-modified 1E Escape-_
no-function 1F
no-function 20 Control-G Ctl-X Ctl-G Escape Ctl-G
redraw 21 Ctl-X Ctl-A
buffers 22 Ctl-X Ctl-B
write-and-quit 23 Ctl-X Ctl-C
directory 24 Ctl-X Ctl-D
execute-keyboard-macro 25 Ctl-X Ctl-E
find-file 26 Ctl-X Ctl-F
set-default-directory 27 Escape-S
no-function 28
insert-buffer 29 Ctl-X Ctl-I
set-fill-column 2A Ctl-X Ctl-J
kill-buffer 2B Ctl-X Ctl-K
lock-file 2C Escape-L
write-modified-buffers 2D Ctl-X Ctl-M
rename-file 2E Escape-N
open-line 2F Control-O
print-buffer 30 Escape-P
make-subdirectory 31 Escape-M
query-replace 32 Escape-R
write-to-default 33 Ctl-X Ctl-S
no-function 34
unlock-file 35 Escape-U
delete-file 36 Escape-X
write-to-filename 37 Ctl-X Ctl-W
exchange-point-and-mark 38 Ctl-X Ctl-X
run-binary 39 Escape-@
quit 3A Ctl-X Ctl-Z
```

reset-xep80 3B Ctl-X Ctl-R
scroll-down 3C Escape-V Ctl-X Up
scroll-up 3D Control-V Ctl-X Down
beginning-of-buffer 3E Escape-[Ctl-X Left
end-of-buffer 3F Escape-] Ctl-X Right
delete-backwards-char 40 Delete

C) Prompts and Responses

This table summarizes the prompts, the functions that cause them, and the type of response EMAX expects.

EMAX is prompting for a number. Used in the set-fill-column function.

? EMAX requires confirmation to proceed with a potentially destructive function. 'Y' proceeds; anything else cancels. Use by kill-buffer and quit.

: EMAX is prompting for a search string, or the replacement string of the query-replace function. Enter the string, terminated by RETURN or any control character. If a null string is terminated by RETURN, a null string is used; if a null string is terminated by a control character, the string entered the last time is re-used. This works for query-replace as well as searches. Quoted characters (preceded by control-Q) can be used in search and query-replace. RETURN must be quoted; but be aware: the echo actually does a RETURN, so it won't look right as you enter the string; and a RETURN used in a query-replace works properly, but the screen is not painted right. Do a redraw.

Note: All searches are case insensitive.

number A count is being entered, an ESCAPE followed by one or more digits. When you are done entering the number, just type the command key(s); do not terminate with a RETURN. (That would insert that number of RETURNs.)
Note: The number is modulo-65,536.

I EMAX is prompting for the buffer name to insert, following the insert-buffer command. A-N inserts that buffer, anything else cancels the command. It will not insert the current buffer into itself.

The rest prompt for filenames. They prompt a letter, an '>', then the default drive/directory. In the descriptions, the default is assumed to be 'D1:'. Unless otherwise specified, a null response cancels the command.

D>D1: Directory search string. Null response uses '*.*'.
F>D1: File name for loading into a buffer. find-file command.
G>D1: Change device and/or directory and/or subdirectory default. If the response contains a ':', the old string is replaced; otherwise, the response is appended.
L>D1: File name to lock. lock-file command.
M>D1: Subdirectory name to create. make-subdirectory command.
N>D1: OLDNAME,NEWNAME. rename-file command.
R>D1: Name of binary file to load and run. run-binary command.

U>D1: File name to unlock. unlock-file command.
W>D1: [New] filename to store the current buffer under. write-to-filename command.
X>D1: Filename to delete. delete-file command. Wildcards work.

D) Limits

Due to Atari memory limits, small limits have been applied as follows:

Search/replace: These buffers have a 31-character limit.

Keyboard macro: 126 characters.

Default directory string: 53 characters. NOTE: This is NOT enforced. Although the 53 maximum is enforced on a single input command, since the default can be added to incrementally, it could otherwise grow to well past 53. Note: 53 characters is what was allocated on the title bar, so the rule is, if it is properly displayed, it is OK.

Filenames: 12 characters - 8 for the name, 3 for the extension, 1 for the '.'

5) Bugs, features, and other notes/hints

A) To speed up typing, a tradeoff was made that might look like a bug. When inserting and deleting single characters, EMAX must reprint any characters to the right of the editing. (The XEP80 has character insert and delete primitives, but they don't work for tabs.) To prevent loss of typed characters, EMAX tests for any new characters typed while in the process of this reprinting. If any are typed, it just stops printing, in the expectation that future reprinting will fix the display. This generally works, but occasionally you may end up with a few nonexistant characters off to the right. Just do a control-X control-A.

B) The Atari uses software to debounce the keyboard. The routine does not time properly when I/O is going on, and the effect of this with the behavior of EMAX is that the second of a double letter can be lost when inserting near the beginning of a long text line.

C) During debug my XEP80 would seem to suddenly malfunction. It looks like I got all the bugs, but if it happens, the screen suddenly will get trashed. Use the reset-xep80 function (ctl-X ctl-R) to restore control. This does not re-issue user initialization commands; it is intended to give you a chance to make a clean exit and reload.

D) Many functions take enough time that input characters can be lost. I tried the typeahead buffer routine I saw in one of the mags a few years ago, but anything like this exhibits the double-letter phenomenon mentioned above, only worse; and also has compatibility problems.

E) In order to use special printer functions, I use escape sequences mixed in with my text. Not elegant, but hey.

Try it. If you have trouble, or comments on the prog or docs, drop me a line.

Stan Lackey
312 Chicopee Row
Groton, MA 01450
(508)448-2603

1150. Re: Atari 8bit Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: mouth@vent.com
Message-ID: <mouth-1308971410430001@cs2-01.spa.ptd.net>
Source record: 70966

In article <5smdou$5972@tcenter.erlm.siemens.de>, bor@bwgc679 (Andree Borrmann Werkstudent) wrote:

> : BOUNTY.COM Bounty Bob strikes back! - Big Five Software / Rackosoft
> : --
>
> : a game like Miner'2049er..
>
> ;-) I think the Miner was called Bob, Bounty Bob...
>
> Bye,
> Andree

That's it. I think it's a sequal. There is also Scraper Caper on cartridge. I want the BIN cartridge file to run on Rainbow. I have the bin.cartridge file of Miner2049er which runs on the Rainbow emulator for PC and Mac.
I also have the bountybobstrikesback.exe for Rainbow but don't know how to run it.

Jeff

1151. Re: Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <871495649@stackbbs.xs4all.nl>
Source record: 70967

-=> Quoting Cb541@cleveland.freenet.e to All <=-

Cb> (S. Tucker asks who owns Newell stuff.)
Cb> FTE bought all that I believe.
Cb> (After months of not posting here in csa8, I posted something
Cb> and MAN, the SPAM is pouring in.) Pain in butt. (the spam).
Cb> Right, FTE bought Newell out, I believe. And nobody, AFAIK,
Cb> can find FTE.

FTE (Fine Tooned Enginering) is out of business as far as I know.
I talked with Bob Puff just recently, and he said
that the warehouse of FTE was on fire once.
FTE had a lot of debts, so at one moment all the
stuff in the warehouse was auctioned off, and cleared.
Bob said that some people made some good deals then.
Can anyone confirm this? (i.e. making a good deal?).
FTE still had some stuff left though. But if he's
still working on his MARS-8 project I dunno.
Anyone has such a board btw?

Bo.
___ Blue Wave/386 v2.30

1152. Atari FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: legaleze@pottsville.infi.net
Message-ID: <legaleze-1308971516180001@pa2dsp11.pot.infi.net>
Source record: 70968

I want to clear out all my old Atari stuff. Make an offer on any item,
add shipping.

One 800XL computer, #6 and "P" key require hard stroke, 1 joystick port
out of order
Two (2) 1050 disk drives with power supplys
One 850 interface with centronics printer cable, power supply
XM301 modem
I/O cables
CX85 numeric keypad for Atari Bookkeeper program, handler software and
orig. docs
CX75 Atari Touch Tablet and stylus
Mindscape "Power Player" joystick
Three (3) Atari joysticks
Game Cartridges
Microsoft Basic II
Basic
Donkey Kong
Robotron 2084
Star Raiders (orig. docs)
Jungle Hunt
Pac Man
Centipede
Software (all with orig. docs, binders, etc.)
SynFile
VisiCalc
Atari Bookkeeper
Atari Home Filing Manager
Atari Family Finances
Typesetter by Xlent Software
Video Title Shop
Home Pak (word proc., data base & communications) by Batteries Included
Cut & Paste, Broderbund
Stock Charting, Atari
Terminal Programs
XE Term
Tscope
Amodem
Disklink
Public Domain
Pixel Artist Deluxe V1.3
MicroPainter Plus
Programming, Parts I & II
Utilities

Cad XE
General Ledger (bookkeeping)
Calorie & Nutrition
Pace Disk Labeler
Typo II (for keying in code from Antic magazine; automatic error checking)
Games
Flight Simulator II (with orig. docs)
Caverns Of Mars (with orig. docs)
Hacker
Mickey (Mouse) In The Great Outdoors (educational) with orig. docs
Trivia Quiz (great public domain game that lets you play it as written or
write your own questions and answers)
Wizard's Cottage (public domain text adventure)
Dune (public domain text adventure)
Antic Vol. 9 #2, Miniature Golf (play their course or design your own)
Antic Vol. 8 #8, Antic Sampling Processor (plays audio clips)
Antic Vol. 8 #9, Tournament Checkers
Books
Syncalc documentation
Atari DOS 2 Operating Guide
Atari DOS 3 Operating Guide

To make an offer on any or all of these, e-mail me at
legaleze@pottsville.infi.net.
Kelly Boyd

1153. Re: Atari Classic Mag

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33f21921.0@news.carleton.edu>
Source record: 70969

In article <870474199@stackbbs.xs4all.nl>, bo.schreurs@stackbbs.xs4all.nl
(Bo Schreurs) wrote:

>can somebody tell me how I know when my subscription expires
>of the Atari Classic Mag?
>Is it mentioned somewhere on the label or so?

Some of my labels have had the expiration date on them, some haven't.

The final issue of my subscription came with a letter reminding me to renew.

-Michael

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1154. Re: Only 11 questions, please help :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5st945$9a3@freenet-news.carleton.ca>
Source record: 70970

AsciiRider (andreadd@concentric.net) writes:
> I have a number of questions:
>
> I am pretty well versed in Atarispeak. I have an 800xl,
> 2 1050's, APE, and an indus that just died yesterday, Tons of manuals,
> and I am
> excited about the 75 or so Antic magz I just purchased.
>
> Anyway!
>
> Most of my questions relate to SIO2PC/APE. I am trying to make the most
> of the 16 megabyte drives.
>
> How about a SpartaDos friendly "TRANSLATOR"?

Translators use up the ram under the OS, which spartados needs. There is
a special version that will run on an 800, but good luck finding it. I
had a copy once and have since lost the image.

> Anything that I could run that would give control to Sparta whenever I
> press reset instead
> of handing control back to the same program or coldstarting?

If the program steals the reset vector your SOL.

> Is there a super copy program out there to run on the Atari that will
> copy any of the
> protected software images down to a floppy? And if there isn't, how the
> heck did someone
> create the image in the first place?

If you read the manual for the program your using you will find out ;)

> As mentioned earlier, my Indus GT just pooped out on me yesterday. Any
> suggestions? Something
> common that maybe could help? It happended during a format. No problems
> before that.

What's wrong with it?

> How the heck do you load a Zork saved gamed? LOAD doesn't seem to
> work. I can't remember
> what I did in 1988.

RESTORE

> How do you move files in Sparta?

Copy then erase I believe. Just use rename if its in the same directory.

> I have noticed that when I copy Atari Dos 2.0/5/s binaries to Sparta, I
> normally have to rename
> the file with an .exe or some other extension before Sparta will even
> find it. Anyway around
> this? Am I doing something wrong?

If you want to use a file w/o the extension in spartados, you need to put
a '.' at the end of the filename, like: COOLGAME.

> I have also noticed that when using SIO2PC to play Alternate Reality, I
> see a "cracked/hacked by
> screen thingie. I don't see this in the Shareware APE distribution.
> Anybody know why? Just
> curious.

Are you using a .PRO image w/ APE? If so your running the real copy protected
version. If your using the same ATR images and getting different results
then thats unusual.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1155. Re: Atari 8bit Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: mouth@vent.com
Message-ID: <mouth-1308971820040001@cs5-07.spa.ptd.net>
Source record: 70971

In article <5smdou$5972@tcenter.erlm.siemens.de>, bor@bwgc679 (Andree Borrmann Werkstudent) wrote:

> : BOUNTY.COM Bounty Bob strikes back! - Big Five Software / Rackosoft
> : --
>
> : a game like Miner'2049er..
>
> ;-) I think the Miner was called Bob, Bounty Bob...
>
> Bye,
> Andree

That's it. I think it's a sequal. There is also Scraper Caper on cartridge. I want the BIN cartridge file to run on Rainbow. I have the bin.cartridge file of Miner2049er which runs on the Rainbow emulator for PC and Mac.
I also have the bountybobstrikesback.exe for Rainbow but don't know how to run it.

Jeff

1156. Re: Only 11 questions, please help :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33f225c3.171521892@news.ioa.com>
Source record: 70972

On Tue, 12 Aug 1997 22:36:17 -0700, AsciiRider
<andreadd@concentric.net> wrote:

>How the heck do you load a Zork saved gamed? LOAD doesn't seem to
>work. I can't remember
>what I did in 1988.
>
RESTORE

Most Infocom games used the similar SAVE/RESTORE commands, so this
should work for all of the Zorks.

Steven

1157. Re: Need SNAPPY/ATARI8 assistance!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33F24568.90DC7DB3@aol.com>
Source record: 70973
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Jeffry Johnston wrote:

> Hello!
>
> I do not have a Snappy (wish I did), so I am hoping someone out there
> can
> assist me in a project I am working on. I have written a small BASIC
> program that displays all 256 colors, 16 at a time (total 16
> screens). If
> you have a snappy or other video capture device that can get colors
> fairly
> accurately, and an Atari 8 bit computer (400/800/800XL/1200XL/XE,
> etc!)
> please email me and I will give you the program.
>
> Thanks a lot for your help!
> Jeff (calamari)
>
> --
> ---------------------------------+--------------------------------
> Jeffry Johnston, calamari on IRC | See email address above for
> EMAIL: jeffryj@primenet.com <=K | homepage url. No SPAM Please.
> ---------------------------------+--------------------------------

So Jeff,

What your saying is I can take my Snappy (I own one, if your
referring to the Image grabbers, its a little grey/blue box that plugs
into the parallel port of a PC) and capture images on an 8-bit. I
definitely want that program!!!

Curt

1158. Re: database-system for atari 800XL ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-13 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33F244EB.23C6D6E6@aol.com>
Source record: 70974

J"org Ritter wrote:

> Hi,
> is there a database-system for atari 800XL avialable ?
>
> Thanks, J�rg

Data Perfect from LJK, Mailing List from Atari, HomePak has a
database in it, SuperBase, there are a couple of databse programs you
can type in from ANTIC magazines as well.

Curt

1159. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <33f369c9.7225658@nntp.ix.netcom.com>
Source record: 70879
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

On Thu, 07 Aug 1997 06:37:12 GMT, vga2000@ix.netcom.com (Michael J. Novak Jr.) wrote:

>I have just added a game manual archive to my WWW site.
>There are 857 manuals for the following systems:
>
>Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
>Intellivision, Magnavox Odyssey2, RCA Studio II, GCE Vectrex,
>Fairchild Channel F, Commodore Vic-20 computer, Atari Lynx,
>NES, and TurboGrafx-16 / TG CD / Duo.
>
>In addition to looking for more game manuals for the above
>systems, I am also looking for manuals for the following systems:
>
>Emerson Arcadia 2001, Bally Astrocade, Atari 8-bit computer,
>Commodore 64 computer, Texas Instruments TI 99/4a computer,
>Radio Shack Color Computer, Tomy Tutor computer, 3DO, SMS,
>Atari Jaguar, Sega CD, Sega 32X and Philips CD-i.
>
>If you have any additional manuals for the archive, please let me
>know (and *please*, send a list first!)
>
>Other systems will be added when they are no longer supported by
>their manufacturer (that means, for the time being, no Game Boy,
>Game Gear, Genesis, SNES, N64, Saturn or Playstation). If you
>have any game manuals for these systems already typed / scanned
>in, please let me know. I will be happy to accept them now for future
>inclusion in the archive.
>
>
>In addition, there are already 1669 ORIGINAL game screen shots
>on-line, for the following systems:
>
>Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
>Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally
>Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore
>Vic-20 computer, Texas Instruments TI 99/4a computer, Radio Shack
>Color Computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES,
>SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis, Nintendo 64, Sega
>Saturn, Atari Jaguar, Philips CD-i, and Nintendo Game Boy.
>
>More will be added as I have time. Eventually, I will have my entire
>collection on-line (hopefully before the turn of the century :)

>
>Next, I'll probably finish up the Atari 7800 and Atari 2600 sections.
>
>
>If this is of interest to you, the URL is:
>http://www.io.com/~vga2000/
>
>
>Michael
>
>P.S. And before anyone else asks; if the game isn't on one of my FS/T
>lists, it isn't FS/T :)

I have neither read, nor posted in this thread since 08/08/97, at 7:40 P.M. (approximately 5 days). I have been told by someone (who was very polite) in e-mail, about some of the things that are still being said about me and my policy towards both the manual archive and game screen shots section on my web site.

If you are tired or wading through the lies and attacks here on Usenet, and you would like to know my real position (as opposed to what some with tell you is my position), then you should know that both sections now have new opening pages detailing my position. I invite you to visit, and get a dose of the truth.

Again, if this is of interest to you, the URL is:
http://www.io.com/~vga2000/

Michael

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

1160. Re: Only 11 questions, please help :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EEvvEx.1uq@iglou.com>
Source record: 70880

In message <33F147D1.1CB8@concentric.net>,
andreadd@concentric.net (AsciiRider) wrote:
>I have a number of questions:
>
>I am pretty well versed in Atarispeak. I have an 800xl,
>2 1050's, APE, and an indus that just died yesterday, Tons of manuals,
>and I am
>excited about the 75 or so Antic magz I just purchased.
>
>Anyway!
>
>Most of my questions relate to SIO2PC/APE. I am trying to make the most
>of the 16 megabyte drives.
>
>Are there any SpartaDos 3.2g friendly text editors (single executable)
>out there with
>subdirectory support? (80 columns wouldn't hurt) I would like to be
>able to run it from
>my "hard drive" and exit out to Sparta easily. I just can't do it with
>AtariWriter.
TextPro doesn't do 80 columns (I think), but it does handle subdirectories
in Sparta or Mydos.

>
>How do I exit to BASIC from Sparta? I believe BASIC ON just turns it on
>internally.
>
CAR

>How about a SpartaDos friendly "TRANSLATOR"?
The Translator disk turns your XL or XE into an 800, and the 800 can only
run Spartados version 1 or SDX (the other versions of Sparta use the top 16k
of RAM, which is where the Translator is loaded).
>
>I have also noticed that when using SIO2PC to play Alternate Reality, I
>see a "cracked/hacked by
>screen thingie. I don't see this in the Shareware APE distribution.
>Anybody know why? Just
>curious.
>
The APE version may have come from the actual author of Alternate Reality,
rather than from a hacker. I seem to recall that there is an AR home page
somewhere too.

--
Bill Marcum bmarcum at iglou dot com
"Someone forgot to put the shoggoth out. There's ichor all over the floor."

1161. Re: Star Raider questions..

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: tort@springnet1.com
Message-ID: <33fde148.4756669@news.springnet1.com>
Source record: 70881

peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>
>Howdy !
>
>sorry, but I have here two version of Star Raider. The first I found in my
>collection is called "Star Raider II" and is probably the one of atari
>corporation. The other one is called "The last starfighter". A hacker
>clone? Where is the difference? And where is "Star Raider I" ?
>--
> 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

Sorry to burst your bubble, Star Raiders 1 was an APX game, I have
it...

The Last Starfighter was written to coincide with the movie that Atari
wrote the Video Game for, shown constantly on WHAM and ENCORE the past
few weeks...

The Last Starfighter was NEVER released by ATARI, the movie BOMBED at
the box office, so they scrapped it....

They did a complete Rewrite and released it as Star Raiders II.

Play the 2 games... The LAst Starfighter is based on the movie, where
you destroy the attacking fleet, the great barrier, etc..

If I'm not mistaken, Star Raiders II no longer has the Barrier, you
have to land on planeets, etc. to get fuel, or dock at space
stations..

The LAst Starfighter is a BETTER game in my opinion, as you can orbit
the stars and regain your power, recharging your power cells, etc..
Star Raiders makes you rely on those space stations and once they are
destroyed, you're sunk....

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a
telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited
advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned
Section is punishable by action to recover actual monetary loss, or $1500, whichever is
greater, for each violation.

E-mailing me indicates acceptance of these terms.

1162. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <33F30801.80DAF81A@undine.physik.uni-erlangen.de>
Source record: 70882

Thomas Havemeister wrote:

> no. That's the wrong way. I know that it must work with a single joy -
> port. The S.A.M. package or quick language has already fast mouse
> routines, and are really usefull!
>
> > My Assembler days are long past me now, so I wouldn't be very good at
> > writing a routine for you. Maybe someone else out there has done it?
>
> my problem isn't the program source, I need some instruction how I could
> read out a relative x and y pos.

Hi Thomas,

you are right. You just need to connect a ST mouse to one of the joyports of the XL, preferably port 1, so port 0 is free for the joystick.

Here is what basically happens when you move the mouse:

The 4 bits of the joystick port value that normally tell if the stick is pressed left/right/up/down now change their values whenever the mouse is moved. 2 bits for l/r and 2 bits for u/d. The way they change tells you if the mouse currently is moved l or r. So what you need to do is check these bits very often and follow their changes. This can't be done in BASIC (which is far too slow). You need assembler or QUICK (which I know, too, because I'm one of the programmers) and probably a VBI.

Then when you detect a change you increase or decrease the x (or y) value of a variable AND now (or anytime later) you move the mouse pointer (which probably is a player/missile graphics, or perhaps just a cursor character) to its new position.

The left mouse button is directly connected to the trigger (like the one of the joystick). The right mouse button is, by chance, connected to one of the paddle inputs, so it is even possible to get the value of the right button, too.

Unfortunately it is a long time ago that I wrote the mouse driver for QUICK and SAM. So I don't know exactly which sequence of bit change is connected towhich movement. Perhaps I can look that up.

In any way, it is not that easy to do it: You need interrupts and player/missile graphcis.

Harald

1163. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <33F30928.8068D416@undine.physik.uni-erlangen.de>
Source record: 70883

Thomas Richter wrote:

> 1) Do it in software and poll the joystick ports of the PIA.
> This one is rather slow, and your program has to run almost always in this
> polling routine to get a handy and useable mouse input. This solution is almost
> always too slow...

Just in PURE BASIC. Using a Vertical Blank Interrupt it works very fast
- just like on a ST and with less "stop and go" than on a PC ;-)

With the interrupt your main program (in whatever language written) does
not need
to poll.

> 2) Solution two is a combined hardware/software solution. Connect the mouse
> to an external piece of hardware that provides the necessary position counters
> and use a little software that reads these pointers in the VBI and fills, for

Nice idea - but really only necessary for "not-ST-mice" or BASIC
programs without
background assembler driver I would say.

1164. Re: Help with Win64/Xl-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: Simon Juncal <s^juncal@erols.com>
Message-ID: <33F336C6.1B50@erols.com>
Source record: 70884
Cross-posted to: comp.emulators.misc,comp.sys.cbm,comp.sys.atari.8bit

Commodore Boy wrote:
>
> emulators suck

Nah continued devotion to utterly dead hardware platforms
sucks. OTOH suporting the only _viable_ method of preserving
the value of these systems (ie. the software they produced)
is pretty cool...

--
(Remove the ^ from my address when replying)

____
) Simon)
(Midzilla Music & sound (
) Mailto:s^juncal@erols.com)
(http://users.aol.com/sjuncal/theax.html (
)_____________________________________)

1165. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_871552993@rtfm.mit.edu>
Source record: 70885
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1166. win95 frontend for XL-it! & atari games database

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: Atti <atlan@mindless.com>
Message-ID: <33F3369C.542@mindless.com>
Source record: 70886

hello,

i've written an win95 frontend for XL-it!, mainly for the use
of long filename diskimages. (like they r on yogi's site)

u can get it at

http://stud1.tuwien.ac.at/~e9326116/atari

(btw, does anybody know what happend to the xl-it! site?)

another thing:

i'm just planning an database (accessable through the web)
of all atari8bit games. (e.g. name/company/release year/ranking...)
anyone interrested/ got ideas about it? mail me.

//Atti Atlan

atlan@mindless.com

1167. Re: Xformer cable... can anyone get it working?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: morbid@antispam.best.com
Message-ID: <33f3306e.121091238@nntp.best.com>
Source record: 70887

erich.josef@hmv.ccc.or.at (Erich JOSEF) wrote:

>
>Are your shure you plug in that cable on the parallel Connector?

Like I have a choice... ;-)

> The
>2nd Thing is: you don't need all cabels by the original SIO-Cable :
>Are your sure, that the not usally strips are all isolated and make
>not a bridge? This problem was my problem :-)
>

This is a Darek "The Bastard" Mihocka-manufactured cable. Opening it
up reveals only wires and a resistor.

(remove antispam from email address to reply by email)

1168. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: slackey@slackey-sun.cisco.com
Message-ID: <SLACKEY.97Aug14131905@slackey-sun.cisco.com>
Source record: 70888

In article <33F30801.80DAF81A@undine.physik.uni-erlangen.de> Harald Schoenfeld <hs@undine.physik.uni-erlangen.de> writes:
Thomas Havemeister wrote:

> my problem isn't the program source, I need some instruction how I could
> read out a relative x and y pos.

you are right. You just need to connect a ST mouse to one of the joyports of the XL, preferably port 1, so port 0 is free for the joystick.

The 4 bits of the joystick port value that normally tell if the stick is pressed left/right/up/down now change their values whenever the mouse is moved. 2 bits for l/r and 2 bits for u/d. The way they change tells you if the mouse currently is moved l or r. So what you need to do is check these bits very often and follow their changes. This can't be done in BASIC (which is far too slow). You need assembler or QUICK (which I know, too, because I'm one of the programmers) and probably a VBI.

The one I wrote originally used one of the timer interrupts. When I added it to a graphics mode program I was doing, all was still fine until I started using DLIs. There is some kind of interaction between DLIs and timer interrupts which I think causes some of the DLIs to get lost. This might be OK normally, but in my program it caused a slight screen flicker (because when a DLI is lost, whatever you're going to do with the display doesn't happen). I tried to switch to using the VBI - except it is not frequent enough. A fast mouse movement would overrun and would result in slow movement of the cursor. So I sprinkled DLIs throughout the display (I think 4 of them did it) and used those to read the mouse.

I think some of the versions of my mouse drivers are on archives - I posted them here maybe 4 or 5 years ago. They used the Commodore mouse, but it might be OK. I think they worked with the Atari trackball also.

My driver maintained X/Y coords in page 6 somewhere. I think you could also set limits on how far the driver would let the coords travel.

-Stan

1169. fs: Atari 800Xl system

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5svgvv$46l@bcrkh13.bnr.ca>
Source record: 70889
Cross-posted to: misc.forsale.computers.other.systems,misc.forsale.computers.other.misc,comp.sys.atari.8bit,comp.sys.atari.st

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies

Most of the items have manuals, orignal Boxes.

Everything is in excellent condition.

All for $125

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

1170. Re: ATARI shirts...

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5t05l7qkk2@nuke.csu.net>
Source record: 70890
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,alt.atari.2600

johnny blaze <jacket@mail.inficad.com> writes:

>Does anyone know where you can get Atari shirts? Doesn't really matter
>what kind. Have seen one that has the old school stripes on the front,
>and a joystick on the back. Have contacted Atari who said they know
>nothing about it. If anyone knows, or has any ideas, please reply via
>email...

BEST Electronics has some old fashioned (and probably really old :))
Atari shirts for sale.

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1171. Re: Help with Win64/Xl-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: Commodore Boy <deathtothespammers@spammersarequeer.net>
Message-ID: <33F3A701.7F1D5765@spammersarequeer.net>
Source record: 70891
Cross-posted to: comp.emulators.misc,comp.sys.cbm,comp.sys.atari.8bit

Simon Juncal wrote:

>) Simon)
> (Midzilla Music & sound (
>) Mailto:s^juncal@erols.com)
> (http://users.aol.com/sjuncal/theax.html (
>)_____)

Eww, aol. get an ISP.

1172. Re: Help with Win64/Xl-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: James Farley <bleed666@earthlink.net>
Message-ID: <33F3B55D.3E1C@earthlink.net>
Source record: 70892
Cross-posted to: comp.emulators.misc,comp.sys.cbm,comp.sys.atari.8bit

Simon Juncal wrote:
>
> Commodore Boy wrote:
> >
> > emulators suck
>
> Nah continued devotion to utterly dead hardware platforms
> sucks. OTOH suporting the only _viable_ method of preserving
> the value of these systems (ie. the software they produced)
> is pretty cool...

You are either 12 years old or just a fucking moron.

Hmm..hey mom, I just did my first "flame"

1173. Atari Hints

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: John Collins <bosco@user1.inficad.com>
Message-ID: <5svnco$h2a$1@news.inficad.com>
Source record: 70893

Hey! My web pages are being re-hauled, but the Atari
8-bit game hints page is still online.

http://www.inficad.com/~bosco/hints.html

If you want to add to it with new hints, send me an
e-mail: bosco@inficad.com atari8@usa.net

1174. Re: Anyone have a modem to giveaway?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: almazzei@aol.com
Message-ID: <19970814030800.XAA22530@ladder02.news.aol.com>
Source record: 70894

I've got a couple of different Atari 8-bit MoDems to my name currently (both 300 baud, but hey, that was high tech in the 80s) and if one could benefit you, please yell to me at "lesgaulois@juno.com".

1175. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: Kevin Horton <khorton@iquest.net>
Message-ID: <01bca895$795469e0$d5ec35ce@iquest.net>
Source record: 70895
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

[note: this is quite long; I've gleaned all this information from
Novak's site, Dejanews, and Excite (where applicable). I'll attempt
to let Novak's words speak for themselves; his text will be quoted
with a single '>']

Michael J. Novak Jr. <vga2000@ix.netcom.com> wrote in article
<33f369c9.7225658@nntp.ix.netcom.com>...

> I have neither read, nor posted in this thread since 08/08/97, at 7:40
> P.M. (approximately 5 days). I have been told by someone (who was
> very polite) in e-mail, about some of the things that are still being
> said about me and my policy towards both the manual archive and game
> screen shots section on my web site.

> If you are tired or wading through the lies and attacks here on
> Usenet, and you would like to know my real position (as opposed to
> what some with tell you is my position), then you should know that
> both sections now have new opening pages detailing my position.
> I invite you to visit, and get a dose of the truth.

OK, I thought I would humour him. I'll present the 'truth' according
to Novak below, from his web page. Fair Use applies, I believe.

The first thing I'm greeted with is the following:

>Jason, Donald J. and Kathy J. Artman -- PLEASE read this as well!
>The truth about Paul D. Smith -- PLEASE read this as well!
>The truth about some of the jerks on the Usenet newsgroup
> rec.games.video.classic (RGVC) -- PLEASE read this as well!
>The worst run ISP's on the Internet? -- PLEASE read this as well!

Four (count 'em!) links to his personal hate pages. Let's go down them
one at a time, 'K?

ooooOOOOooh. He has a /jerks/ directory now!

http://www.io.com/~vga2000/jerks/artman.txt

>...Not to mention all the time
>involved in this whole mess (remember, time is money).

>I did some research and found out which newsgroups Jason posts to
>(hence the cross-posting of this message), and I also discovered that
>Jason has run a few auctions before

>Jason also has a web site, from which he trades Led Zepplin related
>items. I won't give the URL at this time (I don't want to increase
>his traffic).

>Don also runs a computer networking consulting business from the same
>postal address. Its called:

So, it seems that first, Novak was complaining that he wasted loads of
time with this whole ordeal, and he was pissed because of it. No prob,
I can see that. However, when I continued to read, things got
'intresting'. Specifically, he spent much more time researching
exactly what the guy was into, what his parents did, where they worked,
etc. etc. Seems to me that would take much more time than a simple
call to a bank. Must be NovakLogic(tm).

Onto:

http://www.io.com/~vga2000/jerks/rgvcjrks.htm

>This section will contain information on those individuals who, for
>whatever reason, decided to lie about me, attack me, and/or threaten me
>on RGVC (and in some cases e-mail based on RGVC posts). It should be
>noted that my policy towards others, at all times, is to be polite and
>respectful to them (and thankfully, most people are the same way).

Lesse... I guess this mild flame will be called an 'attack' on you,
so I hope to garner a page in your 'Hall of Flame', so as to speak.
I don't have to dredge up posts where you incited flamewars; AFAIK you
have started just about every Novakian flamewar in here. Check out the
'Novak FAQ' for evidence of this.

>That stops, however, when someone decides to start spreading lies about
>me, attacking me, and/or threatening me. I have NEVER initiated ANY such
>actions, on anyone. However, when others do so to me, thats when the
>gloves come off.

I'm not spreading lies (all this info is gleaned directly from you),
I'm not attacking you (If I were I would be cursing, etc),
and I'm not threatening you (Do you see me say I will call the 'net
cops on you?)

So, by your own text on your web page you should treat me the same as
I treat you.... and if you can make up a flame like this directed towards
me for my posts / web page, by all means have at it.

And, to get to the last point, you *have* initiated flamewars here in
the 'group! See the Novak FAQ.

>Now, I am NOT telling you that you shouldn't deal with these people.
>I'll just let you know what they have done to me, and you can judge for
>yourself if they are the kind of people that you want to deal with.

And I hope to let people know how you treat others that you perceive
as a threat (be it real or imagined). What stares me in the face
in day-glo colours is this: "If this deal with Novak will go the least

bit south, I shall see my name plastered with nasty remarks all over
his web page and Usenet." *that* will be a place I sure would avoid
doing business with.

>The information provided here was ALL obtained by Internet sources >available
to anyone!

As was this information.

And finally,

http://www.io.com/~vga2000/jerks/jrk-isps.htm

Add in the *exact* same two paragraphs as above. (the 'policy' and
'gloves come off' ones)

>Now, I am NOT telling you that you shouldn't deal with these ISP's. I'll
>just let you know what they have done to me, and you can judge for >yourself
if they are the kind of people that you want to deal with.

Wheeee. Very creative. Replace people with 'ISPs' LOL! He forgot
to replace the second instance of 'people' with ISP. If'n ya gonna
do the cut'n'paste thing, at least get it raaaht.

>The information provided here was ALL obtained by Internet sources >available
to anyone!

C'n'P

As a side note to this... I have to wonder why his ISP canned him.
ISPs don't just can users. It's bad for business. I'm left wondering
exactly *why* he was canned. Could it be his little instruction
manual scam? Since I don't have the facts on this I will not speculate
any further.

Oh, *now* we get to 'Video Game Advantage'.

>After graduating, I decided to continue VGA, but as a full-time venture.
>This WWW site marks another milestone in the history of VGA. After being
>in business for over three years, with the establishment of this site
>(10/95), VGA has gone global. And with a 24 hour a day presence!

Is your businessname, etc. registered and do you pay taxes on it?
Sorry, but I've been meaning to ask. If the name is not registered,
there's nothing preventing someone from registering it and sending
a cease-and-decist order (of using the name). Just FYI.

>You can expect this site to grow and improve over time.
>Michael J. Novak Jr.

Indeed. There's been a blossoming of hate pages I've noticed.

And here's the much-debated game manual business:

>And to those who typed the manuals in; THANK YOU (there, I capitalized
>it)! I'm sure that we all appreciate the work that you put in...I know

>that I appreciate it.

Oh course your appreciate it. *you* didn't do any work, other than copying said manuals from other people's pages. I'm sure the people who typed these things in wouldn't have minded it too much if you kept their names intact as to who typed what in. I mean, your petty ego had to be boosted that little bit by replacing each name with your own.

...And what was I saying about egoes?

>I simply feel that it is more important for people to have access to the >files, in as close to the original content format as possible, than it is to feed egos. That is why I created the most comprehensive manual >archive on the WWW. That is why I spent so much time re-editing every >file.

If you truly meant that statement, this is what you would've done. You would've kept the original typer's name in, and maybe (just maybe) added your name in at the bottom. Not doing so is sorta like biting the hand that feeds you; i.e. you piss off the people who type the manuals in, they won't let anyone type in others! (i.e. if they own a rare manual or something) I got burned in a similar way. I read in a few carts and found people trading them when I specifically told them to distribute said images freely. Result? I will never read in another cart and give out the image... *ever*. (even if you own the cart, forgetit) Ditto for my Giant NES tech info file. Someone leaked it out (to 300 some people) and as a result, I'm not releasing the revised editions to anyone. According to Novak: "You don't own NES' technology, you just entered it! I can take it and do what I want, even though it took you hundreds of hours to generate it!" But I digress.

>I have also never claimed to have typed in these manuals. I re-edited >them, and cleaned them up. I put the last line in each file for two >reasons: 1) as an end of file marker, and 2) to let people know where >the files were stored (and who was paying for said storage). When I >begin putting manuals up that I have scanned in, I will denote which >ones they are (probably with a graphic next to the file name on the >link).

Oh, I get it now. If *you* scan/read in the manual, we get to know, but if others put in countless hours of work doing the job you won't let them be known. Greaaaaat. What was that about egoes again?

>If you would like to use some of the game manuals from this web site on >your own web site, well thats between you and the companies that own the >copyrights. All I ask is that:

>1) you store the files you want on your own system (ie, don't link >directly to my storage)!

Makes sense, this is exactly what you did. I should open my own manual archive, exactly like yours in every detail, except the last line of

each will be replaced by my own text. I wonder how ya'd feel about that one.

Checking Dejanews for some baseline posts:

>People like you have sooooooo much courage over the Internet. I'll
>tell you what, Jace, why don't you try saying that to my face, and
>we'll just see what happens, you GUTLESS JERK!

Aaaaaaah, the good old "If you were really here.... <ffft> <ffft>" flame. Seems words aren't good enough. (Why are words good enough one way, but not the other?)

>dinsdale@vegas.infi.net (Dinsdale Piranha) wrote:
>
>>Hmmm...
>
>>...so, anyone wanna catch me up on what I've missed over the past
>>coupleof months? :)
>
>Well, Greg Chance is missing and this rumor is going around that he
>may have drowned in a Ramen noodle accident. Very tragic...
>
>Thats about it.
>
>Michael

Let me quote from above.

>It should be
>noted that my policy towards others, at all times, is to be polite and
>respectful to them (and thankfully, most people are the same way).

Granted, he was involved in a flamewar at this time with Greg, but still this had *nothing* to do with said war.

>It is not a flame war Powell. I will stop defending myself when people
>stop attacking me.

And finally, seems he likes to post e-mail: (you can find these by searching Dejanews with the following topics)

Larry Scott Ii's e-mail harrassment [10/01/96, #3]
Christopher Daniello e-mail [9/30/96, #1]
Carl Nation latest e-mail [9/26, #1]
J.T. Sowers e-mail [9/28, #1]

So in closing, this will be my final word on the whole Novak dealie, unless matters make me post otherwise. I would drop him into my killfile, however since W95 doesn't have a decent newsreader, this is not an option. (I would use tin on my Shell account, however it is not installed, and will never be installed according to the sysadmin.) And besides, why would I deny myself the *fun* of watching him make an arse of himself?

1176. TEST-Message

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <871767768@stackbbs.xs4all.nl>
Source record: 70896

```
This is a test-message written at
THUNDERDOME, the ATARI 8-Bit BBS in
the Netherlands...
Written on a real ATARI 130XE
8-bitter, running BBS-Professional
5.0b, due to test the gate-way-set-up
between STack & Thunderdome...
```

Sysop FOX-1, 14-Aug-1997.

1177. Re: Analog July '86 article needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: hug@planetmail.net
Message-ID: <33f26e05.84439472@news.delphi.com>
Source record: 70897

On Thu, 31 Jul 1997 19:05:36 GMT, webmaster@cat-inc.com (Steven Posey)
wrote:

>On Wed, 30 Jul 1997 07:03:32 -0700, Rick Rowland
><see3peoh@ix.netcom.com> wrote:
>
>>Okay, I search all my magazine boxes, Analog, Antic, Rom, Atari
>>Connection, Compute, Atari Explorer, etc and I am missing the July 1986
>>Analog. I need a copy of Ted Wilmot's Arm your Atari. If anyone has this
>>I would be willing to pay for reproduction, postage, fax phone bill,
>>etc... Or if you are looking for hardware, programs, books, etc.. I will
>>look and see if I have it and trade. TIA
>>
>
>Update: I've already been in contact with Rick and have sent him
>copies of the article.

Steven,

Hmmm, that brings up an old question of mine. What issue of Analog
contained Part II of the Arm Your Atari article? My Analog collection
is a bit sketchy from that time period and I always wanted to see part
II.

Rob

I don't suffer from insanity -- I enjoy every
minute of it!!!

1178. HEY YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bca8e1$c86e21a0$204badce@crc3.concentric.net>
Source record: 70898

What is Jellystone's URL? I tried the one I bookmarked at oasis and it no longer works.

1179. Looking for a Game!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: pny <pny@wport.com>
Message-ID: <33F3770C.53BA@wport.com>
Source record: 70899

When I was little I used to have a nice little game that I loved to play. But I did not know its name. I also don't know what happend to it, I guess I deleted it or something. Well the whole point of the game was to build a wall! Their was a belt on the top of the screen and it would drop down bicks. Your job was to catch the bircks and to throw them up and make a wall. Now if any one knows the name or knows where I can get it please E-Mail me!!! My E-Mail is PNY@WPORT.COM

1180. Help! MIO manual needed!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: buck@grolen.com
Message-ID: <33f38aac.0@news.grolen.com>
Source record: 70900

I'm looking to buy a MIO but the seller has no manual. If anybody has
a copy just laying around that they are willing to part with or copy
for me I would be really grateful!

I have never recieved replies to my e-mails to F.T.E. so I'm assuming that
they don't support the MIO anymore and wouldn't mind if I uploaded a copy
to the archives on the net (assuming I can acquire a manual to type in).
If F.T.E. is still around and they do mind please let me know.

Thanx!
buck@grolen.com

1181. Atari 8-bit Docs, Hints, and Solutions site

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: lizr@crestviewfl.com
Message-ID: <33F3DA4C.13AD@crestviewfl.com>
Source record: 70901

Got some 8-bit software that would be great, if only you knew the instructions? Are you stuck right at the end of a text adventure? This site might help. It is a collection of doc files that I have had on disk for years. I thought that they may be of use to others, so I built a web page where they can be accessed.

http://www.crestviewfl.com/~richard/atari-docs.htm

Let me know if it helps!

1182. Adventure clone for PCs

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5t057gqkk1@nuke.csu.net>
Source record: 70902

I just found an EXCELLENT Adventure clone for PC's. It's practically
a port! It runs in MSDOS text mode, has some useful features, and
can be ran with joystick or keyboard.

Check the "Adventure Home Page" for a link:

http://www.wwu.edu/~n9642587/adventure/adv.html

There's also an interview with Warren Robinett (the author)! :)

Just what I find snooping around Yahoo!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1183. Re: Atari's in novels?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-14 00:00:00 UTC
From: "David G. Dahlstrom" <ddahl@tiac.net>
Message-ID: <5t03sv$s1f@news-central.tiac.net>
Source record: 70903

Well, as I remember, the novel WarGames (based on the Movie) mentioned
Atari's Star Raiders somewhere near the beginning of the book.

Dave

arthur wrote in article ...

>
>Hello fellow Atari 8-bit fans. I just started reading Orson Scott Card's
>"Lost Boys" this week and have gotten a nice little pang of nostalgia as I
>read about the main character's job (it's 1983 and he programs Atari
>computer games...lots of nice little cuts on the Commie 64 as well). I also
>recall an Atari 800 being featured in Stephen King's "Tommyknockers".
>
>My question - can anybody think of any other novels (fiction) that feature
>Atari 8-bits as part of the storyline?
>
>
>-Ray Wilmott

1184. Re: Only 11 questions, please help :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5t1lql$g2f$1@triglav.iwaynet.net>
Source record: 70825

On 1997-08-13 rely@ix.netcom.com said:
>In article <33F147D1.1CB8@concentric.net>,
>AsciiRider <andreadd@concentric.net> wrote:
>>I have a number of questions:
>>I am pretty well versed in Atarispeak. I have an 800xl,
>>2 1050's, APE, and an indus that just died yesterday, Tons of
>>manuals, and I am
>>excited about the 75 or so Antic magz I just purchased.
>>Anyway!
>>Most of my questions relate to SIO2PC/APE. I am trying to make
>>the most of the 16 megabyte drives.
>>Are there any SpartaDos 3.2g friendly text editors (single
>>executable) out there with
>>subdirectory support? (80 columns wouldn't hurt) I would like to
>>be able to run it from
>>my "hard drive" and exit out to Sparta easily. I just can't do it
>>with AtariWriter.

You can use TextPro.Shareware.

>Do you hace the LVAUG patch to Atariwriter? It makes AW+ Sparta
>compatible and usable from HD. I'm sure someone has a copy they
>>How do I exit to BASIC from Sparta? I believe BASIC ON just turns
>>it on internally.

The BASIC command switches the BASIC internal cartridge in & out of the CPU's
view ("address space").

You don't "EXIT" to BASIC,you run it.
Switching between DUP (or CP) and BASIC is like using the GOTO BASIC command.
You can't exit or "RETURN" back to where you were.

Use CAR.I think that "RUN A000" will also work (for BASIC).
But probably not for all cartridges.There's no universeal abosulute run
address.The run address is stored at the end of the cartridge.

>At the DOS prompt type CAR and hit enter. This will execute the
>cartridge (whatever cart is plugged in). If you are using BASIC
>>How about a SpartaDos friendly "TRANSLATOR"?

SpartaDOS X can load into normal or banked memory.So you COULD use that.
(but if it loads into normal 48k memory,there might not be enough room for the translator)
SpartaDOS 1.1 was made for the 800 and doesn't use the OS shadow RAM.
(not to be confused with the shadow hardware registers in the OS database)

>SD (except for SDX cart) is not compatible with the 800 since you
>need the RAM under the cart (at least 64KB of total RAM).

>>Anything that I could run that would give control to Sparta
>>whenever I press reset instead
>>of handing control back to the same program or coldstarting?

Well by default,the CP (command proccessor) or DUP DOES get control back after a RESET ("warm start").But if a programme re-programmes the DOS-init vector, there's little you can do short of using a hardware or OS ROM monitor/debugger to re-set the vector (called DOSINI).

(DOS sets DOSINI to run it-self so that it can re-allocate the memory that it is using,else after a RESET,BASIC would happily over-write DOS)

>>Is there a super copy program out there to run on the Atari that
>>will copy any of the
>>protected software images down to a floppy? And if there isn't,
>>how the heck did someone
>>create the image in the first place?

The Pro-System cable (for APE) will record a great deal of information about a disk so that copy protection can be emulated by APE.

>There have been many, but they usually require extra hardware. One
>is the BlackBox with the Super Archiver, another was the Ha

The BlackBox has nothing to do with copying copy-protected disks.
Of course it's monitor could be used to BREAK copy protection.
(true of any monitor interface)

>Commercial copying of protected disks use special equipment that
>>are analog in nature as oppose to the digital nature of a flop >
>>As mentioned earlier, my Indus GT just pooped out on me yesterday.
>>Any suggestions? Something common that maybe could help? It
>>happended during a format. No problems before that.
>Nothing at this time that I can think of...
>>How the heck do you load a Zork saved gamed? LOAD doesn't seem to
>>work. I can't remember
>>what I did in 1988.
>Most likely you have to boot the system from the Zork disk. I don't
>know, since I never owned this game.

He means how do you load SAVED games,not the game it-self.

>>How do you move files in Sparta?
>There are two ways. 1) a seperate program called MOVE.COM which,
>unlike the MS-DOS version, simply moves the directory info fro

I'm sure that MS-DOS's MOVE just uses the re-name function to move the directory entries when moving a file to the same disk.
(MS-DOS doesn't let you open directories and copy dir-entries like SpartaDOS does)

>>I have noticed that when I copy Atari Dos 2.0/5/s binaries to
>>Sparta, I normally have to rename
>>the file with an .exe or some other extension before Sparta will

>>even find it. Anyway around
>>this? Am I doing something wrong?
>No. Sparta will only execute binary load programs if they have a .
>COM extension. You have to enter the entire filename.ext the

uh,what?

SpartaDOS only has COM files.There's no such thing as a EXE file on the Atari.
SpartaDOS X has a new binary load format that gives you re-locatable programmes
like MS-DOS's EXE files,but they're still called COM files.
(SDX also has a third format used by device handlers)

On the PC,COM files are just raw data with no format.The data is copied into
memory and a JSR ("GOSUB") is performed to the beginning of the data.
Since memory addresses can be "adjusted" so that any location can be memory
location 0,the COM file data can be put anywhere.
(on a 16-byte boundary)
OF course,since it's just raw,un-formatted data,there's no way for MS-DOS to
tell whether it's really a binary load file.So Atari COM files will crash
MS-DOS.
(MS-DOS doesn't handle "ilegal instruction" interupts.There's no such thing as
a ilegal instruction on the Atari(except blank memory))

MS-DOS has had EXE files from the start.
(when Microsoft bought it from Seatle Technologies)
They have a format,including a list of address references that MS-DOS must
change for the programme to run in the memory location that MS-DOS chooses for
it.But a mis-named Atari programme will still crash a PC,even if it's a EXE
file.(MS-DOS doesn't pay attention to the extention,aparently.Neither does
SpartaDOS,for that matter.Only the CPs care)

They allow you to have files that are re-locatable.This is useful if you want
to make a programme that's larger than 64k.But COM programmes can be big too
by splitting them up into 64k "chunks".
This is actually a better way since you could store these chunks in
bank-switched memory.(which all the modern PCs have)

(PC's have a 16-bit address space like the Atari.To access more than the 64k
of memory that MS-DOS loaded the programme into,programmes can alter special
registers.These registers control how much the addresses that the programme
use are offseted.Thus address 0 can refer to anywhere in the 1024kb of
memory,on a 16-byte boundary.Since changing the whole 64k of memory would
confuse a programme,there are several registers.One refers to the address
space that the current programme is running from,another to the adr-space that
contains the data that the programme is reading/writing from/to registers,and
one for the stack (a 64k stack!))

Of course this is all nothing compared to the way that you can hack memory
addresses with a 80386 equiped PC.(though MS-DOS doesn't support bank-switched
nor 80386 memory in the same way that The Atari OS doesn't provide a universal
way to access more than 64k of RAM)

>>I have also noticed that when using SIO2PC to play Alternate
>>Reality, I see a "cracked/hacked by
>>screen thingie. I don't see this in the Shareware APE
>>distribution. Anybody know why? Just
>>curious.

Does the APE version (huh?) come in a PRO file,by any chance?
PRO games haven't been de-protected.

>>I picked up a 1mb 520st, mono monitor for $9 at a thrift store this
>>week. Does anybody know
>>a cheap source for power supplies and/or mouse? (I know it is
>>16bit, but I really couldn't pass
>>it up being so stinking cheap.)

Isn't the 68000 a 32-bit CPU?
I think that you're thinking of the memory,not the CPU.

>>I hope that nobobdy thinks I'm a complainer or that I expect to
>>much from my 8bit,
>>I guess I really want to start programming this thing finally and I
>>don't want to
>>spend to much time working around these little inconvieniences.
>><----probably spelled
>>that one wrong.

Net-Tamer V 1.09 - Test Drive

1185. Does "Scraper Caper" really xist?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: qmnmaren@mailbox.uq.edu.au
Message-ID: <5t2ej0$2fq$1@nargun.cc.uq.edu.au>
Source record: 70826

Does anyone know if the game "Scraper Caper" really exist? It was suppose to have been the true sequel to Miner 2049'er. I have some old Big five ads that show it advertised coming right after Miner 2049'er.
Bounty Bob Strikes back supposedly came after this.

I have not seen or heard of anyone who has or even seems to know about this program.

Does anyone have it? Does anyone know what Bill Hogue (programmer for the bounty bob series) is doing today and if he has an E-mail address.

Nick

1186. Star Raiders for ST, tell me about it

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5t13oihfo1@nuke.csu.net>
Source record: 70904

I remember seeing a screenshot of "Star Raiders <something?>" for the
Atari ST long long ago in one of the Atari magazines handed down to me.

I remember rather squarish Zylon(?) baddies, and they looked a little
bubbly in that 3D way. Anyone wanna fill me in on the details of this
game, since I wish to one day become the ultimate receptical of all
Star Raiders information on the planet..?

Thanks! ;)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1187. Re: Star Raider questions..

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5t06igqkk3@nuke.csu.net>
Source record: 70905

The Enforcer (tort@springnet1.com) wrote:

: Sorry to burst your bubble, Star Raiders 1 was an APX game, I have
: it...

Really...? It was released under the Atari name. It was coded by an
Atari dude (Doug Neubaer- the guy who did the POKEY chip).

<snip>
: The Last Starfighter was NEVER released by ATARI, the movie BOMBED at
: the box office, so they scrapped it....

Huh.. :) I kinda LIKED that movie! ;)

<snip>
: The LAst Starfighter is a BETTER game in my opinion, as you can orbit
: the stars and regain your power, recharging your power cells, etc..
: Star Raiders makes you rely on those space stations and once they are
: destroyed, you're sunk....

No... you can gain energy by orbiting stars. You'll die if you sit
around too long.

And personally, I think that Star Raiders (original) is the best game
of all 3. Sure, it doesn't have all the fancy-pants graphics which makes
SRII (and LSF) LOOK cool, but at least the 3D controls didn't suck! :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1188. Re: Atari mouse question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: dingdong@dingdong.com
Message-ID: <5t236o$6ns$1@kirin.wwa.com>
Source record: 70906

In article <19970815132701.JAA08565@ladder02.news.aol.com>,
almazzei@aol.com says...
>
>I was recently given one of those grey mice from the ST line, and was
>wondering if it would work on one of my 8-bitters. If so, is there any
>8-bit software that supports a mouse? Curiouser and curiouser...
> Thanx,
> Louis
hey ill buy that mouse if you cant use it

1189. Re: Star Raiders for ST, tell me about it

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1508971539360001@199.166.204.230>
Source record: 70907

In article <5t13oihfo1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

> I remember seeing a screenshot of "Star Raiders <something?>" for the
> Atari ST long long ago in one of the Atari magazines handed down to me.

It was pretty similar to the original although with much better graphics and sound, as you'd expect. They also didn't have as many "screens" to visit because of the better real estate on the monitor, so you had the galactic map right below the main viewer. The display didn't take up the whole screen either, there was a mask representing the "sides" of the ship with instruments on it.

It sucked. It was kinda funny, because it was _very_ similar and had much better graphics and sound. However the gameplay just wasn't there, and it grew boring after 1/2 an hour or so.

Maury

1190. Re: Star Raider questions..

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5t1lr7$g2f$2@triglav.iwaynet.net>
Source record: 70908

On 1997-08-11 maury@softarc.com(MauryMarkowitz) said:
>In article <6bXKLY3pzHB@peter.soemtron.sb.sub.de>,
>peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:
>> sorry, but I have here two version of Star Raider. The first I
>>found in my collection is called "Star Raider II" and is probably
>>the one of atari corporation. The other one is called "The last
>>starfighter". A hacker clone? Where is the difference? And where
>is "Star Raider I" ?
>Star Raider 1 is called Star Raiders.
>The Last Starfighter was the name of a game that Atari was going to
>release in conjunction with a terrible movie of the same name. The
>movie flopped, and the game didn't make it out the door in time (or
>so the story goes). Later Atari tried to salvage something from
>the effort, and instead released it as Star Raiders II. The games
>are basically identical, although with the Star Raiders name on it,
>it makes no sense as it takes place in an entirely different
>"world" than the original Star Raiders.

Like the movie version of "The Mask",it's nice on it's own,but pales in
comparison to the real deal!

And there ARE differences between the two games.You should download both.

Net-Tamer V 1.09 - Test Drive

1191. Re: Atari's in novels?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: sixosix <sixosix@ibm.net>
Message-ID: <33F5007C.431D@ibm.net>
Source record: 70909

David G. Dahlstrom wrote:
>
> Well, as I remember, the novel WarGames (based on the Movie) mentioned
> Atari's Star Raiders somewhere near the beginning of the book.
>
> Dave
>
> arthur wrote in article ...
>
> >
> >Hello fellow Atari 8-bit fans. I just started reading Orson Scott Card's
> >"Lost Boys" this week and have gotten a nice little pang of nostalgia as I
> >read about the main character's job (it's 1983 and he programs Atari
> >computer games...lots of nice little cuts on the Commie 64 as well). I also
> >recall an Atari 800 being featured in Stephen King's "Tommyknockers".
> >
> >My question - can anybody think of any other novels (fiction) that feature
> >Atari 8-bits as part of the storyline?
> >
> >
> >-Ray Wilmott

Oh! my favorite subject!!!

Some more cameos by our favorite 8bits:

Police Academy 3- Commodore 64 used in police station.
Cloak and Dagger (with the ET kid henry Thomas)- Atari 7800 (5200?)
featured prominently in the entire movie!!

Any others??

/"sixosix"/

1192. Re: Help with Win64/Xl-it! STOP THIS CRAP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: sixosix <sixosix@ibm.net>
Message-ID: <33F5029B.578D@ibm.net>
Source record: 70910
Cross-posted to: comp.emulators.misc,comp.sys.cbm,comp.sys.atari.8bit

James Farley wrote:
>
> Simon Juncal wrote:
> >
> > Commodore Boy wrote:
> > >
> > > emulators suck
> >
> > Nah continued devotion to utterly dead hardware platforms
> > sucks. OTOH suporting the only _viable_ method of preserving
> > the value of these systems (ie. the software they produced)
> > is pretty cool...
>
> You are either 12 years old or just a fucking moron.
>
> Hmm..hey mom, I just did my first "flame"

HEY EVERYONE LISTEN UP!! YEAH, THAT'S RIGHT IM USING CAPS BECAUSE I AM PISSED OFF!

I STARTED THIS THREAD BECAUSE I NEEDED SOME HELP DAMNIT. IF YOU LITTLE "KIDS" CANT GET OVER THE WARS THAT HAPPENED DURING THE 80'S THEN, GET A LIFE OR SOMETHING. ALL I WANTED WAS SOME FRIGGIN HELP AND I GOT NOTHING BUT SHIT FROM THE COMMODORE PEOPLE AND SILENCE AND REBUTTALS FROM THE ATARIANS. I SUPPORT ALL PLATFORMS, IT'S NOT LIKE IT'S A FRIGGIN RELIGION PEOPLE!!!

END OF RANT.
"sixosix"

1193. Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5t1lrk$g2f$3@triglav.iwaynet.net>
Source record: 70911

Someone mailed me about me saying that the atari was the fastest computer
except for the PC.I coudln't respond because his mail headers were corupted.
(stupid Microsoft!)

Anyway,I meant compared to contemporary computers.
No STs back then.(Thank GOD!)
I can't even stand the XEs.What a idiotic idea those were.
(membrane keyboard and all)

Net-Tamer V 1.09 - Test Drive

1194. Re: win95 frontend for XL-it! & atari games database

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33F403EC.50B5@kawo2.rwth-aachen.de>
Source record: 70912

Atti wrote:
>
> hello,
>
> i've written an win95 frontend for XL-it!, mainly for the use
> of long filename diskimages. (like they r on yogi's site)
>
> u can get it at
>
> http://stud1.tuwien.ac.at/~e9326116/atari
>
Looks nice - but there is one major problem - XL-It won't run with the
frontend on my computer.
It starts, but the screen is destroyed ...

Matt

1195. Stephan&#65533;s Retrocomputing Site

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: Stephan <retro@stw.gm.fh-koeln.de>
Message-ID: <5t03k4$a8m@news.rrz.Uni-Koeln.DE>
Source record: 70913
Cross-posted to: comp.sys.sinclair,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm

If you&#65533;re interested in classic emulation and classic games
this is the right place for you!

```
New feature: graphics adventures

http://www.gm.fh-koeln.de/~it048
```

1196. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: metallik@iglou.com
Message-ID: <EExtM8.5xn@iglou.com>
Source record: 70914
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

: have started just about every Novakian flamewar in here. Check out the
: 'Novak FAQ' for evidence of this.

Where can this FAQ be obtained?

: >That stops, however, when someone decides to start spreading lies about
: >me, attacking me, and/or threatening me. I have NEVER initiated ANY such
: >actions, on anyone. However, when others do so to me, thats when the

sheeyaahh right. I think I see Icicles forming ih Hades right now..

: and I'm not threatening you (Do you see me say I will call the 'net
: cops on you?)

he's still afraid I'm gonna turn him into roadkill.. as if I would dent
my car with his sorry behind hehe

: in day-glo colours is this: "If this deal with Novak will go the least
: bit south, I shall see my name plastered with nasty remarks all over
: his web page and Usenet." *that* will be a place I sure would avoid
: doing business with.

Novak with an HTML editor is like a 4-year-old with a loaded pistol..

: >(10/95), VGA has gone global. And with a 24 hour a day presence!

You shouldn't start sentences with a conjunction. Of course, Microsoft
does it all the time.. (read the back of their CD cases.. "So be sure to
store this case in a safe place")

: who typed these things in wouldn't have minded it too much if you kept
: their names intact as to who typed what in. I mean, your petty ego had
: to be boosted that little bit by replacing each name with your own.

mike, why don't you just restore the original files and put them on the
pages instead of your edited ones? That would be very easy to do, y'know.

: >I simply feel that it is more important for people to have access to the
: >files, in as close to the original content format as possible, than it is to
: feed egos. That is why I created the most comprehensive manual

Replace "created" with "copied" and you'd have yourself a true statement.

: >archive on the WWW. That is why I spent so much time re-editing every
: >file.

Append "with my name instead of the original typist's" on that sentence
for another true statement.

1197. Re: Help! MIO manual needed!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: Marlin Bates <mbates@jarl.cs.uop.edu>
Message-ID: <Pine.SUN.3.91.970815011702.6586A-100000@jarl.cs.uop.edu>
Source record: 70915

If you get permission to post to the net I will be more than happy to
scan mine in, OCR it and post the resulting file.

In the meantime if you want to pay me for the copies and postage I do not
see the harm in making a copy of the manual for you.

-Marlin

On 14 Aug 1997, Brother Buck wrote:

> I'm looking to buy a MIO but the seller has no manual. If anybody has
> a copy just laying around that they are willing to part with or copy
> for me I would be really grateful!
>
> I have never recieved replies to my e-mails to F.T.E. so I'm assuming that
> they don't support the MIO anymore and wouldn't mind if I uploaded a copy
> to the archives on the net (assuming I can acquire a manual to type in).
> If F.T.E. is still around and they do mind please let me know.
>
> Thanx!
> buck@grolen.com
>
>

---*** Videos, VWs, & Video games...sad and pathetic but social
---*** Marlin Bates, owner: '69 VW Westfalia Bus aka Lazarus
---*** XL/XE: 236/ Lynx: 80/ Jag: 57/ Sega: 56/ CED: 1197/ TG:45/ 3DO: 33
--*-*-* Always looking for RCA VideoDisks (aka CED)
-*--*--* Web Page: http://www.stocko.sonnet.com/Fujidom/

1198. Star Raiders - Tribute Page

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5t072rqkk5@nuke.csu.net>
Source record: 70916

Just a reminder! If you want to learn about Star Raiders, come check out my tribute page!

http://zippy.sonoma.edu/kendrick/star-raiders/

It has a little info. about the author, the features of the game, a few screenshots, a scan of the BEAUTIFUL cover art (unfortunately, my scan doesn't do it justice!), AND the COMPLETE manual! (In HTML! with scanned images!)

I hope to ONE day:

* get an interview with Doug... anyone got an e-mail address or phone number I can buzz? ;)

* get some Quicktimes or AVI's of some game play

* create some fan-art (I've already got a nicely rendered 3D quicktime I'd like to put up)

Come and visit; gimme some comments/suggestions while you're there! Thanks!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1199. Re: Xformer cable... can anyone get it working?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <33F46F41.6303@ix.netcom.com>
Source record: 70917

The Morbid Guy wrote:
>
> erich.josef@hmv.ccc.or.at (Erich JOSEF) wrote:
>
> >
> >Are your shure you plug in that cable on the parallel Connector?
>
> Like I have a choice... ;-)
>
> > The
> >2nd Thing is: you don't need all cabels by the original SIO-Cable :
> >Are your sure, that the not usally strips are all isolated and make
> >not a bridge? This problem was my problem :-)
> >
>
> This is a Darek "The Bastard" Mihocka-manufactured cable. Opening it
> up reveals only wires and a resistor.
>
> (remove antispam from email address to reply by email)

Erich,
That is correct and the instructions for building your own are posted
on his web site.
Mine tests OK according to the program, but I can't seem to communicate
with either of my XF551 drives or my 1050. I'll e-mail Darek to see what
he says then post his reply here.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1200. Atari mouse question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: almazzei@aol.com
Message-ID: <19970815132701.JAA08565@ladder02.news.aol.com>
Source record: 70918

I was recently given one of those grey mice from the ST line, and was wondering if it would work on one of my 8-bitters. If so, is there any 8-bit software that supports a mouse? Curiouser and curiouser...
Thanx,
Louis

1201. Game Link II info, please!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5t13rrhfo2@nuke.csu.net>
Source record: 70919

Jeff!? :) Anyone!? Maybe I'll go upstairs, hold my breath, and
dig into my limited collection of Atari books and try and figure it
out myself...?

BTW, Jeff - Gamecenter.com had a "10 games that changed history" and they
mentioned MidiMaze... I bugged them about the fact that we have a
nearly identical game thanks to you and that one-of-a-kind cable. :)

I ALSO bugged them to mention Pong, Space War, Star Raiders, Adventure
and Bolo, though, too. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1202. Re: Only 11 questions, please help :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33f4868f.91767536@news.aatech.com>
Source record: 70920

On 15 Aug 1997 13:33:08 GMT, dklugh@iwaynet.net wrote:

>On 1997-08-13 rely@ix.netcom.com said:
> >In article <33F147D1.1CB8@concentric.net>,
> >AsciiRider <andreadd@concentric.net> wrote:

[major league snip]

>>>I picked up a 1mb 520st, mono monitor for $9 at a thrift store this
>>>week. Does anybody know
>>>a cheap source for power supplies and/or mouse? (I know it is
>>>16bit, but I really couldn't pass
>>>it up being so stinking cheap.)

>Isn't the 68000 a 32-bit CPU?
>I think that you're thinking of the memory,not the CPU.

Internal data registers are 32-bit. Addresses are 32-bit, but only
the first 24 bits are used on the 68000. The external interface to
memory, etc is 16-bit.

Technically, it operates internally as a 32-bit processor, but talks
to the world at 16-bits. There was a huge thread spawned some time
ago in another programming newsgroup about how to define 16-bit vs
32-bit processors and the only thing that was agreed upon is that
everyone disagreed.

[snip]

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1203. Re: Star Raiders for the 90's

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5t06rmqkk4@nuke.csu.net>
Source record: 70921

Scott Le Grand (varelse@bestSPAMMENOT.com) wrote:
: Except of course that they 1) Blew the hyperdrive, 2) Blew the
: docking sequence and worst of all 3) Made the game mission-based
: with medals and all that nauseating Wing Commander crap.

Hehe... SR kinda has medals. They're in the manual! <pointing> ;)

<snip>
: Argonaut Software wrote some of my favorite games: Star Glider,
: Star Glider II (very Star Raiders-like actually), Carrier Command,
: and Starfox.
<snip>
: All I can say is "Leave the platformers to Miyamoto, Leave the shooters
: to Minter!"

(I know nothing, so please excuse this question).
Minter's from Argonaut?

-bill! (VERY happy to see Defender 2000 was actually release, and is
soon going to buy a Jaguar because of it (and Battlesphere))

kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1204. Re: Help! MIO manual needed!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33f48544.0@news.carleton.edu>
Source record: 70922

In article <33f38aac.0@news.grolen.com>, buck@grolen.com (Brother Buck)
wrote:

>I have never recieved replies to my e-mails to F.T.E. so I'm assuming that
>they don't support the MIO anymore and wouldn't mind if I uploaded a copy
>to the archives on the net (assuming I can acquire a manual to type in).
>If F.T.E. is still around and they do mind please let me know.

I don't know whether FTe would mind or not, but he wouldn't lose the right
to control the distribution of his property (the MIO manual) just because he
lost access to e-mail and/or doesn't read this group.

-Michael

1205. Re: Only 11 questions, please help :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33f483a4.0@news.carleton.edu>
Source record: 70923

In article <5ss7lh$gvm@sjx-ixn3.ix.netcom.com>, Robert Smith Ely
<rely@ix.netcom.com> wrote:

> SD (except for SDX cart) is not compatible with the 800 since you need the
RAM >under the cart (at least 64KB of total RAM).

SpartaDOS 1.x does run on the 800, along with the SDX 4.x cart as mentioned.

SpartaDOS 2.x and 3.x do require an XL/XE.

-Michael

1206. ATARI: Bravo Sierra Computers! Hardware, Software, Books, Accessories!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-15 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5t1dlnpfr1@kelly.teleport.com>
Source record: 70924
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

The Bravo Sierra Web Page has been fixed. If you find trouble with my
Web Page, please E-Mail me at bensmith@teleport.com.

I've added more Items to my Catalogs, such as several large boxes full
of Atari ST Software. All of them Complete in Boxes with Documentation.
Some are still UNOPENED and SHRINKWRAPPED. As well as an Atari SM125
Mono Monitor with a Built in Monitor stand and an Atari Laser Printer.
For the Classic Atari 8 Bit Line Added Hardware was a U.S. Doubler Disk
Drive plus a modified 800xl with a built in Translator on a switch that
will run older Software without a Translator Disk Plus Lots more new
8 Bit Disk SoftWare for $5 each.

Following is only a partial list of what's in my Computer HardWare &
SoftWare Catalogs. Everything mentioned on this list is on this list
because I have multiples of these Items and I thought I'd list them for
you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got
HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers,
Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the
Monitor Power Directors to Manage & Protect your Equipment. And
Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore
CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives,
Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct
Connect Printer Interfaces. HardWare specifically for the Atari ST: SLM
804 Laser Printers, Spectre GCR Macintosh Emulators, Color & MonoChrome
Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes,
Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk
Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST
and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of
Antietam, Flight Simulator II and Scenery Disks,
Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space
Eggs, Space Journey Math Educational Software, Target Practice, Temple
of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons &
Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the
Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The
Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World
Championship Karate. Productivity Software for the Classic Atari 8 Bit:
Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak,
Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc.
Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy

Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is. Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I

don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

1207. Re: Star Raiders for ST, tell me about it

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <33f532e3.5430631@news.netrox.net>
Source record: 70827

On 15 Aug 1997 08:24:50 GMT, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>I remember seeing a screenshot of "Star Raiders <something?>" for the
>Atari ST long long ago in one of the Atari magazines handed down to me.
>
>I remember rather squarish Zylon(?) baddies, and they looked a little
>bubbly in that 3D way. Anyone wanna fill me in on the details of this
>game, since I wish to one day become the ultimate receptical of all
>Star Raiders information on the planet..?
>
>Thanks! ;)
>
>-bill!
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/kendrick/
>

While the graphics were pretty good (nice cockpit), the gameplay on the ST version was horrible. It had none of the action and strategy of the original. All the subtle strategic elements that made the original such an amazing game to play were non existent in the ST version, along with terrible sound effects. I remember being very excited about this version when I got my ST back in 80'something. After about ten minutes of play I realized it was a dog.

1208. Game Link II device driver idea!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5t3e9i$a5f$1@nuke.csu.net>
Source record: 70828

Hi - I've sent this message to a collection of people I know and who I consider a TAD bit more competent at programming the Atari than I am. ;) I've also put this on comp.sys.atari.8bit for anyone else out there with some time on their hands and assembly programming under their belt. I completely understand if you're too busy or not interested in helping.

I've whined NUMEROUS times for help programming for the Game Link II. (For those who don't know, it's an SIO device which connects up to 8 Atari 8-bits together. It was designed by DataQue Software and used in the AGDA Group's "Maze of Agdagon" (very similar to MidiMaze for the ST, it can be downloaded from the UMICH archive at: http://www.umich.edu/~archive/atari/8bit/Games/Action/agdav1c.arc) and at least one other game, a "Battle Ship" game that I can no longer find. The simplest Game Link II cable can be created with two SIO cables and one or two paperclips(!) and provides a two-machine connection.)

After spending a lot of last night with two of my 3 800XL's sitting idle connected to each other and my scratching my head over De Re Atari and Mapping The Atar, and wishing I had a copy of the Operating System Manual that De Re kept telling me to refer to, I decided what we PROBABLY need is a new device handler which will let programs talk to each other via Game Link II using OS calls.

Thinking about it right now, I figure it can be done a number of ways, and I'm not sure which is best. You tell me. :) To start off, I believe it should probably be done in concurrent I/O mode (like a modem ("R:") handler). If this is a stupid idea or impossible, tell me!

(1) Create a new device (say, "G:" for "Game Link", although that's taken for a special graphical printer driver, or perhaps "L:" for "link")

(2) Create a device driver that is compatible with the MUX "M:" driver. (MUX, or Multiplexer, is a cartridge-based Local Area Network system for the Atari created by CSS.) This might make the Game Link II a cheaper (but slower) alternative to MUX units (not to kill your sales, Bob ;^)). This will also obviously allow any Game Link II programs to run over MUX's and any (or many) MUX programs to run over GLII's.

(3) Create a device driver that is compatible with standard
"R:" modem handlers. This way, as with the MUX idea
above, games and programs could be created that run either
on GLII OR over a modem. (That'd be damned spiffy!)

As a side note, related to this idea, it'd be awesome if
whatever driver gets designed for this system could be
handled by one of the emulators. Imagine playing
Atari games over the Internet like this (ie, with "XL-It!")!

If you're sick of this mail, stop now! :) The next bit is
information extracted from the Game Link II instruction
manual from the Maze of AGDAgon archive...

From what I can tell of the manual (I may be reading this
cross-eyed), it looks like you connect the following pins
of the SIO cables to each other (in the simple paper-clip
version):

DGND (Data Ground) <--> DGND (Data Ground)
SID (Serial Data Input) <--> SOD (Serial Data Output)
SOD (Serial Data Output) <--> SID (Serial Data Input)

Looks easy, makes sense. Now how does one program for it
(easily)!? ;^)

Any tips, help, .COM files or anything else would be great!

Thanks a TON!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1209. Question for everyone...

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5t3j1q$j5f$1@spitting-spider.aracnet.com>
Source record: 70829

As some of you may already know, I have been contemplating getting the entire Shadow Software line of products up and available on the web.

No I have a question for everyone, and I want you to take a moment to think about this, and then send me a note in E-Mail with your answers. PLEASE, PLEASE, be honest in your response. If I do this, it is going to cost me a considerable amount of money, and if I am not going to see a return on my investment, then it would be rather foolish to continue in that way....

Question: How many times in the past year have you registered software and sent the author money?

Question: If I make all of this software available, and you use it, will you send me money, or will you just use it forever without registering it?

Question: Do you BobTerm? If so, did you send Bob Puff any money?

Question: What Shadow Software products have you used in the past, and did you purchase them through a store/user group, or download them?

Question: What type of software are you looking for? Titles?

Thanks for your time, I will consider both the volume of responses, and the actual answers in deciding my next move... I will let everyone know as soon as I decide.

The Shadow

1210. Re: Help with Win64/Xl-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: Simon Juncal <s^juncal@erols.com>
Message-ID: <33F5A868.1661@erols.com>
Source record: 70830
Cross-posted to: comp.emulators.misc,comp.sys.cbm,comp.sys.atari.8bit

James Farley wrote:
>
> Simon Juncal wrote:
> >
> > Commodore Boy wrote:
> > >
> > > emulators suck
> >
> > Nah continued devotion to utterly dead hardware platforms
> > sucks. OTOH suporting the only _viable_ method of preserving
> > the value of these systems (ie. the software they produced)
> > is pretty cool...
>
> You are either 12 years old or just a fucking moron.
>
> Hmm..hey mom, I just did my first "flame"

Oh thats intelligent... I justified my reasoning, whats your
excuse?

--
(Remove the ^ from my address when replying)
____
) Simon)
(Midzilla Music & sound (
) Mailto:s^juncal@erols.com)
(http://users.aol.com/sjuncal/theax.html (
)____)

1211. Mailinglists

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <33f58078.0@news.ba-stuttgart.de>
Source record: 70831

Hi,

I have set up two German mailing-lists for the ARGS (ABBUC
Regionalgruppe Stuttgart): args-chat and args-announce. If you want to
subscribe, send an email to majordomo@listserv.ba-stuttgart.de with
the following line in the mail-body:

subscribe <list>

e.g.

subscribe args-announce

If someone wants other Atari-8bit-related mailinglists
(e.g. abbuc-chat), drop me a mail.

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

1212. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_871727906@rtfm.mit.edu>
Source record: 70832
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: August 13, 1997

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete
subscription or ordering information should be given, including prices.
```

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection.

Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*. If there is no copyright notice, software must be considered Freeware rather than in the Public Domain.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics, published by Bob Woolley
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)
- Classic Computing, published by the Historical Computer Society

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC/AMS & Portronic (Armin Stuermer)
Froebelstrasse 14a
D-65203 Wiesbaden
Germany
tel: +49 611/9600975
Developer: Portronics hardware: Uni Pad, Power Pad, Stereo Blaster/Phaser,
Herbert; AMC/AMS software

American Techna-Vision (Ralph Maddox)
15338 Inverness St.
San Leandro CA 94579-2016
USA
tel: (510) 352-3787
mailto:rmax99@ix.netcom.com
Vendor: new hardware

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 3265 Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/
Developer: various hardware and software
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
mailto:75126.3446@compuserve.com
Publisher: Atari Classics (print magazine)
"Published no more than six times a year"
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avalon
See: L.K. Avalon

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm / Saturday 10am-5pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.com:80/Fujidom/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152

Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card, ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
Developer: Ice-T XE v. 2.72, Ice-T 1.1 (48K)

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Classic Atari OnLine (online magazine)
See: David Schmudde

Classic Computing (print magazine)
See: Historical Computer Society

Closer To Home (CTH) (Tom Hunt)
mailto:tomhunt@bright.net
http://CloserToHome.dyn.ml.org/
Developer: SparaDOS 3.2 utilities: Sound Utility, Term80 Version 1.6,
Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer,
Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility,
Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility,
HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker.
Sponser of the QWKNET known as the Independent Atari 8bit Network (IA8N)

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904

mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
mailto:nelson@cybernetworking.com
Developer: Atari 8-bit--SpartaDOS Project
Project Disk 1: Cls, ChkDisk, Code, Cold, Compare, DelTree, EOLCmp, ExPrint,
FAtr, FTD, Reset, Tree, TSplit, UnDel, WipeDisk, WipeFile, xErase, xPeek,
xPoke, xType;
NN Tools

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson)
mailto:dand1@azstarnet.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
mailto:nirdary@pacificnet.net
http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84

Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:databyte@computer4u.com
mailto:databyte@databyte.hh.eunet.de
http://ourworld.compuserve.com/homepages/matzi
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
mailto:deaven@ishmael.ameslab.gov
http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

Dean Garraghty Software (DGS)
See: Dean Garraghty

Digi-Key
701 Brooks Ave S
Thief River Falls MN 56701-2723
USA
tel: 1-800-344-4539 Orders
tel: (218) 681-6674
FAX: (218) 681-3380 Orders
FAX: (218) 681-3380
http://www.digikey.com/
Vendor: general electronic parts

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital World (Sam Gunda)
711 W Army Trail Blvd

Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States

tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W Artesia Blvd
Gardena CA 90248-3215
USA
tel: 1-800-543-0540
tel: (310) 217-8021
FAX: (310) 217-0950
BBS: (310) 217-1922
mailto:ecsc@caprica.com
http://www.eio.com/
Vendor: general electronic parts

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:emulators@msn.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer 3.6, Xformer 96, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:stls88a@prodigy.com
mailto:vangelisv@aol.com
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Fine Tooned Engineering (FTe) (Mike Hohman)
Business is halted, but hopes to start up again. Many FTe products are
available from B&C ComputerVisions.
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action!
Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL
Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, Express! Terminal
Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65
Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable,
The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB
Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd,
Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS
Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer
Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8
Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X
Super-Cart, SDX Upgrade ROM, US Doubler

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language,
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.0

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

Dean Garraghty (Dean Garraghty Software (DGS))
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel/FAX: +44-1302-855-026 (9am to 6pm BST/GMT only please!!)
mailto:113117.1356@compuserve.com
mailto:dgs@clara.net
http://home.clara.net/dgs
Vendor: used hardware, commercial/used/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
mailto:iig05-1@htw.uni-sb.de
http://myst.slcc.edu/~markus/
Developer: XL-it! 0.20

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE, GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies, Guntris, Tag!

Mr. Sio2PC (Germany) Grassel
Developer: power units for the Atari 8 Bit that only power the XL/E not your house, and more...

Subject: H

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler (also wrote: Jawbreaker, Frogger, Hackers)

Highlander Soft (Raimund Altmayer)
See Also: Micro Computer Service
Konz, Germany
Developer: Turbo-BASIC-XL, IDE hard disk interface

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

Historical Computer Society (HCS) (David A. Greelish)
3649 Herschel St
Jacksonville FL 32205-9060
USA
mailto:historical@aol.com
http://www.cyberstreet.com/hcs/hcs.htm
Publisher: Classic Computing (quarterly print magazine, ISSN:1074-2557)
US$14/year or $3 for a sample issue, USA
US$16/year Canada
US$20/year International
US$3 sample issue

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software

Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: J

Jameco Electronics
1355 Shoreway Rd
Belmont CA 94002-4100
USA
tel: 1-800-831-4242
tel: (415) 592-8097
FAX: 1-800-237-6948
FAX: (415) 592-2503
BBS: (415) 637-9025
mailto:info@jameco.com
http://www.jameco.com/
Vendor: general electronic components, computer products
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdevices
1850 S 10th St
San Jose CA 95112-4108
USA
tel: 1-800-538-5000 24 Hour Toll Free Ordering
FAX: 1-800-538-5005 Fax Orders
tel: 1-800-538-5002 Technical Support
tel: (408) 494-1400 local phone number
USA
http://www.jdr.com/
Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic

Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polensoft games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
mailto:bobkla19@mail.tcd.net
Vendor: used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,

TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.13

KE-Soft (Kemal Ezcan)
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

King Kong (Torsten Schallt)
mailto:schallt@fh-worms.de
Developer: hardware for your XL and your 1050, tester of Power Drive 351 XF

Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:conradus@plearn.edu.pl
http://www.orient.uw.edu.pl/~conradus/atari.html
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States

tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/
Developer: Rainbow 1.3a (for MacOS), Rainbow 95 1.36 (for Windows 95/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter

#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:halliwee@ts436.dyess.af.mil
mailto:e.halliwell@genie.com
Developer: FlickerTerm 80, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro Computer Service
See Also: Highlander Soft
Mainz, Germany
Developer: Turbo-BASIC-XL

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
mailto:101755.2443@compuserve.com

http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
1530 Armstrong Ave #47
Novato CA 94945-2513
USA
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Bombi, Balloonier, Boom!, Chicken, Cooltris, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
c/o S.J. Murray
P.O. Box 11903
Westhill
AB32 6GE
Scotland
Publisher: Futura (quarterly newsletter on disk)
4-issue/6-disk subscription: #10

NOVAtari
c/o Geoff DiMego
8612 Thames St.

Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual, 10 Print, Enigmatix!, 10th Anniversary Demo, Mini Office II, Transdisk IV, The Big Demo
Publisher: New Atari User (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2
Canada
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

PD-Magazin
c/o Sascha Roeber
Bruch 101

D-49635 Badbergen
Germany
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Portronics
See: AMC/AMS

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:74030.2020@compuserve.com
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr

set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
mailto:76702.1076@compuserve.com
Developer: BobTerm 1.22
(There's also a 1.23 that's specific to PC XFormer)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB

United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Larry Richardson
6043 Dairy Rd
Baker FL 32531-8729
USA
mailto:richard5@eglin.af.mil
Developer: VTEX

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.

Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

David Schmudde
mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fcao.htm
Publisher: Classic Atari OnLine (online magazine)

Ernest R. Schreurs and Bo Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@pi.net (Ernest)
mailto:stack@xs4all.nl (Bo)
Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0)

Shadow Software (Dave Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:mratari01@aol.com (The Shadow)
mailto:shadow01@aracnet.com (The Shadow)
mailto:bensmith@teleport.com (Bravo Sierra Computers)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS

Sikorsoft
Developer: Cyborg, Fire Stone

Richard Smith
P.O.Box 71017
16655 Yonge Street
Newmarket
Ontario
Canada L3X 1Y8
mailto:richs@interlog.com
http://www.interlog.com/~richs/atari.html
Vendor: commercial software (plus a bit of new hardware)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Lenard Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com

http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box interfaces), Forem-XE Pro 5.4 (BBS program)

STAK Atari (print magazine)
See: Revista STAK Atari

SteveR's Classic Cartridges (Steve Reed)
mailto:Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
BBS: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Stichting Pokey = Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands
Vendor: new hardware, commercial software, books
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip), t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169

FAX: +61 7 54969056
mailto:sup8pdct@closer.brisnet.org.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
9:00AM - 7:00PM Monday-Friday; 10:30AM - 6:00PM Saturday; Closed Sunday
tel: (410) 544-6943 Voice
FAX: (410) 544-1329 FAX
tel: (410) 544-5354 Tech Support
mailto:info@toad.net mailto:orders@toad.net mailto:service@toad.net
http://www.ataricentral.com/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.15, APE ProSystem 1.15,
APE Warp+ OS, Imagic 1.05

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hours
FAX: (612) 449-0488
Vendor: new/used hardware, new/used software

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (216) 843-8815 24hrs
mailto:vga2000@ix.netcom.com (preferred)
mailto:vga2000@io.com
mailto:dw901@cleveland.freenet.edu
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vogtlander (Helmut Weidner)
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
mailto:chasm1@village.ios.com (Charles Marslett)
mailto:chasm@bix.com (Charles Marslett)
mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
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1213. Re: Atari's in novels?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: not@home.here
Message-ID: <871732577.1577.0.nnrp-6.9e987e17@news.demon.co.uk>
Source record: 70833

In article <33F5007C.431D@ibm.net>, sixosix <sixosix@ibm.net> wrote:
>Some more cameos by our favorite 8bits:
>
>Police Academy 3- Commodore 64 used in police station.
>Cloak and Dagger (with the ET kid henry Thomas)- Atari 7800 (5200?)
>featured prominently in the entire movie!!

D.A.R.Y.L. plays Pole Position.

1214. 25% off Atari computer hw & sw

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5t450o$1p1$1@news2.voicenet.com>
Source record: 70834
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
25% off items paid for by 8/31/97

Atari Items for Sale plus shipping

Atari 800 Computer w/power supply..................... $59 added 6/21/97
Atari 1050 disk drive and power supply.............. $49 added 6/21/97
Ape Face Model XLP Digital Device.................... $39 added 6/21/97
Atari 850 Interface no power supply.................. $39
Atari XMM801 printer................................ $24
Atari 1020 Printer.................................. $15
Atari XM301 Modem................................... $15
Atari 410 Program Recorder (tape deck) ............. $14
Atari 400 Program Recorder (tape deck)............... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................ $ 8 each
Paddles (3 sets).................................... $12 each
WICO Command Control Joysticks - rough.............. $12 pair
DVE Printer Power Supply Model DV-2412A............. $10
50 5-1/4 diskettes ................................. $10
50 3-1/2 diskettes.................................. $12.50
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
Cranston Manor Adventure (no box)
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
```

Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations -- added 6/21/97
Success with Math - Quadratic Equations -- added 6/21/97
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Printer Driver Construction Set from APX
Summer Games - added 6/21/97
The Quest - added 6/21/97
Touchdown Football - added 6/21/97

Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor
Basic Language Computing - added 6/21/97
Galaxian - added 6/21/97

Music Composer
Pacman - added 6/21/97

.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Clowns & Balloons for 400/800
Curse of Ra -- added 6/21/97
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Frogger
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
Sargon II -- added 6/21/97
Star League Baseball
States & Capitals
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

Walt Disney - Mickey In The Great Outdoors w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown (2)
Atari Program Exchange - A guide to Effective Programming
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS -- added 6/21/97
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

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Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

1215. Re: Atari's in novels?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <871722024_OASIS_@pcc-uky.campus.mci.net>
Source record: 70835

In article <871732577.1577.0.nnrp-6.9e987e17@news.demon.co.uk>
not@home.here <www.kwll.demon.co.uk> (Lawrence Staveley) said:-

>In article <33F5007C.431D@ibm.net>, sixosix <sixosix@ibm.net> wrote:
>>Some more cameos by our favorite 8bits:
>>
>>Police Academy 3- Commodore 64 used in police station.
>>Cloak and Dagger (with the ET kid henry Thomas)- Atari 7800 (5200?)
>>featured prominently in the entire movie!!

Can't remember which one-but Tom Clancy mentioned Crescent Galaxy on the
Jaguar in one of his books, didn't he? :)

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1216. Re: Game Link II device driver idea!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: davepat@total.net
Message-ID: <33f5ba72.0@news.total.net>
Source record: 70836

In an article dated 16 Aug 1997 05:36:50 GMT, someone named William Kendrick says...

>
>
>From what I can tell of the manual (I may be reading this
>cross-eyed), it looks like you connect the following pins
>of the SIO cables to each other (in the simple paper-clip
>version):
>
> DGND (Data Ground) <--> DGND (Data Ground)
> SID (Serial Data Input) <--> SOD (Serial Data Output)
> SOD (Serial Data Output) <--> SID (Serial Data Input)
>
>Looks easy, makes sense. Now how does one program for it
>(easily)!? ;^)
>
>Any tips, help, .COM files or anything else would be great!
>
>Thanks a TON!

The GL2 protocol ties up the bus and uses its own interrupt routines, rather than the stock SIO stuff. For info on the SIO bus, take a look at SIO2PC; Nick kennedy has (somewhere on an early .atr) info on how he tied together two Ataris via the serial port. Or, look at the Analog series on "Zucchini", which used SIO links to tie together 8-bits.

The hardware manual, along with the OS user guide and the 400/800 OS Source code, is available from BEST. The Rev 9 catalog listed it at $15 - a steal, and a must have for this kind of programming.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
And she handed me twenty dollars for a two-fifty fare
She said "Harry, keep the change."

1217. Re: Atari 8bit Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: mouth@vent.com
Message-ID: <mouth-1608971255320001@cs3-05.spa.ptd.net>
Source record: 70837

In article <5smdou$5972@tcenter.erlm.siemens.de>, bor@bwgc679 (Andree Borrmann Werkstudent) wrote:

> : BOUNTY.COM Bounty Bob strikes back! - Big Five Software / Rackosoft
> : --
>
> : a game like Miner'2049er..
>
> ;-) I think the Miner was called Bob, Bounty Bob...
>
> Bye,
> Andree

That's it. I think it's a sequal. There is also Scraper Caper on cartridge. I want the BIN cartridge file to run on Rainbow. I have the bin.cartridge file of Miner2049er which runs on the Rainbow emulator for PC and Mac.
I also have the bountybobstrikesback.exe for Rainbow but don't know how to run it.

Jeff

1218. FS: 1 MEG 800xl and 850

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970816175301.NAA10632@ladder02.news.aol.com>
Source record: 70838

Posting for a friend-

For sale:

1 meg upgraded 800 xl - make offer

2 850 interfaces - $25 a piece

1050 stock drives (4)

Reply by E-mail

1219. Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19970816175700.NAA10865@ladder02.news.aol.com>
Source record: 70839

I was looking for music in AOL in tower records and came across a group called Teenage Atari Riot. Anyone ever heard of them?

1220. FS EX game system and printer

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: mlunde@geocities.com
Message-ID: <33f5eb92.888650@news.execpc.com>
Source record: 70840

I have a XE game sytem and An atari daisy wheel printer for sale.
I will include Atari writer (or what ever the word process is called)
on disk. Each one is complete and has original boxes. The XE game
system comes with joystick, light gun, Flight Sim 2 and bug hunt on
cart.

I do have a 1050 floppy drive. It was reconditioned and the spring on
the drive doesn't pop the disk out. It works though and you can pull
the disk out with your fingers. Maybe some wants this for parts? Or
for the power supply?

Later I will post the software on disk that I have. If anyone is
interested.

If you're interested please email me with an offer on any part of the
system.

mlunde@geocities.com

1221. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: jharris@sierratel.com
Message-ID: <33f5f527.222224200@news.sierratel.com>
Source record: 70841

slackey@slackey-sun.cisco.com (Stan Lackey) wrote:

>The one I wrote originally used one of the timer interrupts. When I
>added it to a graphics mode program I was doing, all was still fine
>until I started using DLIs. There is some kind of interaction between
>DLIs and timer interrupts which I think causes some of the DLIs to get
>lost.

I did a lot of studying regarding this problem, and there is indeed a quirk in the 6502 chip that can cause either IRQs or NMIs to be skipped. In one of my programs, I had to disable keyboard IRQs and read the hardware on VBI in order to maintain a completely stable display.

I posted some info about these interrupt problems awhile back, and if anyone's interested I can start another thread and post the info again. I think it's a disasterous albeit fascinating hardware bug in that I can't believe it existed for so long without people seeming to realize it was there, and I had an enormously difficult time convincing Atari that it was real. (and maybe never actually did). The final chapter, is that an Atari running with a 65816 chip does not exhibit those interrupt problems at all. I also wonder whether the bug was exclusive to Atari's 6502C, or related to the DMA ready line processing, or whether it exists in all 6502 chips.

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

1222. Atari 400 Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970816204000.QAA21312@ladder02.news.aol.com>
Source record: 70842

I'm a brand new owner of an Atari 400 computer. However, I have some questions, if you could please answer:

1) How can I connect my Atari 400 to a cassette tape player? How do I get the cord for it?

2) Can I get a modem for my Atari 400? I assume it plugs into the side of the computer. I would love to be able to get online using my Atari 400.

3) Can a disk drive be connected, or is the cartridge slot the only way to load software?

Please e-mail me at pbjurman@aol.com - thanks!!

-Sam Hartmann

1223. ATARI Equipment still avialable MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: tort@springnet1.com
Message-ID: <33fe1706.6527506@news.springnet1.com>
Source record: 70843

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
or best offer. These SELL AT Video 61 for $49.95 used.

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
manual, power supply, connecting cables, oil, original cost $399.95.
Also have a non-working 1027, can be fixed at any Atari service center,
both printers cost new $399.95 each, asking $100.00 for both of them.
Again, these sell, each $49.95 at Video 61.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
good condition, like new, supports single and dual density modes,
includes power supply, original cost $179.95, asking $75.00. These
sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up
programs as much as 350% faster. The 65C816 processes 4 instructions
per clock cycle (Only the new P6, 80686 Intel chip does that, besides
this), as compared to the 6502 which processes one instruction per
clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks,
valued at $25.00 each. Asking $250.00 for the entire package. These
are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific
programs, already wired for Turbo-816 installation, just need to
re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
$59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue

Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED
ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned Section is punishable by action to recover actual monetary loss, or $1500, whichever is greater, for each violation.

E-mailing me indicates acceptance of these terms.

1224. !!!DANGER!!!Re: ATARI Equipment still avialable MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <871782418.420@dejanews.com>
Source record: 70844

!!!DANGER!!!

First off you can buy cheaper from reputable dealers like cdw, necx, or
try a www.pricewatch.com search.

The author of this post is Terry Ortman. A 36 year old, single guy,
still living with Mom & Dad, who tries to sell lots of "adult material"
and other equipment from Mom's house. He was banned by moderators of
FidoNet. He then moved to UseNet where he started over again. Do a
DejaNews search from about 6/96 where he explains "how business works"
which was why he took Kubo Akira's (cjms@vnet.com) money but wasn't going
to send him a refund or the $268 of equipment he purchased. Kubo
complained openly on UseNet about not getting delivery after months.
Terry "fined" him $250,000 and applied the money from his order to the
fine! No joke. He is one strange boy. It seems he collects your money,
THEN goes out and tries to buy the unit he sold you. If there is a
problem, it was the "supplier" who ripped you off" not him.

For additional information try:
*DejaNews (around 6/96)
*e-mail the listserver at scammers@pdsig.com
*http://www.dynweb.com/theblacklist

This has been a public service announcement.

Ron

In article <33fe1706.6527506@news.springnet1.com>,
starfleet@no.spam.net wrote:
>
> ATARI Equipment, MUST SELL!!!
>
> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks,
> TV
> connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
> or best offer. These SELL AT Video 61 for $49.95 used.
>
> ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
> manual, power supply, connecting cables, oil, original cost $399.95.
> Also have a non-working 1027, can be fixed at any Atari service
> center,
> both printers cost new $399.95 each, asking $100.00 for both of them.
> Again, these sell, each $49.95 at Video 61.
>
> ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
> good condition, like new, supports single and dual density modes,

> includes power supply, original cost $179.95, asking $75.00. These
> sell at Video 61 for $74.95, same price.
>

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

1225. newbie needs help

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: blayd@acorn.net
Message-ID: <871768154B.37B4@cyberbeach.net>
Source record: 70845

I dug out my old 800XL to mess around with, but I can't seem to do much with it at the moment. Everything still works, my old programs still run and stuff, but I would like to get some new programs to play with.

Is there a way to use my PC to create Atari disks?? I want to be able to download disk images, binaries, etc. and write them to disk on my PC and then use those disks in my Atari. Without any cables if possible.

Is this possible?? If not could somebody please point me in the right direction??

Thanks in advance for any help.

Scott Banwart
blayd@acorn.net

1226. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: Liz McDonough <"mcd@dnvr.uswest.net"@mail.dnvr.uswest.net>
Message-ID: <5t5gbhjcl1@news1.uswest.net>
Source record: 70846
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

Reinhard Pribish wrote:
>
> Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
>
> >>I'd be surprised if he responds to this, really. I mean he has done
> things
> >>before where he was flat out wrong and then never followed up on them.
> For
> >>example, just ask Reinhard Pribish about the time Mike called him a liar
> >>on the ng and then when challenged to do so, Mike never produced and
> example
> >>of where Mr. Pribish had done so.
>
> >(as for Whiny Reinie, I never say those posts. He knows damn well
> >what he lied about, and you do too!)
>
> Well Mikey, at the risk of sounding like a broken record, I'll
> ask you one more time to post the aforementioned lie(s).
> Since there aren't any, you once again show the world
> what an idiot you are.
>
> Now back to your regularly scheduled flamefest...
>
> -Reinhard
>
> | Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
> |--------------------------------+-----------------------------------|> | Graphic and
Web Site Designer | "Art as expression - Not as market |
> | Atari 2600 Game Cart Collector | campaigns - Will still capture our |
> | Prog/Speed/Death Metal Drummer | imaginations" - Neil Peart |
I have them!

1227. Golden Axe and Flintstones

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <33F668F1.54F8@midamer.net>
Source record: 70847
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Anyone interested in these ?????

For ST series computers !!!

1228. Re: !!!DANGER!!!Re: ATARI Equipment still avialable MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: sixosix <sixosix@ibm.net>
Message-ID: <33F66B35.27B4@ibm.net>
Source record: 70848

ronf1@ix.netcom.com wrote:
>
> !!!DANGER!!!
>
> First off you can buy cheaper from reputable dealers like cdw, necx, or
> try a www.pricewatch.com search.
>
> The author of this post is Terry Ortman. A 36 year old, single guy,
> still living with Mom & Dad, who tries to sell lots of "adult material"
> and other equipment from Mom's house. He was banned by moderators of
> FidoNet. He then moved to UseNet where he started over again. Do a
> DejaNews search from about 6/96 where he explains "how business works"
> which was why he took Kubo Akira's (cjms@vnet.com) money but wasn't going
> to send him a refund or the $268 of equipment he purchased. Kubo
> complained openly on UseNet about not getting delivery after months.
> Terry "fined" him $250,000 and applied the money from his order to the
> fine! No joke. He is one strange boy. It seems he collects your money,
> THEN goes out and tries to buy the unit he sold you. If there is a
> problem, it was the "supplier" who ripped you off" not him.
>
> For additional information try:
> *DejaNews (around 6/96)
> *e-mail the listserver at scammers@pdsig.com
> *http://www.dynweb.com/theblacklist
>
> This has been a public service announcement.
>
> Ron
>
> In article <33fe1706.6527506@news.springnet1.com>,
> starfleet@no.spam.net wrote:
> >
> > ATARI Equipment, MUST SELL!!!
> >
> > ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks,
> > TV
> > connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
> > or best offer. These SELL AT Video 61 for $49.95 used.
> >
> > ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
> > manual, power supply, connecting cables, oil, original cost $399.95.
> > Also have a non-working 1027, can be fixed at any Atari service
> > center,
> > both printers cost new $399.95 each, asking $100.00 for both of them.

> > Again, these sell, each $49.95 at Video 61.
> >
> > ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
> > good condition, like new, supports single and dual density modes,
> > includes power supply, original cost $179.95, asking $75.00. These
> > sell at Video 61 for $74.95, same price.
> >
>
> ----------====Posted via Deja News ====----------
> http://www.dejanews.com/ Search, Read, Post to Usenet

Whats wrong with living with Mom and Dad?

sixosix

1229. Urgent: Nintendo Site: Must READ!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: Bryan <darkviper@cyburban.com>
Message-ID: <33F66781.4AA7@cyburban.com>
Source record: 70849
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

The Big N is a site for everyone to see. You'll love it. It's
becoming the fastest growing site, and once seen, everyone falls in love
with it. Below are a few comments it's got.

"Wow! I just found your site, and I think it is one of the best! Trust
me, I've been around the web a time or two and rarely have I seen a site
so well laid out and packed with good info."
"the big n is one of my favorite sites on the net"
"Hey man, Your site is kinda cool! I found out about it from the
Nintendo newsgroup! It has a long list of games & very true
information."

Actually, I could go on and on. I've been rated the best in N64
newsletters. You'll love this site. Just try it out. You'll love it.

-Bryan
Big N. http://www.cyburban.com/~darkviper

1230. Re: Atari's in novels?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1608972228150001@port162.bitstream.net>
Source record: 70850

arthur wrote in article ...

>
>Hello fellow Atari 8-bit fans. I just started reading Orson Scott Card's
>"Lost Boys" this week and have gotten a nice little pang of nostalgia as I
>read about the main character's job (it's 1983 and he programs Atari
>computer games...lots of nice little cuts on the Commie 64 as well). I also
>recall an Atari 800 being featured in Stephen King's "Tommyknockers".
>
>My question - can anybody think of any other novels (fiction) that feature
>Atari 8-bits as part of the storyline?

Orson Scott Card also wrote at least one Atari programming article (about
character sets I think) for Compute! magazine which appears in one of
their Atari books.

Mark

1231. Re: Atari mouse question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6byV$ph4zHB@peter.soemtron.sb.sub.de>
Source record: 70851

In article <Atari mouse question>, almazzei@aol.com (A L Mazzei) wrote:

Howdy A,

> I was recently given one of those grey mice from the ST line, and was
> wondering if it would work on one of my 8-bitters. If so, is there any
> 8-bit software that supports a mouse? Curiouser and curiouser...
> Thanx,
> Louis

yes! There are many different programs availble. Look out for S.A.M, Black
Magic Composer. At this time, I try to programm a Mouse-Handler Device, so
that many new programm could use this amazing hardware...
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

1232. Re: Star Raider questions..

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: dlw@bridge.net
Message-ID: <33f534d7.5930595@news.netrox.net>
Source record: 70852

On Thu, 14 Aug 1997 10:47:38 GMT, tort@springnet1.com (The Enforcer)
wrote:

>Sorry to burst your bubble, Star Raiders 1 was an APX game, I have
>it...
>

Nope. Star Raiders (the original) was published by Atari in 1979 and
written by Doug Neubaer. APX (Atari Program Exchange) never had Star
Raiders as a title, it was more of a software distribution channel
for amateur (and some professional) programmers like Chris Crawford
with Eastern Front. They even used to sell the source code to that
game.

1233. Re: database-system for atari 800XL ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <5t2rqk$o70$1@news.dmv.com>
Source record: 70853

J\ <ritter@cs.uni-sb.de> (orgRitter) wrote:
: Hi,
: is there a database-system for atari 800XL avialable ?

: Thanks, J=F6rg

Read Michael Current's FAQ at http://www.faqs.org/faqs/atari-8-bit/faq/.
In the section called "What can I do with an 8-bit Atari?" he lists six
or eight databases. There is also a list or link to vendor's phone
numbers and addresses.

Steve

1234. Re: Help with Win64/Xl-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: Simon Juncal <s^juncal@erols.com>
Message-ID: <33F5A804.AF3@erols.com>
Source record: 70854
Cross-posted to: comp.emulators.misc,comp.sys.cbm,comp.sys.atari.8bit

```
Commodore Boy wrote:
>
> Simon Juncal wrote:
>
> > ) Simon )
> > ( Midzilla Music & sound (
> > ) Mailto:s^juncal@erols.com )
> > ( http://users.aol.com/sjuncal/theax.html (
> > )_____________________________________)
>
> Eww, aol. get an ISP.

Eww, dumbass. learn how to read headers.

--
(Remove the ^ from my address when replying)
_____________________________________
) Simon )
( Midzilla Music & sound (
) Mailto:s^juncal@erols.com )
( http://users.aol.com/sjuncal/theax.html (
)_____________________________________)
```

1235. the rest of Yogi's BIG atr files

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: Christopher Daniello <pancake@pdq.net>
Message-ID: <33F5B011.FDBC03F@pdq.net>
Source record: 70855

The large 1 meg ATR files on Jellystone appear to only go up to 9, while the index files list several more. The ATR files that go to the rest like games010.atr are all 0 byte and they have been that way for over a year. Does anyone have the rest of these files available in complete form? The large images are useful for me since I use an old 386 as a fileserver with SIO2PC.

1236. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: mj beau <mjbeau@net-link.net>
Message-ID: <33F614A8.7781@net-link.net>
Source record: 70856

Euskara wrote:
>
> I was looking for music in AOL in tower records and came across a group
> called Teenage Atari Riot. Anyone ever heard of them?

The group name is: ATARI TEENAGE RIOT

I have seen their CD in a local record store. Matthew

Remove 'SPAM' from address for reply mail or
use this link.... mailto:mjbeau@net-link.net

Video Games from ATARI to VECTREX
1991 PROLINE Certified Authentic Autos
Boxing Promo Cards: KAYO / ALL WORLD / RINGLORDS
ELVIS PRESLEY rare live / boot CDs and VHS
PLAYBOY magazines and stuff

1237. Silica Shop Sidcup Closes!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: Postboy <postboy@rocketmail.com>
Message-ID: <33F62956.3A01@rocketmail.com>
Source record: 70857

I parked in Sidcuptoday (UK) and saw that Silica Shop had closed down.
A very sad day as this was the main place for the 8 bit in the 80s.

Any one else think it's sad or is it just me?

1238. Re: Silica Shop Sidcup Closes!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <33f85700.3144555@news.demon.co.uk>
Source record: 70858

The other Day Postboy <postboy@rocketmail.com> wrote:

>I parked in Sidcuptoday (UK) and saw that Silica Shop had closed down.
>A very sad day as this was the main place for the 8 bit in the 80s.
>
>Any one else think it's sad or is it just me?

Well Postboy, you might know from other posts that I was a regular at Silica when you were a sat lad so this is a bit sad for an oldie like myself. Its very like those threads from people who remember playing Rescue on Fractulas, ie laced with great memories that will never be as good as the time it happened no matter how good the emulator...

Ah well, they were in financial dire straights so It was expected, that and the fact that they changed from a good old players shop into a "wannabe" PC World...

Shame as they had people from the eight bit world working for them, an old mate Noel Daniel (drop us a line Noel) who co-wrote Sidewinder (great little shooter) and ventured on his own with a very good Uridium clone, Thunderfox (?) worked for them in Tottenham Court road.

Silica were part of the good times for me, I was writing for Atari User at that point and having a great time playing some of the most playable games around and getting paid for it....

There will never be a Silica shop emulator so Its going to have to be just good memories for those that used to know the shop....

Silica R.I.P.....

Paul `Mclane` Irvine

Life is your Oyster.

But I don't like Oysters!!

1239. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: Liz McDonough <"mcd@dnvr.uswest.net"@mail.dnvr.uswest.net>
Message-ID: <5t5gmdjdv1@news1.uswest.net>
Source record: 70859
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

```
Liz McDonough wrote:
>
> Reinhard Pribish wrote:
> >
> > Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
> >
> > >>I'd be surprised if he responds to this, really. I mean he has done
> > things
> > >>before where he was flat out wrong and then never followed up on them.
> > For
> > >>example, just ask Reinhard Pribish about the time Mike called him a liar
> > >>on the ng and then when challenged to do so, Mike never produced and
> > example
> > >>of where Mr. Pribish had done so.
> >
> > >(as for Whiny Reinie, I never say those posts. He knows damn well
> > >what he lied about, and you do too!)
> >
> > Well Mikey, at the risk of sounding like a broken record, I'll
> > ask you one more time to post the aforementioned lie(s).
> > Since there aren't any, you once again show the world
> > what an idiot you are.
> >
> > Now back to your regularly scheduled flamefest...
> >
> > -Reinhard
> >
> > | Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
> > |--------------------------------+-----------------------------------|>
| Graphic and Web Site Designer | "Art as expression - Not as market |
> > | Atari 2600 Game Cart Collector | campaigns - Will still capture our |
> > | Prog/Speed/Death Metal Drummer | imaginations" - Neil Peart |
> I have them!What did he lie about. Chicor mcd@dnvr.uswest.net
```

1240. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: Liz McDonough <"mcd@dnvr.uswest.net"@mail.dnvr.uswest.net>
Message-ID: <5t5gr2jrs1@news1.uswest.net>
Source record: 70860
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

Liz McDonough wrote:
>
> Liz McDonough wrote:
> >
> > Reinhard Pribish wrote:
> > >
> > > Michael J. Novak Jr. (vga2000@ix.netcom.com) wrote:
> > >
> > > >I'd be surprised if he responds to this, really. I mean he has done
> > > things
> > > >before where he was flat out wrong and then never followed up on them.
> > > For
> > > >example, just ask Reinhard Pribish about the time Mike called him a liar
> > > >on the ng and then when challenged to do so, Mike never produced and
> > > example
> > > >of where Mr. Pribish had done so.
> > >
> > > >(as for Whiny Reinie, I never say those posts. He knows damn well
> > > >what he lied about, and you do too!)
> > >
> > > Well Mikey, at the risk of sounding like a broken record, I'll
> > > ask you one more time to post the aforementioned lie(s).
> > > Since there aren't any, you once again show the world
> > > what an idiot you are.
> > >
> > > Now back to your regularly scheduled flamefest...
> > >
> > > -Reinhard
> > >
> > > | Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
> > > |--------------------------------+-----------------------------------|>> | Graphic
and Web Site Designer | "Art as expression - Not as market |
> > > | Atari 2600 Game Cart Collector | campaigns - Will still capture our |
> > > | Prog/Speed/Death Metal Drummer | imaginations" - Neil Peart |
> > I have them!What did he lie about. Chicor mcd@dnvr.uswest.netNeil stupid! write
back!!!!

1241. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-16 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <690.7167T1177T1844@pianosa.demon.co.uk>
Source record: 70861

Whilst reading the rubbish I usually find here, Euskara wrote something interesting about Atari in music?,

Hello Euskara,

>I was looking for music in AOL in tower records and came across a group
>called Teenage Atari Riot. Anyone ever heard of them?

Yes, but I've not heard anything *by* them. They may, or may not, have
taken their name form our beloved computer. But do you know where Atari got
it from? (trying to get back on-topic)

--

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

They're asking me 'How?'. They're asking me 'Why?'. Have you ever seen
a grown man cry? - Police Oppression; Angelic Upstarts

1242. Re: How much RAM?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970817153001.LAA09179@ladder01.news.aol.com>
Source record: 70775

>At the READY prompt, type ? FRE(0) A number will be printed to the
screen.
>Divide by 1024 to convert to kilobytes. That's the amount of *free* RAM
>your system has.

Well, upon turning on my computer, it goes into the Atari Note Pad instead
of a Ready prompt, and it appears like you can't use that command in the
Note Pad. Do you need the BASIC cartridge, or what? Thanks.

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

1243. Re: Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <33f75f7f.2211952@allnews.infi.net>
Source record: 70776

> Blame Big Bad Bill and his Bumbling OS.

Don't blame Bill either - the post came out just fine on
Win95/Agent...

D,B,

1244. New Best Electronics Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: John Collins <bosco@user1.inficad.com>
Message-ID: <5t7nr3koq1@news.inficad.com>
Source record: 70777

```
======================
Posting this as a favor
======================

ATTENTION ALL ATARI USERS!

From the former Prez of NWPAC,
Dale F. Wooster in Phoenix Arizona, August 13, 1997

I just got this card in the mail from Brad at Best
Electronics and wanted to pass it along to all you
old Atari 8-bitters and ST users still out there.

=====================================================

THE LONG RUMORED CATALOG IS REALLY DONE!

After 36+ Months of Intense Labor our Over Due Baby/
Rev. 10 Best Electronics All ATARI Parts/Reference
Catalog has Arrived. This New Rev. 10 version Catalog/
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5200/7800 Atari Products.
* 90+ Best Informative Information Tips.
* Over 330+ Pictures of Atari products (last catalog had 137 pictures)
* Over 2000+ New Atari part Numbers/ Products
* Expanded Listing and Descriptions of 8 bit Software Titles.
* An Atari Memorabilia Picture Museum and Complete Atari 1/0 Connector
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1245. Re: Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: NOSPAMdmaxwell@iwaynet.net
Message-ID: <33f76bee.24855612@news.iwaynet.net>
Source record: 70778

Alan Sharkis <asharkis@erols.com> wrote:

>I agree that a real A8 will do the job better, and that SIO2PC and/or A.
>P. E. can help. But I think emulation is far from a waste of time.

Not a total waste of time, but I think it ironic that I have to have a
fully 'roided out 200Mhz or better PC to get the best emulation
possible. Even if I have a fast PC to emulate the slow 8-bit, it
going to crash or run imperfectly with the coolest demos and games.
I'm aware of the laptop angle but I think I can content myself with
using my 130XE at home with SIO2PC.

1246. Re: Atari 400 Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EF2u55.Ir7@iglou.com>
Source record: 70779

In message <19970816204000.QAA21312@ladder02.news.aol.com>,
pbjurman@aol.com (PBjurman) wrote:
>I'm a brand new owner of an Atari 400 computer. However, I have some
>questions, if you could please answer:
>
>1) How can I connect my Atari 400 to a cassette tape player? How do I get
>the cord for it?
>
You have to use an Atari cassette recorder. It has a cord that fits
the 400 (or it may have a 13-pin socket liket the one on the 400).
Back in the early 80's Popular Electronics published a circuit that
would work with a regular audio cassette recorder, but today it isn't
worth the trouble even if you could find the article and all the
parts.

>2) Can I get a modem for my Atari 400? I assume it plugs into the side of
>the computer. I would love to be able to get online using my Atari 400.
>
>3) Can a disk drive be connected, or is the cartridge slot the only way to
>load software?

You can connect an Atari disk drive or modem to the 400, but you won't be able
to do much with only 16K of memory. Keep searching the flea markets and thrift
stores until you find an 800 or any XL or XE model except the 600XL. (The
600XL also has 16K. It can be easily upgraded, or used for spare parts).

--
Bill Marcum bmarcum at iglou dot com
"Someone forgot to put the shoggoth out. There's ichor all over the floor."

1247. Re: Atari 400 Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@rust.net>
Message-ID: <01bcab5c$b3093fc0$874445d1@mkusz>
Source record: 70780

Answers:

1) The 410 Cassette recorder has a cord attached to it that hooks into the
Atari 400 computer.

2) Several modems will work w/o additional hardware. The Atari 1030
connects to the i/o port.
MPP has a modem that connects to the joystick port.

3) Disk drives are connected thru the i/o port. Software can be loaded
from cartridges, disks or
cassettes.

Hope this helps.
--
Mark H. Kusz

PBjurman <pbjurman@aol.com> wrote in article
<19970816204000.QAA21312@ladder02.news.aol.com>...
> I'm a brand new owner of an Atari 400 computer. However, I have some
> questions, if you could please answer:
>
> 1) How can I connect my Atari 400 to a cassette tape player? How do I
get
> the cord for it?
>
> 2) Can I get a modem for my Atari 400? I assume it plugs into the side
of
> the computer. I would love to be able to get online using my Atari 400.
>
> 3) Can a disk drive be connected, or is the cartridge slot the only way
to
> load software?
>
> Please e-mail me at pbjurman@aol.com - thanks!!
>
> -Sam Hartmann
>

1248. Re: Atari 400 Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: henryolery@aol.com
Message-ID: <19970817234601.TAA19876@ladder02.news.aol.com>
Source record: 70781

>2) Several modems will work w/o additional hardware. The Atari 1030
>connects to the i/o port.

Really? The Atari 1030 uses the 13-pin port (2 rows, 6 and 7 pins)
directly?

Henry

1249. Tired of the same old links?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5t83ob$bmq@cletus.bright.net>
Source record: 70782

Tired of visiting the same old Atari 8-bit links, over and over again?
Visit http://closertohome.dyn.ml.org/a8links.html . There are 96, count
'em, 96 Atari 8-bit related links on this page!

Oh, and sorry that CTH was down for a couple of days. Everything's fine,
and we're back up.

1250. Atari 800XL System Wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: henryolery@aol.com
Message-ID: <19970817235501.TAA13053@ladder01.news.aol.com>
Source record: 70783

I am looking for an Atari 800XL with power supply, TV hookup, working modem & disk drive. Also, I would be needing a good terminal program on diskette to use in the disk drive. I will pay cash for this, but I would Rather trade you all this for it:

Working Atari 400 computer w/all cables, power supply, and full-stroke keyboard, good condition
Two Atari joysticks

Working Atari 5200 game system with power supply and TV cables (no controllers), with 11 games:
Berzerk
Soccer
Football
Pengo
Moon Patrol
Qix
Kangaroo
Kaboom!
Defender
Pac-Man (2)

If you are interested in trading, or you would like to trade but would like to change some of the items, let me know - I'm flexible. You can write to me at henryolery@aol.com - thanks!

1251. Re: Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1708972105550001@port167.bitstream.net>
Source record: 70784

In article <5t6jmd$8o9$3@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:

> I never really understood why anyone would use a emulator.
>
> If you have enough money to buy a computer fast enough to run even the fast PC
> Xformer,why not just go out and buy a Atari and SIO2PC cable?
>
> Then you can have full graphics and sounds and real joysticks.
>
> You can download the APE software and get UltraSpeed speeds.
> While the baud rate is only 8% faster than a US Doubler drive,it acts as if
> you're using a track buffer.
> Of course it may seem kind've slow compared to high-end drives which can reach
> 70000+ baud.
> (USDoubler=53200,APE=57600 on reads)
> And downright pathetic compared to PBI floppy and fixed drives.
> (The KARIN MAXI floppy drive gets 11.25k a second,a IDE fixed drive gets 40k+)
>
> But it's a nice CHEAP solution.(I got my PC/AT for $17,with 40MB drive)

I can think of a few reasons:
1. It's fun.
2. Seeing a modern computer brought to it's knees emulating in software
1979 hardware technology gives one renewed respect for what Jay Miner
accomplished on the 8-bits.
3. I can carry all my old Atari files and software (carts included) in my
shirt pocket on a Zip disk and use them anywhere I have access to a
computer that can run the emulator.
4. Emulators can run on a laptop computer, so you can play Star Raiders at
15,000 feet.
5. You can get very nice screen snapshots (almost impossible with the real
thing).

Granted, nothing runs those old games and other software like the real
iron, but emulators have their uses. Besides, it's not like you have to
use only one or the other.

Mark

1252. FS: 64K ATR 8000 plus extras, $30

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <5t8hfk$ek3@deneb.cs.pdx.edu>
Source record: 70785

I have an ATR 8000 with the 64K CP/M option (the extra memory also works as a printer buffer). It's a bit beat up but works fine. Includes a photocopy of the manual, also printer and floppy drive cables. Asking $30 plus $5-10 shipping depending where you are (I'm in Oregon, zip code 97202). For a couple extra bucks to cover the additional shipping I'll throw in a pair of 360K floppy drives and an old XT clone case and power supply to put them in. It's cheaper than two XF551's!

Alex Chamberlain
chambera@cs.pdx.edu

1253. Re: How much RAM?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: Rory McMahon <mcmahon@impulsedata.net>
Message-ID: <5t7v8l$866$1@e3000.supernews.com>
Source record: 70786

yep.

PBjurman wrote in article <19970817153001.LAA09179@ladder01.news.aol.com>...

>>At the READY prompt, type ? FRE(0) A number will be printed to the
>screen.
>>Divide by 1024 to convert to kilobytes. That's the amount of *free* RAM
>>your system has.
>
>Well, upon turning on my computer, it goes into the Atari Note Pad instead
>of a Ready prompt, and it appears like you can't use that command in the
>Note Pad. Do you need the BASIC cartridge, or what? Thanks.
>
> -Sam
>
>
>
>S a m H a r t m a n n p b j u r m a n @ a o l . c o m
>---

>AgentQ on #rgvc - Visit the Video Game High Score Page:
>http://members.aol.com/pbjurman/highscores.html

1254. Speed of Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R1708970354000001@news.erols.com>
Source record: 70787

I've been playing Dig Dug a lot lately and I've noticed that the Atari version seems to be slower than the C-64 version. Has anyone else ever noticed this? I still love both versions of the game but the Atari version just seems sluggish. Is it some programming limitation?
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

1255. Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5t6jmd$8o9$3@triglav.iwaynet.net>
Source record: 70788

I never really understood why anyone would use a emulator.

If you have enough money to buy a computer fast enough to run even the fast PC Xformer,why not just go out and buy a Atari and SIO2PC cable?

Then you can have full graphics and sounds and real joysticks.

You can download the APE software and get UltraSpeed speeds.
While the baud rate is only 8% faster than a US Doubler drive,it acts as if you're using a track buffer.
Of course it may seem kind've slow compared to high-end drives which can reach 70000+ baud.
(USDoubler=53200,APE=57600 on reads)
And downright pathetic compared to PBI floppy and fixed drives.
(The KARIN MAXI floppy drive gets 11.25k a second,a IDE fixed drive gets 40k+)

But it's a nice CHEAP solution.(I got my PC/AT for $17,with 40MB drive)

Net-Tamer V 1.09 - Test Drive

1256. Re: Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: Not@Home.Here
Message-ID: <871820756.9818.0.nnrp-07.9e987e17@news.demon.co.uk>
Source record: 70789

In article <5t6n4f$a1s$5@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:
>I'm sorry,but you just said that it cost "u15".The "u" has a apostrophe above
>it.Please don't use Atari-specific characters in USENET posts.
>Just normal ASCII.I use a PC to get my USENET messages.
>(my Atari drives are worn out)

Eh? It's a Pound Sterling sign, and it's a Windows character, so don't go
blaming a tried and tested system like an Atari for that. Blame Big Bad Bill
and his Bumbling OS.

1257. Re: Urgent: Nintendo Site: Must READ!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: ChrisC <jamesch@ix.netcom.com>
Message-ID: <33F6E75E.1BC1@ix.netcom.com>
Source record: 70790
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

Bryan wrote:
>
> The Big N is a site for everyone to see. You'll love it. It's
> becoming the fastest growing site, and once seen, everyone falls in love
> with it. Below are a few comments it's got.
>
> "Wow! I just found your site, and I think it is one of the best! Trust
> me, I've been around the web a time or two and rarely have I seen a site
> so well laid out and packed with good info."
> "the big n is one of my favorite sites on the net"
> "Hey man, Your site is kinda cool! I found out about it from the
> Nintendo newsgroup! It has a long list of games & very true
> information."
>
> Actually, I could go on and on. I've been rated the best in N64
> newsletters. You'll love this site. Just try it out. You'll love it.
>
> -Bryan
> Big N. http://www.cyburban.com/~darkviper

This is a Commodore 64 newsgroup, not a Nintendo 64 newsgroup!

1258. Wanted: Copy of Bounty Bob Strikes Back poster

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: pete04@aol.com
Message-ID: <19970817145501.KAA07230@ladder01.news.aol.com>
Source record: 70791

I'm looking to obtain more information and a copy of the poster
that was inserted with Bounty Bob Strikes Back game.

Please e-mail: Pete04@aol.com
Thanks.

1259. Re: Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <33F71303.2F36@erols.com>
Source record: 70792

dklugh@iwaynet.net wrote:
>
> I never really understood why anyone would use a emulator.
>
1. Emulation makes a truly portable A8 possible (by using a notebook PC, of course.)

2. Emulation makes it possible for a guy with limited space to return to his beloved A8 without having to set one up (presumably with a shoehorn :-))

3. Emulation shows off the programming prowess of the emulator's author. Somebody, I forget who, once showed that a CPU has to be about ten times the speed of the CPU it's trying to emulate. Add in the difficulties of trying to emulate custom chips, etc., and you have one heck of a programming task. Seems to me, some emulators come awfully close.

4. Emulation is one component, and an important one, in an effort to save the community.

I agree that a real A8 will do the job better, and that SIO2PC and/or A. P. E. can help. But I think emulation is far from a waste of time.

1260. Re: Atari's in novels?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <rXx9zQ9wprfB092yn@kenton.com>
Source record: 70793

In article <33F5007C.431D@ibm.net>, sixosix <sixosix@ibm.net> wrote:
>Cloak and Dagger (with the ET kid henry Thomas)- Atari 7800 (5200?)
>featured prominently in the entire movie!!

Wasn't it an 810 Disk drive used in the cars to capture ATM numbers,
and an 800 used at the home to create bogus ATM cards?

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

1261. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5t7id6$lio@dfw-ixnews7.ix.netcom.com>
Source record: 70794

In article <33F614A8.7781@net-link.net>, mjSPAMbeau@net-link.net wrote:
>Euskara wrote:
>>
>> I was looking for music in AOL in tower records and came across a group
>> called Teenage Atari Riot. Anyone ever heard of them?
>
>The group name is: ATARI TEENAGE RIOT
>
>I have seen their CD in a local record store. Matthew

From www.cdnow.com via song title search on atari:

Atari Teenage Riot Delete Yourself
Seam Headsparks Atari
Sigue Sigue Sputnik Flaunt It Atari Baby (Uzi Baby)
Splitsville Splitsville Usa Atari 2600

The only one I've heard was "Atari Baby". Not a bad song.

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1262. Atari 850 Interface??

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970817193300.PAA24881@ladder01.news.aol.com>
Source record: 70795

I have an Atari 400. If I bought an Atari 850 interface, could I attach a RS-232 external modem to my computer using the interface? If not, is there any other way to get a modem hooked up to a 400? Thanks for your help.

-PBjurman

1263. Re: Atari's in novels?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: mat@arrgh.demon.co.uk
Message-ID: <19970817223807194640@arrgh.demon.co.uk>
Source record: 70796

Ryan 'Gozar' Collins <gozargozar@kenton.com> wrote:
> In article <33F5007C.431D@ibm.net>, sixosix <sixosix@ibm.net> wrote:
> >Cloak and Dagger (with the ET kid henry Thomas)- Atari 7800 (5200?)
> >featured prominently in the entire movie!!
>
> Wasn't it an 810 Disk drive used in the cars to capture ATM numbers,
> and an 800 used at the home to create bogus ATM cards?

hmm.. that reminds me.. didn't John Connor in Terminator 2 use a
Portfolio to hack into an ATM?

mat

ARRGH! - the anally retentives retro games home
http://www.arrgh.demon.co.uk

--
□

1264. got my old Atari 400 out of mothballs - need help in setting it up for games

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: nwdirect@netcom.com
Message-ID: <33F78A3D.3520@netcom.com>
Source record: 70797

It is hard to know where to start. I put my Atari 400 into storage in 1983. I remember a little about how it works but not enough to know what to do with it so I can play games on it again. This is almost like starting from scratch since it has been so long so please be patient.

I have the Basic cartridge but cannot find any of the others. I used to have a Program Recorder but that seems to be gone too.

I have about 6 games on standard cassette tapes which I am sure I loaded into the Atari with the Program Recorder. Is it possible to load these using a standard cassette recorder using the 13-pin port? What commands do I use to load them? What pins? Is a working program recorder available anywhere?

Please reply in this newsgroup. Thanks for whatever help you can give.

--
****
* Internet Access Providers - Web Presence Providers - BBSes *
* Telephone Prefix Location List - ISP mailing list available *
* http://www.thedirectory.org/ - largest directory on the web *
* tens of thousands of listings - over 8,300 access providers *
* "The BBS Corner" - web banner creation service *
****

1265. Re: How much RAM?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: Rory McMahon <mcmahon@impulsedata.net>
Message-ID: <5t802l$8hp$1@e3000.supernews.com>
Source record: 70798

yep.

PBjurman wrote in article <19970817153001.LAA09179@ladder01.news.aol.com>...

>>At the READY prompt, type ? FRE(0) A number will be printed to the
>screen.
>>Divide by 1024 to convert to kilobytes. That's the amount of *free* RAM
>>your system has.
>
>Well, upon turning on my computer, it goes into the Atari Note Pad instead
>of a Ready prompt, and it appears like you can't use that command in the
>Note Pad. Do you need the BASIC cartridge, or what? Thanks.
>
> -Sam
>
>
>
>S a m H a r t m a n n p b j u r m a n @ a o l . c o m
>---

>AgentQ on #rgvc - Visit the Video Game High Score Page:
>http://members.aol.com/pbjurman/highscores.html

1266. How much RAM?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970817035301.XAA12693@ladder01.news.aol.com>
Source record: 70862

How do you find out how much RAM your Atari 400 computer has? I can tell mine is one of the newer ones, for instead of a membrane keyboard, it has the full stroke keyboard like the 800 (yet is still a 400). Is there a command you type to find that out? Thanks!

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

1267. Games for Trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: mj beau <mjbeau@net-link.net>
Message-ID: <33F678A2.6361@net-link.net>
Source record: 70863

Hello! Here is the complete listing of my duplicate video games which I currently have available for trade. I collect games for Atari 400/800/XE/2600/5200/7800, Colecovision, Vectrex, TI-99/4a, Odyssey^2 / Phillips Videopac, Intellivision, Emerson Arcadia 2001, Bally Astrocade, Fairchild Channel F, Commodore 64/128, Vic-20, TRS-80 CoCo, RCA Studio II, and Milton Bradley Microvision. I do not have a specific wantlist available; Please send your trade list. Thanks regards, Matthew

ATARI 8-bit loose carts

ASTEROIDS
ATARIWRITER
BUG HUNT (XE)
CENTIPEDE
KINDERCOMP
ONE ON ONE BASKETBALL (XE)
PITSTOP
SUPER BREAKOUT
XEGS Keyboard Attatchment

2600 STARPATH loose cassettes

COMMUNIST MUTANTS FROM SPACE
ESCAPE FROM THE MINDMASTER
FIREBALL
PHASER PATROL
SUICIDE MISSION

ATARI 5200 loose carts

COUNTERMEASURE
FROGGER - complete cart, instructions, box
GREMLINS
POPEYE
STAR RAIDERS

ATARI 7800 loose carts

CENTIPEDE
CHOPLIFTER (new sealed box)
FIGHT NIGHT
IMPOSSIBLE MISSION
WINTER GAMES
XEVIOUS

If you would like to receive my complete trade list, which includes games for many other non-Atari systems, please let me know and I will e-mail it to you right away. Matthew

Remove 'SPAM' from address for reply mail or
use this link.... mailto:mjbeau@net-link.net

1268. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R1708970402260001@news.erols.com>
Source record: 70864

In article <33f5f527.222224200@news.sierratel.com>, jharris@poboxes.com wrote:

>slackey@slackey-sun.cisco.com (Stan Lackey) wrote:
>>The one I wrote originally used one of the timer interrupts. When I
>>added it to a graphics mode program I was doing, all was still fine
>>until I started using DLIs. There is some kind of interaction between
>>DLIs and timer interrupts which I think causes some of the DLIs to get
>>lost.
>
>I did a lot of studying regarding this problem, and there is indeed a quirk
>in the 6502 chip that can cause either IRQs or NMIs to be skipped. In one
>of my programs, I had to disable keyboard IRQs and read the hardware on VBI
>in order to maintain a completely stable display.
>
I remember the info you posted about this. I'm wondering if this is also
what causes that nasty flicker on a C-64 when you try to do a raster
interrupt (trying to simulate DLI's). Of course I've never seen any bit of
documentation on programming an Atari that told you to write to a register
twice in case the first time didn't take. ;-)
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

1269. Re: zip files

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5t6n48$a1s$3@triglav.iwaynet.net>
Source record: 70865

On 1997-08-12 ounseng@freenet.calgary.ab.ca said:
>You can use program called WINZIP or PKZIP to unzip the files, if
>you still cannnot or don't know where to get, Email me, I will
>email you a copy.
>Ireallydontknow <dingdong@dingdong.com> wrote in article
><5sncbh$es5$1@kirin.wwa.com>...
>> what program do i use to unzip the files a hackerz.com? where can
>>i get it? how do I use it? thanx

Those files are really for PC emulators.You can't use them on the Atari.
Your only hope is that your ISP has a copy of unzip that you can use.
Even then,to download a ATR/XFD file,you need a disk drive that has a higher
capacity than the ATR/XFD file is.For instance,most files are for 90k drives.
So you'd need a 130k or better drive (like a 1050).There are a very few 130k
images.If you can get them unziped,and download them via Xmodem checksum
(not CRC!),you can use a direct Xmodem-to-disk converter.But I forget where to
get it (D'OH!).Try the Merit archive.(look in the FAQ)

Net-Tamer V 1.09 - Test Drive

1270. Re: Jumpman for atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5t6n40$a1s$1@triglav.iwaynet.net>
Source record: 70866

On 1997-08-13 vnstokka@online.no said:
>Hey i HAD an old Atari 800 XL once...
>All i have now is a emulator.
>Well the question was: Does anybody have Jumpman some were so i kan
>run on a emulator?

There's a PRO version fo Jumpman.But you need APE (free) and a REAL Atari (cheap).You might check out the ftp.hackerz.com FTP site.

Net-Tamer V 1.09 - Test Drive

1271. Re: Atari's in novels?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5t6n4a$a1s$4@triglav.iwaynet.net>
Source record: 70867

On 1997-08-15 sixosix@ibm.net said:
>Oh! my favorite subject!!!
>Some more cameos by our favorite 8bits:
>Police Academy 3- Commodore 64 used in police station.
>Cloak and Dagger (with the ET kid henry Thomas)- Atari 7800 (5200?)
>featured prominently in the entire movie!!

I'm sure that it was a 5200.

Net-Tamer V 1.09 - Test Drive

1272. Re: What is an Atari 800 XL worth?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5t6n4k$a1s$6@triglav.iwaynet.net>
Source record: 70868

On 1997-08-07 ipoorten@cs.vu.nl(IvovanPoorten) said:
>Daniel Woodard <woodardd@dma.org> writes:
>> I just saw an Atari 800 XL at a thrift store for $17. It looked
>>like no one ever even used it. It is in the original box, has
>>manuals, but is missing the power supply.
>$17 is way too much, even for one in a mint condition. The last
>three I bought all costed me less then $10 (I even paid slightly
>over $1 once :)). And that's all with PS and a tape recorder.

It depends on how much you want it.I love my old favourites like
Getaway,Xagon,Draconus,Zybex and so forth.I'd probably buy it since I have a
power supply,and my current 800XLs are a bit old and worn.

Plus it's just plain easier to use than a PC.
(though if you look hard enough you can find some nice programmes for the PC)

>No chance. It's an old 8-bit system from the eighties.

And 16-bit with the upgrade.

>> Also, does anyone have specs for the system? What is the
>>difference between this and the ST?
>The Atari ST is the younger (less-older) brother of the 800XL.

Actually the ST has nothing to do with the Atari (Home Computer System).
Atari was taken over by Tramiel when the ST came out,so it's barely the same
company.As I remember,he's the same bastard that ruined the Commodore.
(handshaked serial bus (it's based on a parallel bus design) and all)
I find the ST quite anoying my self.Yet another klunky interface from Atari.
It's actually worse than DOS's DUP!
At least there you could just type in the filename.With GEM you have to move a
arrow around (slowly) to a file name.You'd think that the arrow would simply
leap from filename to filename,but no.It smoothly travels across the screen.
At least a boot menu like many game-booters have could've been included.
And wildcards? Aparently Tramiel hadn't heard of those.
Forget about something as simple as "D*.TXT/N" to delete all text files.
You'll have to wander around taging each text file with the slow cursor.
But I could grouse all day about the ST.Let's go on...

>> Is there a version of Wizard of Wor that will run on this system?
>Yes. Maybe it's even available for download at Yogi's archive.

It's available at his ftp.hackerz.com site.You need to use "double-quotes" to
type in a file/dir-name with spaces.
It's in the very first Mega-Images ZIP.

>>How about the rpg Towers?
>Dunno about that.

huh?

>> I know that is a lot of questions, but I don't want to plunk down
>>nearly $20 for it if it isn't a good system, especially
>>considering that I'd have to track down a power supply for it
>>somewhere. (it has a strange connector that looks like a keyboard
>slot on the IBM)

It looks like a monitor connector to me.But all my computers have built-in keyboards.

>Well, it's quite easy to build a new PS yourself. As for it being a
>good system, I'd say yes, but what would you expect in an Atari
>8-bit newsgroup. :)

I really wish you wouldn't refer to it as "8-bit".When you say "8-bit" to a IBMer,they hear "worthless".

Then again,they upload PC programmes to the ACEC (Columbus) BBS since the file sections refer to "8-bit" files,and they think that the PC and PC/XT are 8-bit computers.

Plus there ARE 16-bit Ataris.And asemblers for them.

Net-Tamer V 1.09 - Test Drive

1273. Re: Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5t6n4f$a1s$5@triglav.iwaynet.net>
Source record: 70869

On 1997-08-12 I@am.not.here(LawrenceStaveley) said:
>XL-it! is free, so no problem there, and Rainbow, being ¤15 is well
>worth it. If you were only going to get one anyway, may as well
>make it Rainbow and get the other for free!

I'm sorry,but you just said that it cost "u15".The "u" has a apostrophe above
it.Please don't use Atari-specific characters in USENET posts.
Just normal ASCII.I use a PC to get my USENET messages.
(my Atari drives are worn out)

Net-Tamer V 1.09 - Test Drive

1274. Re: ATARI Equipment still avialable MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <33F70DA2.27D2@worldnet.att.net>
Source record: 70870

How sad that you are the way you are :-(

The Enforcer wrote:

>
> ATARI Equipment, MUST SELL!!!
>
> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks,
> TV
> connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
> or best offer. These SELL AT Video 61 for $49.95 used.
>
> ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
> manual, power supply, connecting cables, oil, original cost $399.95.
> Also have a non-working 1027, can be fixed at any Atari service
> center,
> both printers cost new $399.95 each, asking $100.00 for both of them.
> Again, these sell, each $49.95 at Video 61.
>
> ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
> good condition, like new, supports single and dual density modes,
> includes power supply, original cost $179.95, asking $75.00. These
> sell at Video 61 for $74.95, same price.
>
> Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
> Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
> CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up
> programs as much as 350% faster. The 65C816 processes 4 instructions
> per clock cycle (Only the new P6, 80686 Intel chip does that, besides
> this), as compared to the 6502 which processes one instruction per
> clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
> Cross Developer for IBM $75.00, sevreal other Turbo 816 specific
> disks,
> valued at $25.00 each. Asking $250.00 for the entire package. These
> are not currently available anywhere else that I know of.
>
> ATARI 800XL upgraded to 256K memory, will run most 130XE specific
> programs, already wired for Turbo-816 installation, just need to
> re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
> cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
> 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for
> $59.95.
>
> Supra External 2400 Baud Modem, includes powewr supply, no manual,
> Hayes Compatible, requires 850/P:R:/ATR8000, asking $30.00

>
> MUST SELL, will consider any reasonable offers on this equipment.
>
> Send orders to:
>
> STARFLEET SOFTWARE Company
> 1037 West Leafland Avenue
> Decatur, Illinois 62522-1537
>
> Will consider trading for a trak AT-D4 double sided disk drive NEED
> ONE
> BADLY someone has to have one, or a trak double-sided slave drive.
> MAKE OFFERS!!
>
> As Per US Code, Title 47, Chapter 5, Subchapter II 227
> Unsolicited commercial advertising is NOT Welcome here
>
> US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a telephone fax machine. By Sec.227(b)(1)(C), it is
unlawful to send any u
>
> E-mailing me indicates acceptance of these terms.

1275. Re: Silica Shop Sidcup Closes!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <1038.7168T501T2665@pianosa.demon.co.uk>
Source record: 70871

Whilst reading the rubbish I usually find here, Postboy wrote something interesting about Silica Shop Sidcup Closes!!!,

Hello Postboy,

>I parked in Sidcuptoday (UK) and saw that Silica Shop had closed down.

They went into receivership some months back, now.

>A very sad day as this was the main place for the 8 bit in the 80s.

I bought both my original 800, and later, my 130XE from them. I also bought other hardware form them.

>Any one else think it's sad or is it just me?

When it came to the crunch, (8-bits fading) Silica dropped the A-8's pretty damned quick. I recall that they refused to sell a couple of games for the Atari (L'il Devils was one, IIRC), on moral grounds. At the same time, they were selling the same games for other platforms.

In summary; No, I don't think it's sad.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

Did you do it for fame, did you do it in a fit? Did you do it before you read about it? - Identity; X-Ray Spex

1276. Re: How much RAM?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <959.7168T522T2441@pianosa.demon.co.uk>
Source record: 70872

Whilst reading the rubbish I usually find here, PBjurman wrote something interesting about
How much RAM?,

Hello PBjurman,

>How do you find out how much RAM your Atari 400 computer has? I can tell

At the READY prompt, type ? FRE(0) A number will be printed to the screen.
Divide by 1024 to convert to kilobytes. That's the amount of *free* RAM
your system has. The easiest thing after that is to round up to the nearest
16k. As standard, I think the 400 only had 16k RAM.

>mine is one of the newer ones, for instead of a membrane keyboard, it has
>the full stroke keyboard like the 800 (yet is still a 400). Is there a

AFAIK, the 400 never had a fullstroke keyboard fitted as standard. There
were, however, at least two third party kits to fit one.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

Folks here are smouldering with ignorance and hate.
Babylon's Burning; The Ruts

1277. Re: ATARI Equipment still avialable MUST SELL!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970817134501.JAA03785@ladder01.news.aol.com>
Source record: 70873

In article <33fe1706.6527506@news.springnet1.com>, tort@springnet1.com
(The Enforcer) writes:

> ATARI Equipment, MUST SELL!!!
> (rest of the BS snipped)

When will this loser EVER learn?

1278. Re: Atari 400 Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-17 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <2061.7168T516T500@pianosa.demon.co.uk>
Source record: 70874

Whilst reading the rubbish I usually find here, PBjurman wrote something interesting about Atari 400 Questions,

Hello PBjurman,

>1) How can I connect my Atari 400 to a cassette tape player? How do I get

You can't connect a standard cassette deck to the 400 (or any A8 for that matter). Well, not directly, at any rate. I vaguely recall that someone once sold an i/f kit to do this. I don't know who it was, or how good it was, though.

>the cord for it?

The Atari datacorders (410, etc.) all had the relevant cable/connector fitted

>2) Can I get a modem for my Atari 400? I assume it plugs into the side of

There was once a dircet connect modem for the Atari. In this day and age, they'd be pretty hard to come by, I expect. They would also be *very* slow by contemporary standards.

>the computer. I would love to be able to get online using my Atari 400.

The best advice is get hold of an Atari 850 interface, or P:R:Connection. These plug into the SIO port of your Atari, and allow you to use standard serial (RS232) peripherals.

>3) Can a disk drive be connected, or is the cartridge slot the only way to

Yes. In fact, it's a must, insofar as that most software these days comes on floppies. You'll be after an Atari 1050, XF551, or any of several third party devices. The 1050 was a single sided drive, and the XF551 double sided.

>load software?

Software ccan be loaded from cassette, disk, hard disk (but you need even more hardware to connect one), or cart.

If you're serious about boosting your A8's performance, keep your eyes open in this ng; There's lots of people selling gear in here. Also, look in thrift stores in your area. Many of the regulars in here have found some real bargains that way. It's a shame that computers don't turn up in those places on this side of the Atlantic. Well, not often, at any rate.

--
_

Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

What the hell is wrong with me? I'm not who I ought to be.
What's My Name; The Clash

1279. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1808971038170001@199.166.204.230>
Source record: 70725

In article <5t1lrk$g2f$3@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:

> Someone mailed me about me saying that the atari was the fastest computer
> except for the PC.

They were wrong, although it was the fastest 6502 based computer
available. It ran at just under 2MHz, whereas most other 6502 based
machines (Acorn, Apple II, C64, PET) all ran at just under 1MHz.

The Z80 based CPM machines were contemporary, and ran around 4MHz,
although they were primarily found in businesses and were nowhere as
widespread as the 6502 based machines.

> I can't even stand the XEs.What a idiotic idea those were.
> (membrane keyboard and all)

The XE did not have a membrane keyboard. It's clear you don't know what
you are attempting to talk about.

Maury

1280. Re: Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1808971043380001@199.166.204.230>
Source record: 70726

In article <33f76bee.24855612@news.iwaynet.net>,
NOSPAMdmaxwell@iwaynet.net (David A. Maxwell) wrote:

> Not a total waste of time, but I think it ironic that I have to have a
> fully 'roided out 200Mhz or better PC to get the best emulation
> possible.

I'm running Rainbow on a 120Mhz PMac (very slow by today's 240 to 300MHz
standards), quite well. Unfortunately I don't know how good the sound is
yet, as I haven't registered.

Maury

1281. Re: How to test a trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33f89d56.359782914@news.aatech.com>
Source record: 70727

On 18 Aug 97 15:42:34 GMT, "Rieder Rudi" <rieder_r@kufgem.co.at>
wrote:

>How can I test a trackball??

>The trackball has a switch for J(oystick) and T(rackball) mode.
>Dont tell me how to test it in joystick-mode!

I believe the Missle Command cart has a Trackball mode in it. I think
pressing the J and T keys change modes (big time guessing here). It's
been years since I tried. (Doesn't Millipede also have a trackball
mode?)

Otherwise, with a basic program you can just print out stick()
values. The values won't make too much sense, but if you roll the
ball slowly in only one direction at a time you should recognize a
pattern.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1282. Re: Analog July '86 article needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: Rory McMahon <mcmahon@impulsedata.net>
Message-ID: <5tatuafab1@e3000.supernews.com>
Source record: 70728

Steven Posey wrote in article <33f8ec02.19318215@news.ioa.com>...

>On Thu, 14 Aug 1997 02:33:25 GMT, hug@planetmail.net (Robert Huggins)
>wrote:
>
>>On Thu, 31 Jul 1997 19:05:36 GMT, webmaster@cat-inc.com (Steven Posey)
>>wrote:
>>
>>>On Wed, 30 Jul 1997 07:03:32 -0700, Rick Rowland
>>><see3peoh@ix.netcom.com> wrote:
>>>
>>>>Okay, I search all my magazine boxes, Analog, Antic, Rom, Atari
>>>>Connection, Compute, Atari Explorer, etc and I am missing the July 1986
>>>>Analog. I need a copy of Ted Wilmot's Arm your Atari. If anyone has this
>>>>I would be willing to pay for reproduction, postage, fax phone bill,
>>>>etc... Or if you are looking for hardware, programs, books, etc.. I will
>>>>look and see if I have it and trade. TIA
>>>>
>>>
>>>Update: I've already been in contact with Rick and have sent him
>>>copies of the article.
>>
>>Steven,
>>
>>Hmmm, that brings up an old question of mine. What issue of Analog
>>contained Part II of the Arm Your Atari article? My Analog collection
>>is a bit sketchy from that time period and I always wanted to see part
>>II.
>>
>>Rob
>>
>>
>>---
>>I don't suffer from insanity -- I enjoy every
>>minute of it!!!
>
>Parts 1 & 2 of Arm Your Atari come from issues 44 & 45 (July and
>August, 1986)
>
>Now I want to see if Rick gets the thing built. (I briefly worked for
>a Radio Shack 2 years ago, and they're STILL peddling the Armitron to
>this day!)
>
>Steven

also check out jdr microdevices catalog #59b for a robotic arm kit for
$67.95
which also looks good for modification!

http://www.jdr.com

and get free catalog!

1283. Re: Analog July '86 article needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: Rory McMahon <mcmahon@impulsedata.net>
Message-ID: <5tau2kfcd1@e3000.supernews.com>
Source record: 70729

Steven Posey wrote in article <33f8ec02.19318215@news.ioa.com>...

>On Thu, 14 Aug 1997 02:33:25 GMT, hug@planetmail.net (Robert Huggins)
>wrote:
>
>>On Thu, 31 Jul 1997 19:05:36 GMT, webmaster@cat-inc.com (Steven Posey)
>>wrote:
>>
>>>On Wed, 30 Jul 1997 07:03:32 -0700, Rick Rowland
>>><see3peoh@ix.netcom.com> wrote:
>>>
>>>>Okay, I search all my magazine boxes, Analog, Antic, Rom, Atari
>>>>Connection, Compute, Atari Explorer, etc and I am missing the July 1986
>>>>Analog. I need a copy of Ted Wilmot's Arm your Atari. If anyone has this
>>>>I would be willing to pay for reproduction, postage, fax phone bill,
>>>>etc... Or if you are looking for hardware, programs, books, etc.. I will
>>>>look and see if I have it and trade. TIA
>>>>
>>>
>>>Update: I've already been in contact with Rick and have sent him
>>>copies of the article.
>>
>>Steven,
>>
>>Hmmm, that brings up an old question of mine. What issue of Analog
>>contained Part II of the Arm Your Atari article? My Analog collection
>>is a bit sketchy from that time period and I always wanted to see part
>>II.
>>
>>Rob
>>
>>
>>---
>>I don't suffer from insanity -- I enjoy every
>>minute of it!!!
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>Parts 1 & 2 of Arm Your Atari come from issues 44 & 45 (July and
>August, 1986)
>
>Now I want to see if Rick gets the thing built. (I briefly worked for
>a Radio Shack 2 years ago, and they're STILL peddling the Armitron to
>this day!)
>
>Steven

also check out jdr microdevices catalog #59b for a robotic arm kit for
$67.95
which also looks good for modification!

http://www.jdr.com

and get free catalog!

1284. Great European 7800 controllers

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33F89E98.C224EA27@aol.com>
Source record: 70730
Cross-posted to: rec.games.video.advocacy,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit

Looking for a little change in your game play on your 2600, 7800 or Atari 8-bit computer?

Call B&C Atari Sales & Service, they have a good sized quantity of the Atari 7800 european styled controllers, these look like Nintendo NES and Sega Master System type controllers, with a small micro-joystick, firing buttons in a small light easy to hold rectangular shaped controller case. They are a very nice addition to your Atari collection and they make game play a lot more enjoyable compared to the 7800 pro-controllers.

Also if your looking for power supplies, games and other accessories for your Atari video games, the newest Jaguar games and parts, software and accessories for your 8-bit or ST computer, gives these people a call, they've got it all!!!

B&C Atari Sales & Service
408-986-9960
Closed Tue-Sat, Closed Sun & Mon
www.myatari.com

Curt

1285. Re: PRESS RELEASE!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: Rory McMahon <mcmahon@impulsedata.net>
Message-ID: <5tatlh$f6e$1@e3000.supernews.com>
Source record: 70731

Wonder if they have a 8 bit driver for this?
Everybody email them back asking for one...
Jeez, i hate spam... (Bloody Vikings!)

Kumadisc1@aol.com wrote in article <5talqq$65h$928@e3000.supernews.com>...

>
>
>Kuma Industries is proud to be the first to announce:
>
>Teac55S 4x 12x CD-r drive
>The release of the first 12x read CDR recorder from Teac.
>
>This drive writes at 4x and reads and verifies at 12x.
>
>Thanks to the SCSI interface this the fastest CDR recorder ever.
>
>
>Also we have the pleasure to announce the Panasonic/Compro 8x read
>
>4x write. Also the SCSI interface make this drive a great addition
>
>to any computer or duplication system.
>
>
>Kuma is also the first company to release a multi-drive duplication
>
>system in the market place. For example a 7 drive system price is only
>
>$5900.00 for a stand alone one button duplication system.
>
>
>Kuma Industries
>714-461-5150
>fax 461-5155
>
>Timothy Butler
>or
>Colin Maddison
>

1286. Bill Wilkinson's Game Link II suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5tadld$4sc$1@nuke.csu.net>
Source record: 70732

I bugged Bill Wilkinson (Compute! mag. columnist, all around cool Atari guy) about the Game Link II and here's what he says:

Bill W. Wrote, in response to my e-mail:

Hard to believe you're still at the same place.

Harder to believe you're still trying to get mileage out of the 8-bitters.

Strangely enough, my father-in-law returned an 800 and an 800xl to me, so I **could** run software on them again. But that was a year ago and I haven't even opened the boxes yet. Ditto on the ST my father returned to me. Sigh. No time. Too interested in what I'm doing now. (Check out http://www.supercede.com to see what I've been working on for four years.)

Anyway...

Digging back into my memory...

I can see how it would be easy enough to hook up a pair of 8bitters via SIO. But how do you handle the potential conflicts with more than a pair? Do you designate one as the master and have it poll the others? If not, what's to prevent two machines from sending at the same time and thus hosing each other?

I suppose you could set it up as a ring. Machine 1 sends to 2 which forwards to 3 (adding its own packets) which ...to 8 which forwards to 1. Each machine forwards all packets received, stripping out only the ones it originally sent. (In fact, this is neat, as NOT receiving your own packet means something went wrong somewhere in the circle.) Since each machine is sending to only one other and listening to only one other, there would never be any contention issues. Hmmm...I think I like that...

Now about the software: If you use a packet based system on top of that hardware solution, then you would need a pretty smart driver, by Atari standards. And you couldn't run anything else on the SIO bus at the same time, I would imagine. Which means you could probably ignore all the Atari SIO standards and just treat the SIO bus as your own

private serial network. Simplifies the job tremendously.

So all you really need are:

1) Asynchronous packet reception
Put any received packets into analysis queue.
2) Packet analysis:
a) if from "me", verify that this packet is at
top of verification queue. If not, we have a
packet order error. If so, kill packet from all queues.
b) else, put packet info into game input queue
and ALSO put packet into transmission queue
3) Asynchronous packet transmission
a) Simply sends next packet in queue.
b) If sent packet was from "me", put it in
verification queue; else delete packet.
c) If no more packets in queue, go to sleep.
(Use VBI to test for new packets and wake
up transmitter again, if needed.)

I would imagine you could probably survive with fixed size queues;
either 128 or 256 entries. If you want to get sophisiticated, set it
up so trying to add to a full queue blocks until something removes
an entry from queue. Put in a timeout so game software failure
won't keep everything blocked forever.

For real simplicity, use fixed size messages. That way you can
use a pool of message space instead of having to allocate dynamically.

(Geez, this is so different from what we do in our work, where we don't
worry about tossing away a megabyte in buffer space if it will speed
things up!)

As for hooking this up as a device driver: Yes. Why not. You send
a packet (message) to "L:" and receive one from "L:". The queueing
and buffering is all transparent to the game, per se. (As is the
packet verification.)

Note that this works for ANY number of machines. Not just 2 or 3 or
8. Theoretically, you could hook up 100 machines and have it work.
(Of course, at SIO speeds, it might take a minute per turn then...)

Lesseee...19200 baud, roughly, is 1920 bytes per second, probably
half that by the time you throw in message bounds, etc. Say 800
bytes per second throughput. Divide that by average size of message
(8 bytes? depends on game, I suppose) and get total messages
per second (100?) and then figure out how many messages per second
you need to make game playable (10?) and you get max players
(10? in this example?).

But a game like Battleship probably really could support 100 players.

What you think?

--- snip ---

(Posted on c.s.a.8 with permission)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1287. Re: Atari 400 Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: Rory McMahon <mcmahon@impulsedata.net>
Message-ID: <5tdr7c$h84$1@e3000.supernews.com>
Source record: 70733

yes. i dont think it has a feed through sio connector

HenryOlery wrote in article
<19970817234601.TAA19876@ladder02.news.aol.com>...

>>2) Several modems will work w/o additional hardware. The Atari 1030
>>connects to the i/o port.
>
>Really? The Atari 1030 uses the 13-pin port (2 rows, 6 and 7 pins)
>directly?
>
> _Henry_

1288. sparta dos

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <33F8AE3C.7218@mail.utexas.edu>
Source record: 70734

would somebody direct me to info on the basic functions of fte's
sparta dos. i have fte 3.2g....would like a faq possibly.

also i have heard that it can be used to control hardrives.. of which
i have two mfm's. anybody know what would be required to connect
these to an 800xl.

cheers,
robert

1289. Re: Wanted 8-bit emu for Falcon

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5t9ckm$he8$1@nyheter.chalmers.se>
Source record: 70735

In article <5t8ssqmgs1@irk.zetnet.co.uk>,
Roy Goring <rgoring@REMOVEzetnet.co.uk> wrote:
>Hi All,
>
>Can anyone tell me where I can get an 8-bit emu for my Falcon please?
>
>And where I can get some 8-bit games that don't require a PC to run them?

I'd say that none of the games require a PC to run them, its just a matter
of getting the damnded things onto atari-disks. :)
(And a pc or St/Falcon ?? helps tremendoulsy scince a sio2pc-cable acts
as a disk-drive).

>Yours Roy

Fredrik Lundholm
d1dol@dtek.chalmers.se

1290. Re: Wanted: Copy of Bounty Bob Strikes Back poster

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bcac18$b8010b40$2ee6d7cc@ast-adventure>
Source record: 70736

but maybe you could scan it for us!!!
(I have quite a few of the old synapse posters I could scan... Loved that
artist's artwork...

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

Fredrik Lundholm <d1dol@dtek.chalmers.se> wrote in article
<5t8t4qeqp1@nyheter.chalmers.se>...
> In article <19970817145501.KAA07230@ladder01.news.aol.com>,
> Pete04 <pete04@aol.com> wrote:
> >I'm looking to obtain more information and a copy of the poster
> >that was inserted with Bounty Bob Strikes Back game.
>
> It was basically a kinda cool brownish poster, had it on my wall for a
> few years. Has been thinking of digging it up and put it on a wall again.
> Hmm wasn't it actually a map of the level with the cannon??
> I'll have to look and see.
>
> >Please e-mail: Pete04@aol.com
> >Thanks.
>
> Sorry pete, its not for trade..
>
> Fredrik Lundholm
> d1dol@dtek.chalmers.se
>
>

1291. Re: Telelink I, Telelink II

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970818023300.WAA02482@ladder02.news.aol.com>
Source record: 70799

I saw these cartridges for sale on www.myatari.com - I assume it's a communcations program for use with an Atari modem. Well, I have an Atari 400, and I'm interested in getting the Atari 1030 modem (have no disk drive) and using the Atari 400 to access a local BBS. Is Telelink a good program? Thanks for the info in advance!

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

1292. Re: Urgent: Nintendo Site: Must READ!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: djensenius@iname.com
Message-ID: <33f7cb28.1477939@news.cyberia.com>
Source record: 70800
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

Hi,

I don't have anything against your site or you, but don't you think
you could have come up with better quotes?

>"Wow! I just found your site, and I think it is one of the best! Trust
>me, I've been around the web a time or two and rarely have I seen a site
>so well laid out and packed with good info."

i've been around the web a time or two, huh?

>"Hey man, Your site is kinda cool! I found out about it from the
>Nintendo newsgroup! It has a long list of games & very true
>information."

kinda cool?

oh come on, couldn't you do a little better, like just saying "Please
make sure to stop by"

david

1293. Re: Wanted: Copy of Bounty Bob Strikes Back poster

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5t8t4qeqp1@nyheter.chalmers.se>
Source record: 70801

In article <19970817145501.KAA07230@ladder01.news.aol.com>,
Pete04 <pete04@aol.com> wrote:
>I'm looking to obtain more information and a copy of the poster
>that was inserted with Bounty Bob Strikes Back game.

It was basically a kinda cool brownish poster, had it on my wall for a
few years. Has been thinking of digging it up and put it on a wall again.
Hmm wasn't it actually a map of the level with the cannon??
I'll have to look and see.

>Please e-mail: Pete04@aol.com
>Thanks.

Sorry pete, its not for trade..

Fredrik Lundholm
d1dol@dtek.chalmers.se

1294. Re: Jumpman for atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5t9b42$8bv$1@triglav.iwaynet.net>
Source record: 70802

On 1997-08-17 dklugh@iwaynet.net said:
>On 1997-08-13 vnstokka@online.no said:
>>Hey i HAD an old Atari 800 XL once...
>>All i have now is a emulator.
>>Well the question was: Does anybody have Jumpman some were so i kan
>>run on a emulator?
>There's a PRO version fo Jumpman.But you need APE (free) and a REAL
>Atari (cheap).You might check out the ftp.hackerz.com FTP site.

Oh,Jumpman comes with APE.

Net-Tamer V 1.09 - Test Drive

1295. Atari stuff for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: James King <jeking@kingtechsvcs.com.no_spam>
Message-ID: <5t9bm0$4f$1@news.xmission.com>
Source record: 70803

I have the following Atari items for sale or trade:

(2) Commodore 1701 Color Composite Monitor
(1) PR:C
(2) 256k MIO
(1) ATR 8000 w/64k, docs and cables
(1) 256k Atari 800xl
(1) 320k Atari 130xe
(3) XF551 Disk drives
(2) US Doubled 1050
(1) Happy 1050
(1) 720k 3.5inch drive mounted in a 1050 case
(3) Seagate ST225 20meg MFM hard drive (formatted on MIO)
(9) Adaptec 4000a MFM to SCSI controller
(1) XEGS Complete
(1) 4 Slave MUX Complete
(3) XEP 80, 80 column video adapter
(3) Hayes Ultra 9600 baud modems
(3) XM301 modems
(1) Atari 600XL
(3) Rtime8 Cartridges
(2) SpartaDos X Cartridges

1296. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33F8413D.4C5BDE30@aol.com>
Source record: 70804

Euskara wrote:

> I was looking for music in AOL in tower records and came across a
> group
> called Teenage Atari Riot. Anyone ever heard of them?

Their music reallut sucks, but its interesting that they named their
group with Atari in it, I wonder why.

Curt

1297. Misc Upgrades (was Re: !!!DANGER!!!Re: ATARI Equipment still avialable MUST SELL!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33f85e04.343570654@news.aatech.com>
Source record: 70805

On Sat, 16 Aug 1997 20:51:22 -0600, ronf1@ix.netcom.com wrote:

[snip Ron's Public service announcement]

>> ATARI Equipment, MUST SELL!!!

[snip]

> Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
> Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
> CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up
> programs as much as 350% faster. The 65C816 processes 4 instructions
> per clock cycle (Only the new P6, 80686 Intel chip does that, besides
> this), as compared to the 6502 which processes one instruction per
> clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
> Cross Developer for IBM $75.00, sevreal other Turbo 816 specific
> disks, valued at $25.00 each. Asking $250.00 for the entire package.
> These are not currently available anywhere else that I know of.

Ignoring the original poster and his inflated price tags...

Who has one of these upgrades installed?

How well does it work?

Does it introduce any kind of incompatabilites with existing software?
Or with other hardware upgrades/alternate OSs? Would it just be
better to stuff one in a stock 800XL and not deal with other
memory/hardware hacks?

Is this upgrade really not available anymore?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1298. Re: Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1808971042060001@199.166.204.230>
Source record: 70806

In article <5t6jmd$8o9$3@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:

> I never really understood why anyone would use a emulator.
>
> If you have enough money to buy a computer fast enough to run even the fast PC
> Xformer,why not just go out and buy a Atari and SIO2PC cable?

And put it where? Store all the floppy disks where? Put the TV/monitor
where?

The reason you use them is because you already have the desk space
reserved for your "real" computer, and every game written for the A8 will
typically take up less than 1/4 of the average shipping hard drive.

Maury

1299. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: webmaster <webmaster@cbmpan.gdynia.pl>
Message-ID: <33F85B13.F5C0CD79@cbmpan.gdynia.pl>
Source record: 70807
Body handling: HTML body converted to readable text

http://komodo.ebay2.com/aw-cgi/ItemISAPI.dll?ViewItem&item=34115

1300. How to test a trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: Rieder Rudi <rieder_r@kufgem.co.at>
Message-ID: <01bcabed$16bb3e20$150101c8@ap-rieder>
Source record: 70808

```
How can I test a trackball??
The trackball has a switch for J(oystick) and T(rackball) mode.
Dont tell me how to test it in joystick-mode!

-rudi
rieder_r@kufgem.co.at
```

1301. Re: Great European 7800 controllers

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bcac17$217e93a0$334badce@crc3.concentric.net>
Source record: 70809
Cross-posted to: rec.games.video.advocacy,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit

> B&C Atari Sales & Service
> 408-986-9960
> Closed Tue-Sat, Closed Sun & Mon
> www.myatari.com

Huh? You must mean OPEN Tue-Sat

1302. Re: Great European 7800 controllers

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: Chris Knape <cknape@net-link.net>
Message-ID: <33F8B3AD.5B8B@net-link.net>
Source record: 70810
Cross-posted to: rec.games.video.advocacy,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit

```
Curt Vendel wrote:
>
>
> B&C Atari Sales & Service
> 408-986-9960
> Closed Tue-Sat, Closed Sun & Mon
> www.myatari.com
>
> Curt

Kinda limted hours.... :- )
```

1303. TEST-Message

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <871939110@stackbbs.xs4all.nl>
Source record: 70811

-=> Quoting Sysop Fox-1 to Bo Schreurs <=-

SF> This is a test-message written at
SF> THUNDERDOME, the ATARI 8-Bit BBS in
SF> the Netherlands...

SF> Written on a real ATARI 130XE
SF> 8-bitter, running BBS-Professional
SF> 5.0b, due to test the gate-way-set-up
SF> between STack & Thunderdome...

Daar je het berichtje aan mij stuurde (i.e. bo schreurs,
wat door mijn software vertaald wordt door bo.schreurs@stackbbs.xs4all.nl,
en dan pas geupload wordt naar de newsserver), en niet aan ALL,
komt die message niet alleen in de newsgroup csa8, maar wordt er ook
een privemailtje naar mij gestuurd. Wel grappig natuurlijk.
Vandaar dat ik ook even reply.
Ben benieuwd waar de reply terecht komt.
Zeker niet in csa8, maar wellicht wel in mijn eigen bbs
(sysop.fox-1@stackbbs.xs4all.nl), en die user bestaat (nog) niet
op mijn bbs... :)
Zou je moeten inloggen joh, hahahaha.

Bo.
___ Blue Wave/386 v2.30

1304. Re: Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-1808971635520001@tsb-27.ucsc.edu>
Source record: 70812

In article <maury-1808971043380001@199.166.204.230>, maury@softarc.com
(Maury Markowitz) wrote:

>In article <33f76bee.24855612@news.iwaynet.net>,
>NOSPAMdmaxwell@iwaynet.net (David A. Maxwell) wrote:
>
>> Not a total waste of time, but I think it ironic that I have to have a
>> fully 'roided out 200Mhz or better PC to get the best emulation
>> possible.
>
> I'm running Rainbow on a 120Mhz PMac (very slow by today's 240 to 300MHz
>standards), quite well. Unfortunately I don't know how good the sound is
>yet, as I haven't registered.

I registered it a while back. The sound in 1.4 is pretty good. The only
thing I'm really looking for now is for Chris Lam to add support for large
disk images, so that it will be possible to avoid keeping gazillions of
small images around on my HD.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you
wish to send me email. No unsolicited commercial junk mail!

1305. Re: Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: tumble@ids.net
Message-ID: <5tajt3$ri2$1@paperboy.ids.net>
Source record: 70813

In Article <871820756.9818.0.nnrp-07.9e987e17@news.demon.co.uk>
Not@Home.Here <www.kwll.demon.co.uk> (Lawrence Staveley) writes:
>In article <5t6n4f$a1s$5@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:
>>I'm sorry,but you just said that it cost "u15".The "u" has a apostrophe above
>>it.Please don't use Atari-specific characters in USENET posts.
>>Just normal ASCII.I use a PC to get my USENET messages.
>>(my Atari drives are worn out)
>
>Eh? It's a Pound Sterling sign, and it's a Windows character, so don't go
>blaming a tried and tested system like an Atari for that. Blame Big Bad Bill
>and his Bumbling OS.

Herm... came out fine in just the terminal font in Zterm for the Mac.

Go figure. ^_^

--john

-=-=-=

1306. Re: Great European 7800 controllers

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: Frank Traut <save2600@inwave.com>
Message-ID: <33F8DF3F.5361@inwave.com>
Source record: 70814
Cross-posted to: rec.games.video.advocacy,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit

Chris Knape wrote:
>
> Curt Vendel wrote:
> >
> >
> > B&C Atari Sales & Service
> > 408-986-9960
> > Closed Tue-Sat, Closed Sun & Mon
> > www.myatari.com
> >
> > Curt
>
> Kinda limted hours.... :-)

...for a kinda limited market ;-)
--
Classic games for sale or trade!
2600/5200/7800/Lynx/Jaguar, Colecovision,
Gameboy, INTV, Sega Saturn, Amiga and more -

http://www.inwave.com/~save2600

1307. Re: Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: "David G. Dahlstrom" <ddahl@tiac.net>
Message-ID: <5tb22c$m6f@news-central.tiac.net>
Source record: 70815

Here's why we bother.

Not all of us think of emulation as simply emulation. We think of it as a kind of extension of the operating system that allows software designed for another platform to be run on our computers. Sure, the hardware has some nostalgic value, but it's the classic software that most of us are really interested in. The beauty of emulation is that these great old titles can no longer die since they're no longer tied to hardware. This is especially true when emulators are written in portable code. Emulator technology is steadily improving and will eventually become nearly perfect (in fact, emulators for some other systems are just about 100 percent now). And, of course, you can't beat the convenience of having an entire Atari computer system and software collection in just a tiny corner of your hard drive.

Dave

dklugh@iwaynet.net wrote in article <5t6jmd$8o9$3@triglav.iwaynet.net>...

>
>
>I never really understood why anyone would use a emulator.
>
>If you have enough money to buy a computer fast enough to run even the fast
PC
>Xformer,why not just go out and buy a Atari and SIO2PC cable?
>
>Then you can have full graphics and sounds and real joysticks.
>
>You can download the APE software and get UltraSpeed speeds.
>While the baud rate is only 8% faster than a US Doubler drive,it acts as if
>you're using a track buffer.
>Of course it may seem kind've slow compared to high-end drives which can
reach
>70000+ baud.
>(USDoubler=53200,APE=57600 on reads)
>And downright pathetic compared to PBI floppy and fixed drives.
>(The KARIN MAXI floppy drive gets 11.25k a second,a IDE fixed drive gets
40k+)
>
>But it's a nice CHEAP solution.(I got my PC/AT for $17,with 40MB drive)
>
>Net-Tamer V 1.09 - Test Drive

1308. Emulator Help

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: TurboBoy <dguenther@nci2000.net>
Message-ID: <01bcac4f$8067a040$d87e87d0@default>
Source record: 70816

Hi..
I own an Atari 800 and 800xl. I have many games for them. I just recently got an emulator for my PC. I'd like to be able to play the old games, such as Donkey Kong & Pac-Man, through my emulator. However, I can't find a site that has these old roms or disk images. Can anybody help me? Please reply to Turbo1970@aol.com. I use that address for e-mail purposes. Thank you...

1309. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: jharris@sierratel.com
Message-ID: <33f9bd27.82995848@news.sierratel.com>
Source record: 70817

scottm@nic.com (Scott) wrote:

>>I did a lot of studying regarding this problem, and there is indeed a quirk
>>in the 6502 chip that can cause either IRQs or NMIs to be skipped. In one
>>of my programs, I had to disable keyboard IRQs and read the hardware on VBI
>>in order to maintain a completely stable display.
>>
>I remember the info you posted about this. I'm wondering if this is also
>what causes that nasty flicker on a C-64 when you try to do a raster
>interrupt (trying to simulate DLI's). Of course I've never seen any bit of
>documentation on programming an Atari that told you to write to a register
>twice in case the first time didn't take. ;-)

I sure laughed out loud when I read that bit of the C64 doco. It's been
awhile, but my guess is that the C64 hardware is quirkier than the
interrupt bug, and the most likely cause of its screen glitches. Skipping
interrupts is generally pretty rare until you do lots of them.

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

1310. Wanted 8-bit emu for Falcon

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: rgoring@REMOVEzetnet.co.uk
Message-ID: <5t8ssqmgs1@irk.zetnet.co.uk>
Source record: 70818

Hi All,

Can anyone tell me where I can get an 8-bit emu for my Falcon please?

And where I can get some 8-bit games that don't require a PC to run them?

Yours Roy

```
+-------------------------------------------------------------------+
|rgoring@zetnet.co.uk - Spider Web Constuction Company - Web Authors|
+-------------------------------------------------------------------+
| The Atari WebRing - http://www.users.zetnet.co.uk/rgoring/atari/ |
+-------------------------------------------------------------------+
| Falcon 14Mb - Nemesis - Geneva/Neodesk - AtariIRC Roy_ |
+-------------------------------------------------------------------+
```

1311. Re: New Best Electronics Catalog!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5t8vd0$470$2@nuke.csu.net>
Source record: 70819

John Collins (bosco@user1.inficad.com) wrote:
: From the former Prez of NWPAC,
: Dale F. Wooster in Phoenix Arizona, August 13, 1997

: I just got this card in the mail from Brad at Best
: Electronics and wanted to pass it along to all you
: old Atari 8-bitters and ST users still out there.

<snip>

I suggest anyone out there who's not completely $0 cash broke should get
this catalog! Aside from some of the odd capitalization and other quirks
(which seem to have been due to the printers ANYWAY), this is pretty
much the coolest Atari catalog I've seen! :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1312. Re: Telelink I, Telelink II

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5t8vhd$470$3@nuke.csu.net>
Source record: 70820

PBjurman (pbjurman@aol.com) wrote:
: I saw these cartridges for sale on www.myatari.com - I assume it's a
: communcations program for use with an Atari modem. Well, I have an Atari
: 400, and I'm interested in getting the Atari 1030 modem (have no disk
: drive) and using the Atari 400 to access a local BBS. Is Telelink a good
: program? Thanks for the info in advance!

Not knowing your situation, please avoid flaming this suggestion. :)

(1) Get a 130XE or, preferably, a RAM-upgraded XL (nicer keyboards)
(2) Get a disk drive (1050 probably)
(3) Get a better modem. At the VERY VERY least an SX212 (1200bps).
Anything higher and I think you have to go the P:R:Connection or
Atari 850 RS232-interface route.
(4) Get Ice-T and/or FlickerTerm.

This is ESPECAILLY if the BBS is heavy on ANSI/VT and 80 columns.

Good luck!!!!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1313. NEW GAME - GemDrop

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5t906s$470$4@nuke.csu.net>
Source record: 70821

I was at the arcade for a bit last night (hey! they had Tekken 3! cool! :))
and I saw some NeoGeo game called "Lucky Drop II". It seems like an
extremely simple idea, so I've began coding it for the Atari!

Don't worry, I still plan to finish AsterBlast, but unfortunately I'm
hitting a lot of roadblocks. :^((Honestly, I'd rather write it in
assembly, but I don't KNOW 6502 assembly! <:^[ )

Anyway, the game idea, as I said, is a fairly simple concept.
You're a dude at the bottom of the screen. At the top are a lot of
colored things (doesn't matter what they are). You can take one of
the things from the collection and hold it. In fact, you can hold more
than one of the same color. While you're playing, every once in a while,
a new row of objects pops up at the top, pushing the rest down a row.
The object is to get rid of all of the objects before the screen fills
up and you get squished.

It's similar to Bust-A-Move, actually, minus the angled shooting,
and the fact that you get your objects by pulling them off the screen
(not out of a bag). When you throw your collection of objects (in
my version, gems, of course), if you hit one of the same color, they
all disappear. If you hit one of a different color, they stick.

In fact, when I was looking at this game, I said to myself "looks like
Bust-A-Move, plays more like Klax."

ANYWAY, so I've began coding it in Action! I'm going to do the
graphics tomorrow if I have time. I'm going to bug someone about
doing CMC music for me (you know who you are :)), and I'll eventually
recode some of the primitives to handle the graphics better.
(Right now, I'm literally PrintD(6)'ing onto a Graphics(2) screen!
Hey! It works! All I cared about was getting the GAME engine done,
not being efficient or looking good! :))

The current specs of the game are:

* One player DONE
* 10 levels (quick useless game, a la Tetris) DONE
* 5 songs (hopefully! :)) NOT DONE
* Specials (bombs, game freezers, etc.) NOT DONE
* Nice gfx (maybe 8 or 16 colors in med-rez?) NOT DONE
* Sega Ctrl (optional, of course; auto-detected) DONE

Hey, looks like I'm half done! ;)

Expect this game out within probably a week or two, which is more than
can be said for Aster Blast! :) (Anyone want to help?)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1314. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R1808970506030001@news.erols.com>
Source record: 70822

In article <33f9bd27.82995848@news.sierratel.com>, jharris@poboxes.com wrote:

>>Of course I've never seen any bit of documentation on programming an Atari
>>that told you to write to a register twice in case the first time didn't
take.
>>;-)
>
>I sure laughed out loud when I read that bit of the C64 doco. It's been
>awhile, but my guess is that the C64 hardware is quirkier than the
>interrupt bug, and the most likely cause of its screen glitches. Skipping
>interrupts is generally pretty rare until you do lots of them.
>
I think the biggest problem with programming the 64's VIC-II chip was that
every 8 scan lines you ended up with a "bad line" with fewer cycles. I
think it was when the VIC gave control of the bus back to the 6510. Very
strange stuff in there. ANTIC & company just seem so much easier to play
with.
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

1315. Re: Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R1808970507320001@news.erols.com>
Source record: 70823

In article <871820756.9818.0.nnrp-07.9e987e17@news.demon.co.uk>,
Not@Home.Here <www.kwll.demon.co.uk> (Lawrence Staveley) wrote:

>Eh? It's a Pound Sterling sign, and it's a Windows character, so don't go
>blaming a tried and tested system like an Atari for that. Blame Big Bad Bill
>and his Bumbling OS.
>
Works fine on the Mac as well.
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

1316. Re: Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-18 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <33F87017.604F@ix.netcom.com>
Source record: 70824

Alan Sharkis wrote:
>
> dklugh@iwaynet.net wrote:
> >
> > I never really understood why anyone would use a emulator.
> >
> 1. Emulation makes a truly portable A8 possible (by using a notebook PC,
> of course.)
>
> 2. Emulation makes it possible for a guy with limited space to return to
> his beloved A8 without having to set one up (presumably with a shoehorn
> :-))
>
> 3. Emulation shows off the programming prowess of the emulator's
> author. Somebody, I forget who, once showed that a CPU has to be about
> ten times the speed of the CPU it's trying to emulate. Add in the
> difficulties of trying to emulate custom chips, etc., and you have one
> heck of a programming task. Seems to me, some emulators come awfully
> close.
>
> 4. Emulation is one component, and an important one, in an effort to
> save the community.
>
> I agree that a real A8 will do the job better, and that SIO2PC and/or A.
> P. E. can help. But I think emulation is far from a waste of time.

Al,
I agree with you 100%

DKlugh,
I happen to have a fully functional 103XE with MI/O at home, but I
can't have it at work. I use PCXf 3.60 at work for some stuff. I don't
think emulators are a waste at all. At least I can run some of my useful
8-bit stuff that I have created in BASIC XL.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1317. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33f8e550.0@news.comet.net>
Source record: 70737

In article <maury-1808971038170001@199.166.204.230>, maury@softarc.com (Maury Markowitz) says:
>
> They were wrong, although it was the fastest 6502 based computer
>available. It ran at just under 2MHz, whereas most other 6502 based
>machines (Acorn, Apple II, C64, PET) all ran at just under 1MHz.
>
> The Z80 based CPM machines were contemporary, and ran around 4MHz,
>although they were primarily found in businesses and were nowhere as
>widespread as the 6502 based machines.

BUT!!! The code efficiency of the 6502 (and the later 65C02) is
very great. I found that the 65C02 would beat the 8088 by about
6 to 1.

It is very easy to complie code for the Z80. But the 6502
requires human assembly language coding. A 65C02, EVEN
TODAY, is a very competitive processor. (and I hate Mensch)

GFH

1318. Re: Great European 7800 controllers

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: Ant Chapman <ant@achap.demon.co.uk>
Message-ID: <pwcjCBAPMO+zEwiq@achap.demon.co.uk>
Source record: 70738
Cross-posted to: rec.games.video.advocacy,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit

In article <33F8DF3F.5361@inwave.com>, Frank Traut <save2600@inwave.com>
spews forth :
>> Kinda limted hours.... :-)
>
>...for a kinda limited market ;-)

VERY limited... has anyone actually tried to use one of those 7800 pads?
<shudder>

Ant Chapman

aka AntMan on #RGVC

==========
2600, 7800, COLECO, VECTREX, G7000, TI99/4A, GAMEBOY, SMS,
MEGADRIVE, TVBOY, C64, SPECTRUM - It's all good, my man!
==========

1319. Hilfe zu Cubase !

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: RNeubert <neubert.systek@gildezentrum.de>
Message-ID: <01bcac8f$2a450b40$3d0101c6@rneubert>
Source record: 70739

Ich ben�tige dringend das Programm Cubase V2.0 von Steinberg. Habe leider meine Orginaldiskette zerst�rt. Dongle ist vorhanden. Falls jemand noch diese alte Version besitzt, dann bitte EMail an neubert.systek@gildezentrum.de. Ich hoffe jemand kann mir helfen.

PS
V3.0 l�uft auf meinen alten 1040 nicht.

beste Gr��e von R.Neubert

1320. Re: sparta dos

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <33F9B047.352C@ix.netcom.com>
Source record: 70740

robert erickson wrote:
>
> would somebody direct me to info on the basic functions of fte's
> sparta dos. i have fte 3.2g....would like a faq possibly.
>
> also i have heard that it can be used to control hardrives.. of which
> i have two mfm's. anybody know what would be required to connect
> these to an 800xl.
>
> cheers,
> robert
Robert,
To connect a (up to 7) hard drive to the 800XL, you'll need one of two external interface units. The Black Box from CSS or an ICD MI/O. The BB is better and covers more drives, but doesn't have an internal ram disk. No biggie though. The BB have many more features and add-ons and works best with My-DOS, but is good with Sparta too. You'll also need a SCSI<>MFM controller, like the Adaptec 4000A also available from CSS. I haven't tried BeWeeDOS yet, but have heard good things about it. I personally use SpartaDOS X 4.20 cart on my 130XE and SpartaDOS 3.3 for my emulator (PCXf 3.60). SDX works great with my 256K MI/O and 10MB HD. Hope this helps.

BTW, CSS (Bob Puff) is at:
Suite 222 OR P.O. Box 17660
2117 Buffalo Rd. Rochester, NY 14617
Rochester, NY 14624 (716) 247-7158
BBS: (716) 247-7157 (300-9600bps)
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1321. Re: RTTY/PACKET

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <33F9B26B.2C60@ix.netcom.com>
Source record: 70741

None of you wrote:
>
> I am looking for rtty/packet programs on Atari 65XE
> (800 XL compatiblie :)
>
> sp4lel@bialystok.tpnet.pl
Silk,
I can point you in one direction, I don't know how much help he'll be.
But at least he can help with thr RTTY art. Contact Vince Quaresima at
http://www.k2nesoft.com. I don't know his e-mail address, but Vince is
the Owner/operator of that site. Vince use to program BBS software for
the C64 and later PCs.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1322. TEST-Message

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: ryan.goolevitch@bbs.trideja.com
Message-ID: <871988632@bbs.trideja.com>
Source record: 70742

```
-> This is a test-message written at
-> THUNDERDOME, the ATARI 8-Bit BBS in
-> the Netherlands...
-> Written on a real ATARI 130XE
-> 8-bitter, running BBS-Professional
-> 5.0b, due to test the gate-way-set-up
-> between STack & Thunderdome...
```

```
Heya! Ryan here in BC.. What software did you use to get that working?
A QWK network? That's interesting that you got that working with
Express PRO 5.0B, as that is the same software that I am running on the
Last Hope BBS..
```

1323. MoDem on an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: almazzei@aol.com
Message-ID: <19970819131901.JAA17922@ladder02.news.aol.com>
Source record: 70743

I was wondering if anyone knew whether or not a MoDem could be connected to a 400, and if so, is there a term prg. out there that will run in 16K of RAM? What is the 850 interface? Dear Abbey I'm confused...
Thanks,
Louis

1324. Re: Urgent: Nintendo Site: Must READ!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: mmckimens@SpamBounce.com
Message-ID: <5tc4v8lr1@hp750.itg.ti.com>
Source record: 70744
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

In article <33F6E75E.1BC1@ix.netcom.com>, ChrisC @ jamesch@ix.netcom.com
says...
> snip <

>This is a Commodore 64 newsgroup, not a Nintendo 64 newsgroup!

And YOU should be more careful about cross-posting to 10 newsgroups that
AREN'T specifically about Commodore 64! :-P

1325. Re: Great European 7800 controllers

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33F999E7.85A80BA@aol.com>
Source record: 70745
Cross-posted to: rec.games.video.advocacy,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit

Fred Thompson wrote:

> > B&C Atari Sales & Service
> > 408-986-9960
> > Closed Tue-Sat, Closed Sun & Mon
> > www.myatari.com
>
> Huh? You must mean OPEN Tue-Sat

Ooooppps :)

It was a long day typing yesterday, oh well....

Curt

1326. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1908971157520001@199.166.204.230>
Source record: 70746

In article <scottm-ya02408000R1908970618220001@news.erols.com>,
scottm@nic.com (Scott) wrote:

> Don't forget the 2MHz C-128. Actually it can run at 1 or 2MHz.

News to me, but I thought that it was only the Z-80 portion of the C128
that did this? Still, the 128 was much later than the 400/800 series, so
I would hesitate to call it "contemporary".

Maury

1327. Re: Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1908971159570001@199.166.204.230>
Source record: 70747

In article <bwanga-1808971635520001@tsb-27.ucsc.edu>,
bwanga@cats.uc*sc.edu (Timothy A. Seufert) wrote:

> I registered it a while back. The sound in 1.4 is pretty good.

Does digitized voice work? I hear this is a common problem. Does the
vertical smooth scrolling work well? The Mac interface really bites, but
it does seem to do the job.

> thing I'm really looking for now is for Chris Lam to add support for large
> disk images, so that it will be possible to avoid keeping gazillions of
> small images around on my HD.

Large disk images? What is this? I think another cool idea would be to
gzip to the emulator, so you could gzip the images, and then have the
emulator decode them when loading into a temp file.

Maury

1328. FS: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: apalmer@zapcom.net
Message-ID: <5tcg7d$2vf$1@ultra.sonic.net>
Source record: 70748

I posted an Atari 1400XL for sale about two weeks about on comp.sys.atari.st. The highest bid I received was $120. I put the sale on hold because UPS was on strike. The strike has ended! I will be selling this computer next week to the highest bidder. Buyer pays shipping and I will ship UPS - COD.

The 1400XL was the upgrade to the 800XL that was never shipped. Atari only made a few lab machines. It has a built in modem and voice. The case looks like a 1200XL. After the "T" family took over Atari, the 1400/1450 design was scrapped and the 65 and 130 took their places. If you have any questions just ask.

-----BEGIN GEEK CODE BLOCK-----
Version: 3.1
GCS/IT d- s+:++ a+ C++++$ U*+++$ P+>+++$ L+ E--- W++ N+++ o++ K-?
!w--- !O !M !V- PS+++ PE+(-)@ Y+ !PGP t+++ 5++ X++ !R tv+ b++ DI+
D++ G>++ e+ h+ r y+++*
------END GEEK CODE BLOCK------
\\\|///
\\ - - //
(@ @)
+-------------------------+---oOOo-(_)-oOOo-----------------------------+
Albert M. Palmer, Jr.	Let your child choose his/her own path,
Lakeport, CA, USA	and it will always lead back to you.
apalmer@zapcom.net	Hang on to your dreams
TT/4/16/MiNT/MultiTOS	Use your brain to fix your mind.
+-------------------------+-----------Oooo-----------------------------+
oooO ( )
( )) /
\ ((_/
_)

1329. FS: 815 double disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: apalmer@zapcom.net
Message-ID: <5tch42$2vf$2@ultra.sonic.net>
Source record: 70749

I posted this 815 for sale about two weeks ago on comp.sys.atari.st.
The highest bid I have is $120. I put the sale on hold because of the
UPS strike. The strike is over! Buyer pays shipping and I will ship
UPS - COD.

The 815 disk drive was never sold because of manufacturing problems.
Many people did place deposits for the drives in 1980 and 1981. I think
this hurt Atari and helped prevent the 8bit from becoming a business
system in the early 80s. The 815 is a double drive - double density
disk drive. The format is non-standard. If I remember correctly,
Percom set the standard for double density and double sided drives for
the Atari 8bit. If you have any questions about this drive, just ask.

```
-----BEGIN GEEK CODE BLOCK-----
Version: 3.1
GCS/IT d- s+:++ a+ C++++$ U*+++$ P+>+++$ L+ E--- W++ N+++ o++ K-?
!w--- !O !M !V- PS+++ PE+(-)@ Y+ !PGP t+++ 5++ X++ !R tv+ b++ DI+
D++ G>++ e+ h+ r y+++*
------END GEEK CODE BLOCK------
\\\|///
\\ - - //
( @ @ )
+-------------------------+---oOOo-(_)-oOOo-----------------------------+
| Albert M. Palmer, Jr. | Let your child choose his/her own path, |
| Lakeport, CA, USA | and it will always lead back to you. |
| apalmer@zapcom.net | Hang on to your dreams |
| TT/4/16/MiNT/MultiTOS | Use your brain to fix your mind. |
+-------------------------+-----------Oooo-----------------------------+
oooO ( )
( ) ) /
\ ( (_/
\_)
```

1330. Atari - the beginning of everything

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: Lukasz Urbaniak <lurban@sgh.waw.pl>
Message-ID: <Pine.GSO.3.96.970819182617.17752B-100000@akson>
Source record: 70750

I mean the beginning of my computer activities.
About 10 years ago I had Atari 65XE with tape-recorder. What a powerful machine it was!!! Then, it seemed to be the greatest computer all over the world (at least from my point of view- especially that I'm from Poland). Me and my brother learnt our basic informatic knowledge by using that stuff. And we spent a lot of time on programming in Atari Basic and also on squeezing our joysticks.
If there are still any Atari-8-bit users I'm greeting them very hot!
Luke

1331. Re: Star Raider questions..

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33F9D1F2.F4A27FD0@aol.com>
Source record: 70751

Paul Mitchum wrote:

> 'The Last Starfighter' was a bona-fide game written by, I believe,
> Epyx.
> Maybe someone knows for sure...
>
> It came out as part of the promotional merchandising blitz for the
> movie,
> 'The Last Starfighter,' which was one of the first movies to use
> computer
> graphics for special effects. Fun movie, too.
>

The game "The Last Starfighter" was written by Atari based on the movie of the same title. Back in my BBS days when I ran a BBS I received a pirated copy of this software. The game is complete with opening title and while playing it I even found an easter egg as well. Atari Corp (better known as El Cheapo Corp) didn't want to pay royalties out to I believe it was Orion Pictures who produced the movie that the game was based on, so they ripped out the whole opening sequence (Welcome Starfighter! You have been chosen by the Star League to defend the Frontier against Zir and the Kodan Armada) and placed a title screen which looks like a 4 year old did it in 5 minutes showing STAR RAIDERS II which has nothing to do with the original story line of Star Raiders.

Curt

1332. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970819201400.QAA12249@ladder02.news.aol.com>
Source record: 70752

When he talks about an XE membrane keyboard, I think he's referring to the membrane underneath that created that awful feel.

Bostone

1333. Former 8bit SysOps: Looking for Atascii files.

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: nunayur@bidness.com
Message-ID: <5td424$330_002@ambrosia.flash.net>
Source record: 70753

Are there any former Atari 8bit SysOps out there that still have (any?) their collection of Atascii "break messages"? I've dedicated my website to them, but all attemps at scrounging up these once unbitquitous gems have proved.... ah heck, I've got next to nothing. :)

Please help.
The "Break Movie" Warehouse.
http://www.flash.net/~ambrosia/index2.html

1334. 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: RClaunch@Rocketmail.Com
Message-ID: <872036707.14269@dejanews.com>
Source record: 70754

Hello everyone...

I want to buy a Atari 1200xl.

In good condition with power supply.

Will pay $25.oo shipped to Riverside, Ca. USA

Email if you are interested..

RClaunch@Rocketmail.Com

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1335. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2n2me2bai.fsf@caligula.srv.net>
Source record: 70755

maury@softarc.com (Maury Markowitz) writes:

> In article <scottm-ya02408000R1908970618220001@news.erols.com>,
> scottm@nic.com (Scott) wrote:
>
> > Don't forget the 2MHz C-128. Actually it can run at 1 or 2MHz.
>
> News to me, but I thought that it was only the Z-80 portion of the C128
> that did this? Still, the 128 was much later than the 400/800 series, so
> I would hesitate to call it "contemporary".
>
> Maury

It would run at 1 or 2 MHz in 128 mode. In 64 emulation it would only run at 1 MHz though I think there are ways to hack around that.

The C128 was contemporary with the XE models. I was in the market to upgrade from my VIC-20 at the time and ended up buying an 800XL instead of a 128---or a 130XE--- for a variety of reasons. (I couldn't afford an Amiga, I could get an 800XL with a 1050 for about the price of a bare 128, I'd just read Buchholz' article on upgrading the XL, I had used a friend's 800 and was very impressed with the graphics, etc etc)

Brent

1336. US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: freddie@jorevall.com
Message-ID: <872038756.16981@dejanews.com>
Source record: 70756

Hi,

A little question for somebody who might know..

Was it two stacked 6810 together in the black big thing that said ICD.
If so, was all pins connected togheter?

/Freddie

--- Keep it simple ---
www.jorevall.com
--- Keep it simple ---

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1337. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33f8f6f6.22122449@news.ioa.com>
Source record: 70757

On 16 Aug 97 19:37:36 +0000, Brad Rogers <brad@pianosa.demon.co.uk>
wrote:

>But do you know where Atari got
>it from? (trying to get back on-topic)
>
It's tough to figure out if you're being rhetorical, but for the
ignorant masses:

"Atari" comes from the Chinese game of Go.

Anybody know how it is used in the game?

Steven

1338. Re: Analog July '86 article needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33f8ec02.19318215@news.ioa.com>
Source record: 70758

On Thu, 14 Aug 1997 02:33:25 GMT, hug@planetmail.net (Robert Huggins)
wrote:

>On Thu, 31 Jul 1997 19:05:36 GMT, webmaster@cat-inc.com (Steven Posey)
>wrote:
>
>>On Wed, 30 Jul 1997 07:03:32 -0700, Rick Rowland
>><see3peoh@ix.netcom.com> wrote:
>>
>>>Okay, I search all my magazine boxes, Analog, Antic, Rom, Atari
>>>Connection, Compute, Atari Explorer, etc and I am missing the July 1986
>>>Analog. I need a copy of Ted Wilmot's Arm your Atari. If anyone has this
>>>I would be willing to pay for reproduction, postage, fax phone bill,
>>>etc... Or if you are looking for hardware, programs, books, etc.. I will
>>>look and see if I have it and trade. TIA
>>>
>>
>>Update: I've already been in contact with Rick and have sent him
>>copies of the article.
>
>Steven,
>
>Hmmm, that brings up an old question of mine. What issue of Analog
>contained Part II of the Arm Your Atari article? My Analog collection
>is a bit sketchy from that time period and I always wanted to see part
>II.
>
>Rob
>
>
>--
>I don't suffer from insanity -- I enjoy every
>minute of it!!!

Parts 1 & 2 of Arm Your Atari come from issues 44 & 45 (July and
August, 1986)

Now I want to see if Rick gets the thing built. (I briefly worked for
a Radio Shack 2 years ago, and they're STILL peddling the Armitron to
this day!)

Steven

1339. Re: Question for everyone...

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <33f8f1f3.20838754@news.ioa.com>
Source record: 70759

On Sat, 16 Aug 97 06:58:43 GMT, "The Shadow" <shadow01 @aracnet.com>
wrote:

>As some of you may already know, I have been contemplating
>getting the entire Shadow Software line of products up and
>available on the web.
>
>No I have a question for everyone, and I want you to take a
>moment to think about this, and then send me a note in
>E-Mail with your answers. PLEASE, PLEASE, be honest in your
>response. If I do this, it is going to cost me a
>considerable amount of money, and if I am not going to see a
>return on my investment, then it would be rather foolish to
>continue in that way....
>
>Question: How many times in the past year have you
>registered software and sent the author money?
>
>Question: If I make all of this software available, and you
>use it, will you send me money, or will you just use it
>forever without registering it?
>
>Question: Do you BobTerm? If so, did you send Bob Puff any
>money?
>
>Question: What Shadow Software products have you used in the
>past, and did you purchase them through a store/user group,
>or download them?
>
>Question: What type of software are you looking for?
>Titles?
>
>Thanks for your time, I will consider both the volume of
>responses, and the actual answers in deciding my next
>move... I will let everyone know as soon as I decide.
>
>The Shadow

I guess I'm just destined to make trouble...

The real reason the "Shadow" wants to know these things is that he's
afraid he's not going to get a return on his investment. That is, the
money he spent buying the rights to certain software titles just might
not pay off if he goes with his "fairware" concept. Certain posts of
mine may have gotten him thinking.

The truth is, "Shadow" probably doesn't have a leg to stand on, should anyone infringe on his copyright claims.

These are the same legal questions that killed Atari as an 8-bit powerhouse. As a moneymaker, the Atari was, is and forever will be, a bad idea.

But it's still the greatest computer ever produced. Go figure.

Steven

P.S. "Shadow" has a name, and I know it. I just wish he would use it.

1340. Re: sparta dos

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33F944AB.5387@kawo2.rwth-aachen.de>
Source record: 70760

robert erickson wrote:
>
> would somebody direct me to info on the basic functions of fte's
> sparta dos. i have fte 3.2g....would like a faq possibly.
Get he files of BW-DOS 1.30 (or 1.10). It's almost compatible to SD 3.2 and includes a description of the commands. But don't care about the internal/external command description - it's different organiced than SD 3.2. It needs no RAM below the operating System and does support Atari DOS 2.5 disks only via a seperate Menu progam.
>
> also i have heard that it can be used to control hardrives.. of which
> i have two mfm's. anybody know what would be required to connect
> these to an 800xl.
>
> cheers,
> robert
Matt

1341. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R1908970618220001@news.erols.com>
Source record: 70761

In article <maury-1808971038170001@199.166.204.230>, maury@softarc.com
(Maury Markowitz) wrote:

>> Someone mailed me about me saying that the atari was the fastest computer
>> except for the PC.
>
> They were wrong, although it was the fastest 6502 based computer
>available. It ran at just under 2MHz, whereas most other 6502 based
>machines (Acorn, Apple II, C64, PET) all ran at just under 1MHz.
>
Don't forget the 2MHz C-128. Actually it can run at 1 or 2MHz.
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

1342. Re: How to test a trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: Rieder Rudi <rieder_r@kufgem.co.at>
Message-ID: <01bcac8a$81317e20$150101c8@ap-rieder>
Source record: 70762

> I believe the Missle Command cart has a Trackball mode in it. I think
> pressing the J and T keys change modes (big time guessing here). It's
> been years since I tried. (Doesn't Millipede also have a trackball
> mode?)
Centipede has a "switch" for Trackball - ctrl+t,
but it didnt work correctly, with 2 (!!) trackballs,
so Im not sure if the trackballs or the game is defect ?!

> Otherwise, with a basic program you can just print out stick()
> values. The values won't make too much sense, but if you roll the
> ball slowly in only one direction at a time you should recognize a
> pattern.
Very hard!
Maybe I find MissleCommand somewhere - thank's!

-rudi
rieder_r@kufgem.co.at

1343. RTTY/PACKET

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: silk@friko.onet.pl
Message-ID: <33f9317f.2802548@news.tpnet.pl>
Source record: 70763

I am looking for rtty/packet programs on Atari 65XE
(800 XL compatiblie :)

sp4lel@bialystok.tpnet.pl

1344. Re: MoDem on an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33f9bb44.0@news.comet.net>
Source record: 70764

In article <19970819131901.JAA17922@ladder02.news.aol.com>, almazzei@aol.com (A L Mazzei) says:

>What is the 850 interface?

The 850 interface is an I/O connector for the Atari 400/800.
The most common use was for a printer. Using it you can
connect many different external peripherals.

GFH

1345. Re: sparta dos

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33F99AB7.8813FABB@aol.com>
Source record: 70765

robert erickson wrote:

> would somebody direct me to info on the basic functions of fte's
> sparta dos. i have fte 3.2g....would like a faq possibly.
>
> also i have heard that it can be used to control hardrives.. of which
> i have two mfm's. anybody know what would be required to connect
> these to an 800xl.
>
> cheers,
> robert

Hi Rob,

You'll need to get a PBI interface for your 800XL, Supra used to make an interface for MFM hard drives a while back, your better off tracking down an ICD MIO or a CSS Black Box, they are easier to find and they have SCSI, Parallel, and Serial interface. You can pick up 20 & 40 meg SCSI drives for $20-$30 these days and they'll probably be a heck of a lot more reliable then some old MFM hard drive and yes SpartaDOS does support 16MB partitions on hard disks.

Curt

1346. Re: got my old Atari 400 out of mothballs - need help in setting it up for games

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-19 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <5tatqn$7rq$1@news.dmv.com>
Source record: 70766

nwdirect@netcom.com wrote:
: It is hard to know where to start. I put my Atari 400 into storage in
: 1983. I remember a little about how it works but not enough to know what
: to do with it so I can play games on it again. This is almost like
: starting from scratch since it has been so long so please be patient.

: I have the Basic cartridge but cannot find any of the others. I used to
: have a Program Recorder but that seems to be gone too.

: I have about 6 games on standard cassette tapes which I am sure I loaded
: into the Atari with the Program Recorder. Is it possible to load these
: using a standard cassette recorder using the 13-pin port? What commands
: do I use to load them? What pins? Is a working program recorder available
: anywhere?

: Please reply in this newsgroup. Thanks for whatever help you can give.

The cassettes you have may have deteriorated to an unreadable condition
over 14 years. Also program recorders can be cantankerous beasts.
Unfortunately, a standard audio cassette machine won't work with your
computer. An Atari program recorder has special circuitry that reads
FSK signals from tape and sends data to the computer. If you want to try
to find a replacement, I believe the model 410 is of better quality
than the newer 1010 (don't know about the newest XC12). You might be able
to find either type for sale here -- keep checking this group. Or read
Michael Current's Atari 8-bit FAQs at
http://www.faqs.org/faqs/atari-8-bit/faq/. It'll have a vendor's list
where Atari 8-bit items are sold. At least one vendor, B&C
ComputerVisions has a web page. It's at http://www.myatari.com. Their
catalog is available on-line for Atari 8-bit computers and other Atari
systems.

Commands to load programs from a program recorder? From the BASIC "Ready"
prompt, type CLOAD and press Return. The computer should beep once.
Press the PLAY button on the program recorder (the tape must be cued to
the start of the program). Press Return again. The tape should begin to
run and load (with silence at first, then with beeping sounds). If you
get an error message, try again with the tape more carefully positioned at
the start of the silent portion. When the Ready prompt returns, type RUN
and Return.

If the program on the tape is in machine language (a so called "load and
go" program), cue the tape to the beginning of the program. Press PLAY.
Turn off the computer and remove the cartridge. Hold the START key while
turning the computer on. It should beep once. Release START and hit

Return. The program should load and run.

As for Atari 400 computers, they're good for playing games. And this post was prepared on one and sent through my internet provider via Lynx.

Steve

1347. Null Modem Atari800xl to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19970820131400.JAA08945@ladder02.news.aol.com>
Source record: 70675

is there a way to transfer files from my atari800xl to pc by null modem
connect?
if so how would i go about doing so?

1348. Re: MoDem on an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <33FB1724.AAFD94FC@ix.netcom.com>
Source record: 70676

A L Mazzei wrote:

> I was wondering if anyone knew whether or not a MoDem could be connected
> to a 400, and if so, is there a term prg. out there that will run in 16K
> of RAM? What is the 850 interface? Dear Abbey I'm confused...
> Thanks,
> Louis

Louis,
Check at ftp://atari.archive.umich.edu/atari/8bit/ .there should be at
least one that will work. If not. I have a very basic BASIC communications
program that you can use to connect and communicate. It has NO file transfer
capabilities at all.
As for the 850 interface, it is a unit that connects to the SIO port of
the computer and provides serial and printer ports. The serial port is used
to connect a modem for communications. Max speed is 9600bps with the 850.
If you need any other assistance you can e-mail me at one of the
addresses below.

--
Robert S Ely --- Communications Systems Technician
mailto://rsely@dhs.state.nj.us
mailto://rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1349. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: almazzei@aol.com
Message-ID: <19970820132901.JAA02423@ladder01.news.aol.com>
Source record: 70677

I have a 1200XL and love it, but I do need to make room here at the old homestead, so before I part with mine, I have a few questions...

1) Aside from the parallel bus, the sharper video and the built-in BASIC, how is my 800XL different?

2) I have heard that the 800XL is not 100% backward-compatible and requires the same translator disk that the XE family uses.

3) My 1200XL is just cool, is the 800XL better?

I am currently using the 800XL (I have two dead 800XLs for parts, one of the fully socketed) and have had no problems, but I was told to hang on to my 1200XL because of a compatibilty factor. If this is not true, then the 1200XL can go.

Thanks,
Louis

1350. Printer question:

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: almazzei@aol.com
Message-ID: <19970820133801.JAA10056@ladder02.news.aol.com>
Source record: 70678

In my box of miscellaneous Atari hardware sits an odd cable with an Atari peripheral connector on one end, and a Centronics parallel on the other. My question is this: Is it THAT easy to hook up a modern printer to my 8-bitter, or is that just somebody's "Easy way out" of buying an adapter of some kind with a voltage regulator and driver disk of some kind? Help! Because if it's that easy to just plug in any parallel printer, wouldn't it be kinda cool to hook up a cheap ink jet and see what the output of an Atari REALLY looks like? Cool...

Thanks,
Louis

1351. Re: Hilfe zu Cubase !

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: Chris Clauss <clauss@mail.oric.com>
Message-ID: <5tf5qc$970$1@news2.digex.net>
Source record: 70679

Hello -

For you who do not speak German, our friend here is looking for a program called Cubase Version 2.0. His original disks are no more! Send a copy to the email address below. Note that version 3.0 does not work on his 1040.

Greetings!

RNeubert wrote in article <01bcac8f$2a450b40$3d0101c6@rneubert>...

>Ich ben�tige dringend das Programm Cubase V2.0 von Steinberg. Habe leider
>meine Orginaldiskette zerst�rt. Dongle ist vorhanden. Falls jemand noch
>diese alte Version besitzt, dann bitte EMail an
>neubert.systek@gildezentrum.de. Ich hoffe jemand kann mir helfen.
>
>PS
>V3.0 l�uft auf meinen alten 1040 nicht.
>
>beste Gr��e von R.Neubert
>

1352. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfcemmuf6@triglav.iwaynet.net>
Source record: 70680

On 1997-08-14 HaraldSchoenfeld'smessageofThu,14Aug199715:28:33+0200 said:
>The one I wrote originally used one of the timer interrupts. When I
>added it to a graphics mode program I was doing, all was still fine
>until I started using DLIs. There is some kind of interaction
>between DLIs and timer interrupts which I think causes some of the
>DLIs to get lost. This might be OK normally, but in my program it

The timer is not synchronized with the ANTIC chip.There's really no relation at
all.

>caused a slight screen flicker (because when a DLI is lost,
>whatever you're going to do with the display doesn't happen). I
>tried to switch to using the VBI - except it is not frequent enough.
>A fast mouse movement would overrun and would result in slow
>movement of the cursor. So I sprinkled DLIs throughout the display

Yeh,the Atari steering wheels and trackballs are speed intensive.
Something that simply reported the relative possition 60 times a second would
be nice.I think that the PC trackballs do this.
(the possition is sent serially)

>(I think 4 of them did it) and used those to read the mouse.
>I think some of the versions of my mouse drivers are on archives - I
>posted them here maybe 4 or 5 years ago. They used the Commodore
>mouse, but it might be OK. I think they worked with the Atari
>trackball also.
>My driver maintained X/Y coords in page 6 somewhere. I think you
>could also set limits on how far the driver would let the coords
>travel.

The problem with page $6 is that EVERYONE wants to use it.You should also
assemble a version that loads up at the top of memory.And perhaps one for the
tape drive buffer.(I have a CX85 handler that does that)

Net-Tamer V 1.09 - Test Drive

1353. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2008971303220001@199.166.204.230>
Source record: 70681

In article <33fa3d33.0@news.comet.net>, georgeh@comet.net (George F. Hardy) wrote:

> No, the 400 had a 'kid-proof' keyboard with a membrane over the
> virtually no-stroke keys. A bad marketing decision.

You have to admit though, it was pretty tough.

Maury

1354. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfce8muf2@triglav.iwaynet.net>
Source record: 70682

On 1997-08-18 maury@softarc.com(MauryMarkowitz) said:
>In article <5t1lrk$g2f$3@triglav.iwaynet.net>, dklugh@iwaynet.net
>wrote:
>> Someone mailed me about me saying that the atari was the fastest
>>computer except for the PC.

oops,I mean that I was saying that they were the fastest computer and the
mailer was corecting me.

>They were wrong, although it was the fastest 6502 based computer
>available. It ran at just under 2MHz, whereas most other 6502 based

It ran at around 1.79,which is half of speed of the colour clock.
So you can easily make routines that change colour dynamicly
(read "the time that the TV is drawing the picture")
by counting the number of cycles that commands take up.

>machines (Acorn, Apple II, C64, PET) all ran at just under 1MHz.
>The Z80 based CPM machines were contemporary, and ran around 4MHz,
>although they were primarily found in businesses and were nowhere as
>widespread as the 6502 based machines.

There was a whole big argument about the Spectrum (Z80) vs. the Commodore (8502
* 6510,I think) about the Spectrum's speed versus the Commodore's game-based
graphics capability.I really meant personal computers that individuals bought,
not mainframes and CP/M systems across the World.
Of course the Z80 machines usually had primitive graphics capabilities,so they
weren't really 4 times faster than Ataris and Commodores.
(certainly faster than a 1mhz Apple,though the Z80 is much different
than a 6502.You really can't compare them by speed since they have different
capabilities,and different operations take different ammounts of cycles)
And the Atari's OS allos you to read/write more than one character/record of
data per OS call.(c.f. Commodore's 1 byte ALWAYS I/O)

>> I can't even stand the XEs.What a idiotic idea those were.
>> (membrane keyboard and all)
>The XE did not have a membrane keyboard. It's clear you don't know
>what you are attempting to talk about.

uh,what a queer thing to say.I am most definitly attempting and suceeding
in talking about it.

If you've ever had a 130XE keyboard malfunction,and opened the case to fix it,
you'd see that the keys aren't even attached to anything.They are just resting
on two membranes of plastic with circuit tracings (painted?) on them.
I had to use conductive paint to fix it.

Net-Tamer V 1.09 - Test Drive

1355. Re: Game Link II device driver idea!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5tfgv2$k31@cletus.bright.net>
Source record: 70683

William Kendrick wrote in article <5t3e9i$a5f$1@nuke.csu.net>...>
>From what I can tell of the manual (I may be reading this
>cross-eyed), it looks like you connect the following pins
>of the SIO cables to each other (in the simple paper-clip
>version):
>
> DGND (Data Ground) <--> DGND (Data Ground)
> SID (Serial Data Input) <--> SOD (Serial Data Output)
> SOD (Serial Data Output) <--> SID (Serial Data Input)
>

This may be slightly off-topic. But it is along the same lines. There was a joystick network once, described in a file at ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/New/utility/jnet.arc . It has the .m65 source code in the arc file. Here is an excerpt from that doc file:

My software/hardware uses one of the PIA pins in each joystick port as a dedicated output to the other machine's trigger pin, and configures the other three pins as either input or output depending on the direction of data transfer. This implies that only three bits at a time can be transferred, so the software has the responsibility of dismantling and re-assembling each byte for transfer. The trigger lines are used to indicate the sending and receiving of each chunk of data.

Maybe something like that would be good to use?

==========
http://closertohome.dyn.ml.org/index.html
==========

1356. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfcf0muf7@triglav.iwaynet.net>
Source record: 70684

On 1997-08-14 hs@undine.physik.uni-erlangen.de said:
>Thomas Richter wrote:
>> 1) Do it in software and poll the joystick ports of the PIA.
>> This one is rather slow, and your program has to run almost
>>always in this polling routine to get a handy and useable mouse
>>input. This solution is almost always too slow...
>Just in PURE BASIC. Using a Vertical Blank Interrupt it works very
>fast - just like on a ST and with less "stop and go" than on a PC
>;-)

What do you mean? I'm just always ready to learn more dirt about the PC!

>With the interrupt your main program (in whatever language written)
>does not need
>to poll.

I don't know if 50/60 times a second would work.It's really up to how fast the
user moves the trackball.

>> 2) Solution two is a combined hardware/software solution. Connect
>>the mouse to an external piece of hardware that provides the
>>necessary position counters and use a little software that reads
>these pointers in the VBI and fills, for
>Nice idea - but really only necessary for "not-ST-mice" or BASIC
>programs without
>background assembler driver I would say.

Or make a adapter for the game(misnomer) ports to let you use a PC trackball.
You'd have to change voltages to RS232 +/-12V as well as swap wires.
You'd need to read individual bits (that is,to "emulate" the baud rate) instead
of whole bytes like SIO.But it's only 1200 baud.

Here's a message from comp.sys.os.msdos (or something like that).
It describes the two different trackball types (I prefer "MouseSystems") as
well as something called "LogiTech" that I've never heard of.

Message begins:

220 82423 <5sr5r3$3mo$1@neptune.uniserve.com> article
Path: triglav.iwaynet.net!odin.oar.net!malgudi.oar.net!rclnews.eng.ohio-state.edu!magnus.a
cs.ohio-state.edu!news.cis.ohio-state.edu!news.maxwell.syr.edu!News1.Vancouver.iSTAR.net!n
ews.istar.net!van-bc!uniserve!not-for-mail
From: alexad3@uniserve.com (Alexander J Russell)
Newsgroups: comp.os.msdos.programmer,alt.msdos.programmer
Subject: Re: Mouse port commands
Date: 13 Aug 1997 02:23:31 GMT
Organization: Uniserve

Lines: 166
Message-ID: <5sr5r3$3mo$1@neptune.uniserve.com>
References: <871310205.18914@dejanews.com>
NNTP-Posting-Host: p3-02.van.tvs.net
Mime-Version: 1.0
Content-Type: Text/Plain; charset=US-ASCII
X-Newsreader: WinVN 0.99.7
Xref: triglav.iwaynet.net comp.os.msdos.programmer:82423 alt.msdos.programmer:31476

In article <871310205.18914@dejanews.com>, yyz@odyssee.net says...
>
> If anyone out there knows of commands you can send and receive from the
>mouse port, please reply. I've been trying to decode the mouse codes for
>quite some time with no luck. The reason i want to know the mouse port
>commands is so i can use a mouse with out a driver loaded.
>
> Thanks in advance, Sphinx
>
>--------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

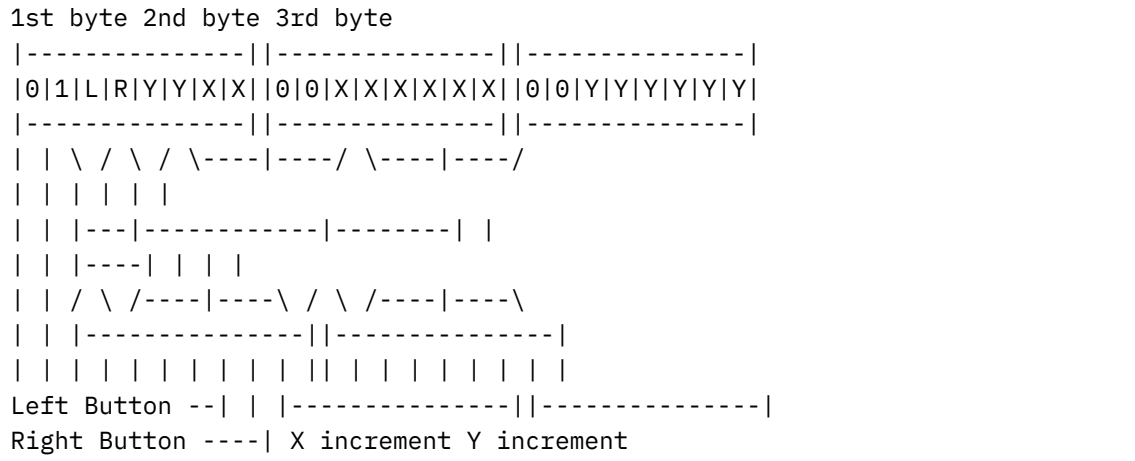
From alexad3@icebox.iconline.com Wed Jun 26 18:26:13 1996
Xref: news.iceonline.com comp.os.msdos.programmer:11788
Path:
news.iceonline.com!van-bc!van.istar!ott.istar!istar.net!winternet.com!nntp.prim
enet.com!news.texas.net!news.kei.com!newsfeed.internetmci.com!uunet!inXS.uu.net
!01-newsfeed.univie.ac.at!news.iif.hu!not-for-mail
From: nagyd@almos.vein.hu (Nagy Daniel)
Newsgroups: comp.os.msdos.programmer
Subject: Serial mouse protocols
Date: 25 Jun 1996 14:52:45 GMT
Organization: IIF
Lines: 130
Message-ID: <4qouft$ije@helka.iif.hu>
NNTP-Posting-Host: almos.vein.hu
X-Newsreader: TIN [UNIX 1.3 950515BETA PL0]

Hello,
I wrote a mouse driver, which supports Microsoft, Mouse Systems and
MouseMan (newer Logitech) protocols. However, I missed some docs, and
I write a program which captures the bytes sent by the mouse, and
after analyzing I finally got a quite good docs about these
protocols.
Here they are, in case someone needs them:

Mouse reset:

Set UART to 'broken line' state (set bit 6 of the LCR) and clear the
bits 0-1 of the MCR; wait a while and reverse the bits again.

==
Microsoft mode: 1200 bps, 7 data bits, 1 stop bit, no parity

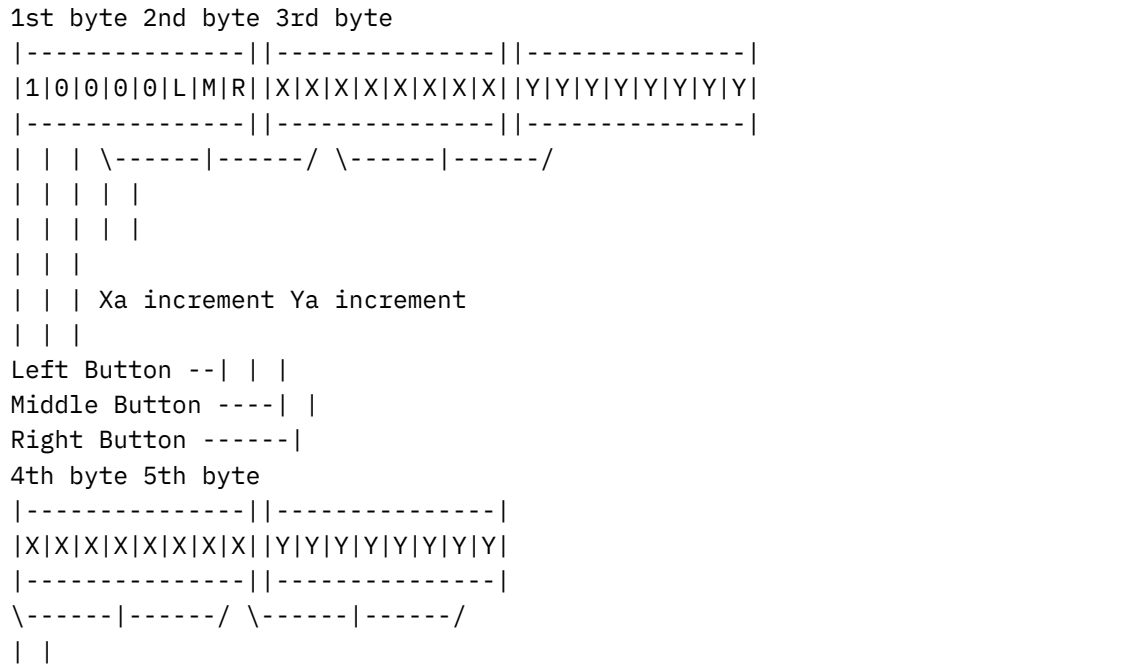


The X and Y increment values are in 2's compliment signed char format.

Whenever RTS is set to '0' and reset to '1', the mouse performs an
internal reset and sends the character 'M' to signal its presence.

==========

Mouse Systems mode: 1200 bps, 8 data bits, 1 stop bit, no parity



Note that the mouse systems mouse sends two independent bytes for
each direction in each packet!

Xa0-7 movement of the mouse in the X direction since last packet (+ right)
Ya0-7 movement of the mouse in the Y direction since last packet (+ up)
Xb0-7 movement of the mouse in the X direction since Xa
Yb0-7 movement of the mouse in the Y direction since Ya

```
================================================================================
MouseMan mode: 1200 bps, 7 data bits, 1 stop bit, no parity

3 bytes (left or right button pressed):
---------------------------------------

1st byte 2nd byte 3rd byte
|---------------||---------------||---------------|
|0|1|L|R|Y|Y|X|X||0|0|X|X|X|X|X|X||0|0|Y|Y|Y|Y|Y|Y|
|---------------||---------------||---------------|
| | \ / \ / \----|----/ \----|----/
| | | | | |
| | |---|------------|--------| |
| | |----| | | |
| | / \ /----|----\ / \ /----|----\
| | |---------------||---------------|
| | | | | | | | | || | | | | | | |
Left Button --| | |---------------||---------------|
Right Button ----| X increment Y increment

The extra byte (when middle button pressed):
--------------------------------------------

4th byte
|---------------|
|0|0|M|0|0|0|0|0|
|---------------|
|
Middle button

Logitech mice sends 'M3' after dropping and raising RTS.

---------------------------------

The driver I've written eats only about 7300 bytes! Not bad at all,
because for example the genius driver eats 25k, and doesn't support
Logitech mice.
The driver will be soon available on SimTel under the name 'ctmouse'.

Regards,

NagyD

--
_____________________________________________________________________________
Nagy Daniel |
----------- |
almos.vein.hu FTP site administrator |
nagyd@almos.vein.hu | -
nagyd@hal2000.hal.vein.hu | - Speed and stability
_____________________________________|_____________________________________

--
The AnArChIsT! Anarchy! Not Chaos!
aka
```

Alex Russell
alexad3@uniserve.com

Net-Tamer V 1.09 - Test Drive

1357. Re: Urgent: Nintendo Site

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <872108011@stackbbs.xs4all.nl>
Source record: 70685

-=> Quoting Mmckimens@spambounce.com to All <=-

Mm> Newsgroups:
Mm> rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.
Mm> sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,r
Mm> ec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic
Mm> Subject: Re: Urgent: Nintendo Site: Must READ!!! Date: 19 Aug 1997
Mm> In article <33F6E75E.1BC1@ix.netcom.com>, ChrisC @
Mm> jamesch@ix.netcom.com says...
Mm> > snip <

>This is a Commodore 64 newsgroup, not a Nintendo 64 newsgroup!

Mm> And YOU should be more careful about cross-posting to 10 newsgroups
Mm> that AREN'T specifically about Commodore 64! :-P

Very strange, because according to the header, the message
was posted in rec.games.video.nintendo as well...
And that looks to a nintendo newsgroup to me :)
Why it is crossposted to Atari newsgroup though, beats me...

Bo.
ps, this message is only posted in c.s.a.8
___ Blue Wave/386 v2.30

1358. FS/FT: Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@rust.net>
Message-ID: <01bcad81$214cd0c0$684445d1@mkusz>
Source record: 70686

Have:

Atari Atariwriter Cart. $5
Spinaker Face Maker Cart. $3
Atari Kingdom Cass. $2
Atari Energy Czar Cass. $2

All software comes w/ orig. doc & box.

Prices do not include shipping. Will possibly trade for other Atari game carts.
--
Mark

1359. Re: HEY YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfcedmuf4@triglav.iwaynet.net>
Source record: 70687

On 1997-08-14 fhthomps@concentric.net said:
>What is Jellystone's URL? I tried the one I bookmarked at oasis and
>it no longer works.

Forget the Web,try the ftp.hackerz.com FTP site.
But you'd better have a PC,though.
(I bought one for $17.With a HARD DRIVE!)

Net-Tamer V 1.09 - Test Drive

1360. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfcfemuf10@triglav.iwaynet.net>
Source record: 70688
Body handling: HTML body converted to readable text

On 1997-08-18 webmaster@cbmpan.gdynia.pl said:
>
> http://komodo.ebay2.com/aw-cgi/ItemISAPI.
>dll?Vi

The HELL?!?

Net-Tamer V 1.09 - Test Drive

1361. Re: sparta dos

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfcfomuf13@triglav.iwaynet.net>
Source record: 70689

On 1997-08-19 matz@kawo2.rwth-aachen.de said:
>robert erickson wrote:
>> would somebody direct me to info on the basic functions of fte's
>> sparta dos. i have fte 3.2g....would like a faq possibly.
>Get he files of BW-DOS 1.30 (or 1.10). It's almost compatible to SD
>3.2 and includes a description of the commands. But don't care
>about the internal/external command description - it's different
>organiced than SD 3.2. It needs no RAM below the operating System
>and does support Atari DOS 2.5 disks only via a seperate Menu
>progam. >

Which is probably good since it doesn't use the OS shadow RAM but normal
memory.

>> also i have heard that it can be used to control hardrives.. of
>>which i have two mfm's. anybody know what would be required to
>>connect these to an 800xl.

Only if they're SCSI,SASI or ATA.

Net-Tamer V 1.09 - Test Drive

1362. Re: Star Raider questions..

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfcfimuf11@triglav.iwaynet.net>
Source record: 70690

On 1997-08-14 starfleet@no.spam.net said:
>Sorry to burst your bubble, Star Raiders 1 was an APX game, I have
>it...
>The Last Starfighter was written to coincide with the movie that
>Atari wrote the Video Game for, shown constantly on WHAM and ENCORE
>the past few weeks...
>The Last Starfighter was NEVER released by ATARI, the movie BOMBED
>at the box office, so they scrapped it....
>They did a complete Rewrite and released it as Star Raiders II.

Not really.They just added on.It DOES look like someone hacked Star Raiders 2.
(which diapointed me,when I bought it for $25 new)

>Play the 2 games... The LAst Starfighter is based on the movie,
>where you destroy the attacking fleet, the great barrier, etc..
>If I'm not mistaken, Star Raiders II no longer has the Barrier, you
>have to land on planeets, etc. to get fuel, or dock at space
>stations..

You also don't constantly move over a planet's surface in Last StarFighter.

>The LAst Starfighter is a BETTER game in my opinion, as you can
>orbit the stars and regain your power, recharging your power cells,
>etc.. Star Raiders makes you rely on those space stations and once
>they are destroyed, you're sunk....

You can orbit a star in Star Raiders 2.But you have to leave once you're
re-fueled or else you melt.(there is a delay between being full and melting)

But the original Star Raiders was the best.The others were really just
eye-candy.They weren't space simulators,just arcade games.

Net-Tamer V 1.09 - Test Drive

1363. Re: Star Raiders for ST, tell me about it

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: NOSPAMdmaxwell@iwaynet.net
Message-ID: <33fb6620.111755965@news.iwaynet.net>
Source record: 70691

dklugh@iwaynet.net wrote:

>I didn't like it.The Zylons shoot RINGS at you.I thought that Aqua Man was
>attacking me!
>Bad start-up interface.
>(where those START/OPTION/SELECT keys! Or a 7800-like menu interface)

-----BEGIN PGP SIGNED MESSAGE-----

It also did not have steering through hyperspace. It was not possible
to destroy your own starbases to prevent the Zylons from using them
for raw fighter material. One could not use the hyperwarp engines for
quick but energy inefficient limping.

It looked great in the graphics department but they didn't implement a
lot of the GAMEPLAY that made Star Raiders such a great game. It was
only a harbinger of what was to come......arcades packed full of
stupid fighting games and eyecandy games with little gameplay such as
Starblade (could only shoot enemy ships and ammo...no resource
management and could only fly prearranged course to prearranged
obstacles.).

-----BEGIN PGP SIGNATURE-----
Version: PGP for Personal Privacy 5.0
Charset: noconv

iQCVAwUBM/tn2wUcDdLO4sm1AQGLPAP/fcDCxhzLr5r8IvY1fagaTZm/pD6BrkS7
A13Upjixe0PcVzLSPkjsRfBuogljr1VPnqwrTMHG+MrSc9XQEQxReBXVjhgkL5O8
ZWckHFUot2VtArchOuFzC2M1TlPT4jn0J4WNX+jyQXNJrr/EUXzOHDqpoSBOtcO2
XKQJjkCcOIg=
=0JlB
-----END PGP SIGNATURE-----

1364. 130 XE Keyboard Blues

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: "Mark H. Kusz" <mkusz@rust.net>
Message-ID: <01bcad86$f76efc00$7c4445d1@mkusz>
Source record: 70692

Does anyone know how to test a keyboard to determine if it needs replacing?
Apparently, my SELECT, OPTION and START keys do not respond. Any help
would greatly be appreciated.

Thanks!
--
Mark

1365. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33fb80f2.0@news.comet.net>
Source record: 70693

In article <5tft9s$nup@sjx-ixn7.ix.netcom.com>, kheller2@ix.netcom.com (Karl Heller) says:
>
>In article <33fa3db3.0@news.comet.net>, georgeh@comet.net (George F. Hardy) wrote:
>>At Franklin Electronic Publishers I decided the micro
>>processor for the electronic books. The 65C02. Speed
>>was the issue.
>>
>
> Remember everyone, the XL/XE's had a 6502C not a 65C02.

Yes, there were a few new (and very useful) instructions added,
but the real reason that Franklin used the 65C02 version was
power consumption in battery operated devices. The 65C02
is a CMOS version.

GFH

1366. Hi. I'm new

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <872119129@stackbbs.xs4all.nl>
Source record: 70694

Hello everyone...
This is the first time i can acces the comp.sys.atari.8bit. Looks pretty interesting at this place. I read lotsa mail from here, but never had the possibility to reply or send messages in here...
But I can now. Happy to see 8-bit is still alive on internet also !

Sysop Fox-1, Thunderdome, Atari 8-Bit BBS, the Netherlands. Running Pro! 5.0b, supporting XL/XE, 2600/5200/7800, Jaguar64, Lynx, XL/XE-Emulation, a little of ST/TT. Networking with the Netherlands, USA, Canada, Germany, & the comp.sys.atari.8bit.

(Still looking for running Pro!-BBS' in England to network. Anyone ?)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1367. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5tfptt$nti@freenet-news.carleton.ca>
Source record: 70695

A L Mazzei (almazzei@aol.com) writes:
> I have a 1200XL and love it, but I do need to make room here at the old
> homestead, so before I part with mine, I have a few questions...
>
> 1) Aside from the parallel bus, the sharper video and the built-in BASIC,
> how is my 800XL different?

Your 1200XL has an unusual OS that will make it incompatible w/ some
XL/XE software.

> 2) I have heard that the 800XL is not 100% backward-compatible and
> requires the same translator disk that the XE family uses.

The 64/128K XL/XE series all can use the translators, in the same way.

> 3) My 1200XL is just cool, is the 800XL better?

If you put an 800XL os into your 1200XL its better imho since the keyboard
is awsome, and there is tons of room for mods. Do a clearpic and a PBI
expansion, and youve got a dream machine.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1368. Re: FS/FT: Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33fb804a.0@news.comet.net>
Source record: 70696

In article <01bcad81$214cd0c0$684445d1@mkusz>, "Mark H. Kusz" <mkusz@rust.net> says:
>
>Atari Atariwriter Cart. $5

If you are still using Atariwriter, you are in big trouble.
I suggest that you at least graduate to Letter Perfect.

GFH

1369. Re: HEY YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5tfusg$t3b@dfw-ixnews10.ix.netcom.com>
Source record: 70697

In article <5tfcedmuf4@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:
>
>On 1997-08-14 fhthomps@concentric.net said:
> >What is Jellystone's URL? I tried the one I bookmarked at oasis and
> >it no longer works.
>
>Forget the Web,try the ftp.hackerz.com FTP site.
>But you'd better have a PC,though.
>(I bought one for $17.With a HARD DRIVE!)
>

Unix users note that hackerz.com does not support recursive directory gets (ala ncftp, etc...). So, it makes it very hard to keep an up to date snapshot. However, you can get "mirror" and force it to do a cd/ls for the entire tree.

Are there some good unix tools to work with atr/xfd files? I want to reallly convert all of these back to native atari format and burn them on a disc. (My use ONLY).

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1370. Re: Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-ya023480002008972145260001@news.superlink.net>
Source record: 70698

> >> Not a total waste of time, but I think it ironic that I have to have a
> >> fully 'roided out 200Mhz or better PC to get the best emulation
> >> possible.
> >
> > I'm running Rainbow on a 120Mhz PMac (very slow by today's 240 to 300MHz
> >standards), quite well. Unfortunately I don't know how good the sound is
> >yet, as I haven't registered.

Heck, I'm only running it on an ancient 66mhz powermac and it works quite well. Yep, some games play too slowly, but most work fine. Let's me play Alternate Reality again in any case. :-)

-Ray

1371. Re: Telelink I, Telelink II

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <33FBBD74.5E79@pacbell.net>
Source record: 70699

PBjurman wrote:
>
> I saw these cartridges for sale on www.myatari.com - I assume it's a
> communcations program for use with an Atari modem. Well, I have an Atari
> 400, and I'm interested in getting the Atari 1030 modem (have no disk
> drive) and using the Atari 400 to access a local BBS. Is Telelink a good
> program? Thanks for the info in advance!
>
> -Sam
>
> S a m H a r t m a n n p b j u r m a n @ a o l . c o m
> ---
> AgentQ on #rgvc - Visit the Video Game High Score Page:
> http://members.aol.com/pbjurman/highscores.html
If you get a 1030, the communication software is built into the modem.
All you need is the modem and computer. The s/w loads from the modem
when you power up. Works good, but you can't download. No drive,
whatdoyoucare?
Bob

1372. Re: Pamela Lee's Secret Sex Video

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R2008972205150001@nntp.netgate.net>
Source record: 70700

In article <33fb6e9f.0@news.inreach.com>, dsasdkdsak@kasdkdas.com wrote:

> DON'T BE FOOLED BY IMITATIONS
>
>
> There is only one Pam & Tommy Sex Tape...

Yeah, and when you add a Black Box or MIO to it, you can suddenly
hook up gigabyts disk drives and CD-ROM drives for amazing power.

The Pam and Tommy Sex Tape also comes with 1 MB of RAM if you decide
that 48K or 64K just isn't enough in your 800 or XL/XE computer...

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

1373. Re: wanted: atari items to complete my ATARI collection

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R2008972212570001@nntp.netgate.net>
Source record: 70701

In article <01bcadbb$34e76200$281644c3@pamuller.imaginet.fr>, "Patrice MULLER" <pamuller@imaginet.fr> wrote:

> to complete my atari collection
>
> i'm looking for:

> -1400 XL, XLD
> -1090

You do know that these were never released and that the prototypes that exist are expensive? (Well, expensive by Atari standards...measured in the hundreds, probably.)

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

1374. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5tft9s$nup@sjx-ixn7.ix.netcom.com>
Source record: 70702

In article <33fa3db3.0@news.comet.net>, georgeh@comet.net (George F. Hardy) wrote:
>At Franklin Electronic Publishers I decided the micro
>processor for the electronic books. The 65C02. Speed
>was the issue.
>

Remember everyone, the XL/XE's had a 6502C not a 65C02.

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1375. Re: Star Raiders for ST, tell me about it

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33fb81a5.0@news.comet.net>
Source record: 70703

In article <5tfcflmuf12@triglav.iwaynet.net>, dklugh@iwaynet.net says:
>
>
>
>
>I didn't like it.The Zylons shoot RINGS at you.

So? Choose the novice division, with shields up. Then
you are bullet proof.

GFH

1376. Re: Hi. I'm new

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33fb821b.0@news.comet.net>
Source record: 70704

In article <872119129@stackbbs.xs4all.nl>, sysop.fox-1@stackbbs.xs4all.nl (Sysop Fox-1) says:
>
>Hello everyone...
>This is the first time i can acces the comp.sys.atari.8bit. Looks
>pretty interesting at this place. I read lotsa mail from here, but
>never had the possibility to reply or send messages in here...

You have to use an 8 bit Atari to post here. Those 16 bit
Atari posts are automatically screened out. ;-)

GFH

1377. Re: Former 8bit SysOps: Looking for Atascii files.

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5tk7q5$5sr@cletus.bright.net>
Source record: 70705

Robert S Ely wrote in article <33FB151C.81CC8CC4@ix.netcom.com>...

>
>
>Homer D Brave wrote:
>
>> Are there any former Atari 8bit SysOps out there that still have (any?)
their
>> collection of Atascii "break messages"? I've dedicated my website to
them, but
>> all attemps at scrounging up these once unbitquitous gems have proved....
ah
>> heck, I've got next to nothing. :)
>>
>> Please help.
>> The "Break Movie" Warehouse.
>> http://www.flash.net/~ambrosia/index2.html
>
>Homer, I know there are a bunch at the JACS BBS in southern NJ. (609)
346-1224.
>The sysop can be reached at mailto://mhop@snip.net .
>
>--

There is a couple of archives of atascii movies at:

ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/New/Documentation/textpic1.
arc

and

ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/New/Documentation/textpic2.
arc

==========
http://closertohome.dyn.ml.org/index.html
==========

1378. Re: Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: lwalker@interlog.com
Message-ID: <33fa93e0.160709121@news.interlog.com>
Source record: 70706

On 12 Aug 1997 03:53:01 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>
>Yogi (noone@nowhere.com) writes:
>> On 28 Jul 1997 14:34:55 GMT, "Freddie Jorevall" <freddie@jorevall.com>
>> wrote:
>>
>> -still a possibility
>> -to get a hold of it?
>> -
>>
>> People do sell them, contact Steven Tucker, he may be able to burn you
>> one he sells custom o.s. chips (see ape homepage for his address)
>
>I don't sell the Omnimon, but last I heard it was owned by Newell Industries. I
> got 3 of them from them 3-4 years ago, but i've since heard they
> went out of business? Anyone know who is selling it now? CSS? FTE?
>
>Steve
>
>--
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

Try Wes Newel thru the Fido 8-bit. He was unloading them for
next-to-nothing 6-8 mnths. ago. I believe some guy in northern
New England or Nova Scotia picked up a bunch of them. Wes might
still have some left or would know who picked them up

ciao larry
remove nospam for e-mail

1379. Atari in Music Lyrics (Was: Re: Atari in music?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <5tehq4$ol3$1@news0.xs4all.nl>
Source record: 70707

What about Ataris being mentiond in the lyrics:

Here's the fourth verse of Rebel MC's "Better World" (ca. 1990).

Now you're listening, so hear me
What I'm saying is a peice of reality
I'll keep going they won't stop me
Wait as I reset the ATARI
Save the world from nuclear destruction
We've got to keep it for the next generation
Understand help your brother man
We can make it work yes we can
It's a dream I'm going to chase
Make this world a better palce

AE.

Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

1380. Re: Former 8bit SysOps: Looking for Atascii files.

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <33FB151C.81CC8CC4@ix.netcom.com>
Source record: 70708

Homer D Brave wrote:

> Are there any former Atari 8bit SysOps out there that still have (any?) their
> collection of Atascii "break messages"? I've dedicated my website to them, but
> all attemps at scrounging up these once unbitquitous gems have proved.... ah
> heck, I've got next to nothing. :)
>
> Please help.
> The "Break Movie" Warehouse.
> http://www.flash.net/~ambrosia/index2.html

Homer, I know there are a bunch at the JACS BBS in southern NJ. (609) 346-1224.
The sysop can be reached at mailto://mhop@snip.net .

--
Robert S Ely --- Communications Systems Technician
mailto://rsely@dhs.state.nj.us
mailto://rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1381. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2008971303540001@199.166.204.230>
Source record: 70709

In article <scottm-ya02408000R2008970439120001@news.erols.com>,
scottm@nic.com (Scott) wrote:

> 8502 ran at 1 or 2MHz and the Z-80 ran at 4MHz.

Cool, what's a 8502?

Maury

1382. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2008971302330001@199.166.204.230>
Source record: 70710

In article <19970819201400.QAA12249@ladder02.news.aol.com>,
bostone1@aol.com (Bostone1) wrote:

> When he talks about an XE membrane keyboard, I think he's referring to the
> membrane underneath that created that awful feel.

Ahhhh.

Maury

1383. Re: Atari mouse question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfceamuf3@triglav.iwaynet.net>
Source record: 70711

On 1997-08-15 almazzei@aol.com(ALMazzei) said:
>I was recently given one of those grey mice from the ST line, and
>was wondering if it would work on one of my 8-bitters. If so, is
>there any 8-bit software that supports a mouse? Curiouser and
>curiouser... Thanx,

I played a 3D game where you had to bounce a ball.It could use a ST
mouse/trackball.Forget the name,though.
The ST joystick port seems pretty similar to the Atari's.
(The Amiga's was exactly the same.Even supported paddles)

Net-Tamer V 1.09 - Test Drive

1384. Re: Star Raiders for ST, tell me about it

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfcflmuf12@triglav.iwaynet.net>
Source record: 70712

On 1997-08-15 kendrick@zippy.sonoma.edu(WilliamKendrick) said:
>I remember seeing a screenshot of "Star Raiders <something?>" for
>the Atari ST long long ago in one of the Atari magazines handed
>down to me.
>I remember rather squarish Zylon(?) baddies, and they looked a
>little bubbly in that 3D way. Anyone wanna fill me in on the

I didn't like it.The Zylons shoot RINGS at you.I thought that Aqua Man was
attacking me!
Bad start-up interface.
(where those START/OPTION/SELECT keys! Or a 7800-like menu interface)

>details of this game, since I wish to one day become the ultimate
>receptical of all Star Raiders information on the planet..?

I know what you mean.I want a Jaguar just to play Star Raiders 2000.

Net-Tamer V 1.09 - Test Drive

1385. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfcehmuf5@triglav.iwaynet.net>
Source record: 70713

On 1997-08-14 hs@undine.physik.uni-erlangen.de said:
>Thomas Havemeister wrote:
>> no. That's the wrong way. I know that it must work with a single
>>joy - port. The S.A.M. package or quick language has already fast
>>mouse routines, and are really usefull!

uh,SAM uses a trackball???
I have SAM (on a OSS+ disk from Yogi's) and it's a speech synthesizer.
(Sure beats the hell out of ET Phone Home's voice)

>> > My Assembler days are long past me now, so I wouldn't be very
>>good at > writing a routine for you. Maybe someone else out
>there has done it? >
>> my problem isn't the program source, I need some instruction how
>>I could read out a relative x and y pos.
>Hi Thomas,
>you are right. You just need to connect a ST mouse to one of the
>joyports of the XL, preferably port 1, so port 0 is free for the
>joystick.

Not that I wouldn't mind games that support the ST's flight simulator joystick
and stuff like that,but shouldn't game support the Atari trackball over the ST
one? (or both)

>Here is what basically happens when you move the mouse:
>The 4 bits of the joystick port value that normally tell if the
>stick is pressed left/right/up/down now change their values
>whenever the mouse is moved. 2 bits for l/r and 2 bits for u/d. The
>way they change tells you if the mouse currently is moved l or r.
>So what you need to do is check these bits very often and follow

Then again,the ST trackball description that you just gave sounds simialar to
how it works on the Atari.But it's been too long.ARE they the same?

>their changes. This can't be done in BASIC (which is far too slow).
>You need assembler or QUICK (which I know, too, because I'm one of
>the programmers) and probably a VBI.

Nor should it.It should probably be done in a handler or USR() routine loaded
from a file.That way you don't tie your programme to a particular device.
So someone with a FlightSim multi-button joystick could also use your
game or drawing programme.
(It should probably be a handler.That way,it starts it's interupt-driven stuff
when you open it,and stops automaticly when you close it.(like R:)
(The "DOS" and "END" BASIC commands automaticly close all but channel#0)
So you don't end up with situations like on the PC where games exit

enexpectedly,and leave the sound card making (FM) noise.But that's just anoying,leaving interupts running on the Atari could be fatal.Of course the beauty of the Atari is you can just press RESET to fix up the interupts.No RESET button on the PC.I use the "TSR set of utilities to re-set the interupts)

Net-Tamer V 1.09 - Test Drive

1386. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33fb324d.1764516@news-west.sony.com>
Source record: 70714

On 20 Aug 1997 13:29:38 GMT, almazzei@aol.com (A L Mazzei) wrote:

>I have a 1200XL and love it, but I do need to make room here at the old
>homestead, so before I part with mine, I have a few questions...
>
>1) Aside from the parallel bus, the sharper video and the built-in BASIC,
>how is my 800XL different?
>

Sharper Video???? WRONG!

The video out on the 1200 was all messed up. Numerous mods on the net
can show you how to fix it.

>2) I have heard that the 800XL is not 100% backward-compatible and
>requires the same translator disk that the XE family uses.

Correct, but it's a bit better in compatability than the 1200

>
>3) My 1200XL is just cool, is the 800XL better?

Better??? Ummm...if you need the parallel port it is. minor technical
factors aside the 1200 is usually perfered for it's very nice
keyboard.

>
>I am currently using the 800XL (I have two dead 800XLs for parts, one of
>the fully socketed) and have had no problems, but I was told to hang on to
>my 1200XL because of a compatibilty factor. If this is not true, then the
>1200XL can go.

You could sell it to another poster for $25 right now :)

jj

>
> Thanks,
> Louis

1387. Re: Atari - the beginning of everything

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: Fernando Ortiz <fernando.ortiz@mci2000.com>
Message-ID: <01bcad90$c5f51380$6a4337a6@default>
Source record: 70715

Well maybe not the beginning of everything, but I think the Atari computers
were the first fun computers. Before the Atari, you needed to be a geek
who enjoyed playing games with ugly graphics & sound like the kind you got
on Apple II, Commodore Pet and TRS-80.

Fernando

Lukasz Urbaniak <lurban@sgh.waw.pl> wrote in article
<Pine.GSO.3.96.970819182617.17752B-100000@akson>...
> I mean the beginning of my computer activities.
> About 10 years ago I had Atari 65XE with tape-recorder. What a
> powerful machine it was!!! Then, it seemed to be the greatest
> computer all over the world (at least from my point of view-
> especially that I'm from Poland). Me and my brother learnt our
> basic informatic knowledge by using that stuff. And we spent a
> lot of time on programming in Atari Basic and also on squeezing
> our joysticks.
> If there are still any Atari-8-bit users I'm greeting them very
> hot!
> Luke
>
>

1388. Re: Atari 400 Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfce2muf1@triglav.iwaynet.net>
Source record: 70716

On 1997-08-17 brad@pianosa.demon.co.uk said:
>Whilst reading the rubbish I usually find here, PBjurman wrote
>something interesting about Atari 400 Questions,
>Hello PBjurman,
>>2) Can I get a modem for my Atari 400? I assume it plugs into the
>side of
>There was once a dircet connect modem for the Atari. In this day
>and age, they'd be pretty hard to come by, I expect. They would
>also be *very* slow by contemporary standards.
>>the computer. I would love to be able to get online using my
>Atari 400.

But Atari programmes are much smaller.So it wouldn't seem that slow compared to
the PC.You'll get either 30 or 120 bytes per second.
(though the SX212 (at 1200bps) doesn't come with a in-built handler.so if you
don't have a disk drive to load a disk-file handler with,it's useless.The
300baud modems have a handler built in.You can actually boot off of them.And
the 1030,at least,also had a terminal programme inside it)

>The best advice is get hold of an Atari 850 interface, or
>P:R:Connection. These plug into the SIO port of your Atari, and
>allow you to use standard serial (RS232) peripherals.
>>3) Can a disk drive be connected, or is the cartridge slot the
>only way to
>Yes. In fact, it's a must, insofar as that most software these
>days comes on floppies. You'll be after an Atari 1050, XF551, or
>any of several third party devices. The 1050 was a single sided
>drive, and the XF551 double sided.

But the XF551,acording to Bob Puff,has problems.Of course everyone knows that
you can't format the back of a disk.
(the only way to get full storage is to use it's double-sided capability)
But it also doesn't report the "sector not found" error corectly.This means
games that look for that error will see some other error and not run.
And it's also anoying for those of us who actually want to know what's going
on.Though I guess PCers are used to getting vague,meaningless errors.

>>load software?
>Software ccan be loaded from cassette, disk, hard disk (but you
>need even more hardware to connect one), or cart.

Well,it usually doesn't get LOADed from cartridge.A Cartridge contains ROM
which actually maps into the computer's address space.So the user himself
actually loads the programme manually when he inserts it.
But SDX DOES load into RAM.Only the extarnal programmes and special SDX library
that provides SDX specific functions stay in ROM.

External commands must first load into RAM to function.

>If you're serious about boosting your A8's performance, keep your
>eyes open in this ng; There's lots of people selling gear in here.
>Also, look in thrift stores in your area. Many of the regulars in
>here have found some real bargains that way. It's a shame that
>computers don't turn up in those places on this side of the
>Atlantic. Well, not often, at any rate.

I wish I could find a 130XE.And a atari set-up so that it can run PAL
programmes.I find a lot of those in Yogi's MegaImages.
(HINT:turning off the music and/or sound in a PAL game usually helps)

Net-Tamer V 1.09 - Test Drive

1389. Re: Only 11 questions, please help :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfcfbmuf9@triglav.iwaynet.net>
Source record: 70717

On 1997-08-15 kenneth@spam.not.sayeth.i said:
>On 15 Aug 1997 13:33:08 GMT, dklugh@iwaynet.net wrote:
>>On 1997-08-13 rely@ix.netcom.com said:
>> >In article <33F147D1.1CB8@concentric.net>,
>> >AsciiRider <andreadd@concentric.net> wrote:
>[major league snip]
>>>>I picked up a 1mb 520st, mono monitor for $9 at a thrift store
>>>>this week. Does anybody know
>>>>a cheap source for power supplies and/or mouse? (I know it is
>>>>16bit, but I really couldn't pass
>>>>it up being so stinking cheap.)
>>Isn't the 68000 a 32-bit CPU?
>>I think that you're thinking of the memory,not the CPU.
>Internal data registers are 32-bit. Addresses are 32-bit, but only
>the first 24 bits are used on the 68000. The external interface to
>memory, etc is 16-bit.
>Technically, it operates internally as a 32-bit processor, but talks
>to the world at 16-bits. There was a huge thread spawned some time
>ago in another programming newsgroup about how to define 16-bit vs
>32-bit processors and the only thing that was agreed upon is that
>everyone disagreed.

If the CPU uses 32-bit words,it uses 32-bit words.
I see no confusion.Only the memory is 16-bit.
Oh,and I mean 16-bit data,not address.I have a Amiga and know about the 16MB
limit.

Some (old) IBM mainframes had CPUs that could use a assortment of word sizes.
(really big ones,too!)
I assume that the 68000 can use 8-bit words ("octets") and 16-bit as well.
I remember that the TI-99 was 16-bit.To modify one byte,you had to read in a
16-bit word (the address bus was 15-bit,which could access 64k),modify one
byte,then write out the word.I don't know if this was done by the programme or
internaly by the CPU.(if it's internal,then the TMS9900 also supports 8-bit)
But,then again,the TI-99 is one WEIRD computer.256 bytes of CPU RAM,and 16k of
video RAM.
(which is like the video RAM in the Commodore 128,not in the CPU address space)

Net-Tamer V 1.09 - Test Drive

1390. Re: Only 11 questions, please help :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tfcf2muf8@triglav.iwaynet.net>
Source record: 70718

On 1997-08-15 mcurrent@carleton.edu said:
>In article <5ss7lh$gvm@sjx-ixn3.ix.netcom.com>, Robert Smith Ely
><rely@ix.netcom.com> wrote:
>> SD (except for SDX cart) is not compatible with the 800 since you
>need the RAM >under the cart (at least 64KB of total RAM).

SpartaDOS doesn't use the RAM under ANY cartridge.It just uses the OS shadow RAM (RAM that exists at the same location as OS ROM) and RAM right above the OS RAM (database).

>SpartaDOS 1.x does run on the 800, along with the SDX 4.x cart as
>mentioned.
>SpartaDOS 2.x and 3.x do require an XL/XE.

Anoyingly,Atari never made a "Language" cartridge like the one you can use to upgrade Apple][+'s to 64k.

(Apple's cartridges have no cases and are refered to as "cards" and plug into the Apple equivilant of the PBI,of which there are eight)

Net-Tamer V 1.09 - Test Drive

1391. Re: Game Link II device driver idea!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5tfmdq$8ea$1@nuke.csu.net>
Source record: 70719

Tom Hunt Sr. (tomhunt@bright.net) wrote:

: This may be slightly off-topic. But it is along the same lines. There was
: a joystick network once, described in a file at
: ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/New/utility/jnet.arc . It
: has the .m65 source code in the arc file. Here is an excerpt from that doc
: file:

<snip>

Oh yeah, of course joystick port controls aren't out of the question,
but the thing I see here is it's a LOT easier to make a quickly hacked
Game Link II cable than it is to make a joystick cable... and besides,
making a joystick cable means killing either a perfectly good cable
or a joystick, unless you buy and assemble all the parts yourself. :)

What I'd REALLY >LOVE< to see was a simple network protocol that could
work with ANY of the following connectors:

MUX
Game Link II
RS232 (modem)
Joystick port

To the end user (and programmer, especially), the fact that you're using
one thing versus another would be totally transparent. If I wanted to
play "Super Killing Game (TM)" over Game Link II at my house, I'd just
boot up by first running a Game Link II device driver.

If I then wanted to play "Super Killing Game (TM)" with, say, Ben Corr
(closest dedicated Atari user to me that I know of), I could load up
a modem driver and then run the game.

The game wouldn't care, or know the difference.

And more importantly, the person who WROTE the game wouldn't need to
care or know the difference! :)

Does ANYONE agree that this would be a good or cool idea?!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1392. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2rabo356g.fsf@caligula.srv.net>
Source record: 70720

jjessop1@home.com (Jerry Jessop) writes:

> On 20 Aug 1997 13:29:38 GMT, almazzei@aol.com (A L Mazzei) wrote:
> >1) Aside from the parallel bus, the sharper video and the built-in BASIC,
> >how is my 800XL different?

> Sharper Video???? WRONG!
> The video out on the 1200 was all messed up. Numerous mods on the net
> can show you how to fix it.

And they're not quite right--- the best fix for the 1200XL video is
Ben Poehland's Super Video 2.1 upgrade published in Atari Classics a
few years back. SV 2.1 on a 1200XL supposedly results in the best
video of any 8-bit---specifically, it has deeper color saturation than
an 800 or a SV upgraded 800/600XL or XE.

> >2) I have heard that the 800XL is not 100% backward-compatible and
> >requires the same translator disk that the XE family uses.
>
> Correct, but it's a bit better in compatability than the 1200

In fact, the first step in Bob Woolley's mod to install a parallel bus
in the 1200XL is a mod to install the XL/XE OS and a BASIC ROM
(preferably Rev C)---I've been meaning to do this to my 1200XL as part
of a massive upgrade project for a while. The actual addition of the
PBI looks pretty heinous and not quite worth the effort though, so
I'll probably just stop at the XL/XE OS mod.

> >3) My 1200XL is just cool, is the 800XL better?

> Better??? Ummm...if you need the parallel port it is. minor technical
> factors aside the 1200 is usually perfered for it's very nice
> keyboard.

Also the 1200XL has more room inside for hardware hacks. The power
supply can litterally be cut off the motherboard and replaced with an
external 520ST power supply, I believe, which leaves lots of space for
cool stuff...

> >I am currently using the 800XL (I have two dead 800XLs for parts, one of
> >the fully socketed) and have had no problems, but I was told to hang on to
> >my 1200XL because of a compatibilty factor. If this is not true, then the
> >1200XL can go.

The 1200XL seems to be the preferred machine for truly hardcore Atari
hardware hackers, so if you plan to get into that sort of thing, I'd
recommend hanging on to it.

Brent

1393. wanted: atari items to complete my ATARI collection

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bcadbb$34e76200$281644c3@pamuller.imaginet.fr>
Source record: 70721

```
hi

to complete my atari collection

i'm looking for:
-pong versions
-stunt cycle game system
-touch me ATARI
-brain game ATARI
-1400 XL, XLD
-1200 XL, XLD
-835,822,820,825,830,1030
-1090

thanks
```

1394. WTB 1029

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5tfutv$t3b@dfw-ixnews10.ix.netcom.com>
Source record: 70722

Anybody got a working 1029?

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1395. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R2008972210370001@nntp.netgate.net>
Source record: 70723

In article <maury-2008971303220001@199.166.204.230>, maury@softarc.com (Maury Markowitz) wrote:

> In article <33fa3d33.0@news.comet.net>, georgeh@comet.net (George F. > Hardy) wrote:
>
> > > No, the 400 had a 'kid-proof' keyboard with a membrane over the
> > > virtually no-stroke keys. A bad marketing decision.
>
> You have to admit though, it was pretty tough.

Yeah. Just for kicks, I bought a 400 from a thrift shop for $5 last year. I already had an 800 and two 800XLs (wouldn't mind having a 1200XL, those keyboards rock), but I just wanted to try goofing with it for a while.

"A while" became about two minutes, as I grew frustrated *very* quickly with that thing.

But it is good for 16K cartridge games, as good as the 800 or 800XL...

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

1396. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R2008972208250001@nntp.netgate.net>
Source record: 70724

In article <m2rabo356g.fsf@caligula.srv.net>, Brent Buescher
<buesch@srv.net> wrote:

> The 1200XL seems to be the preferred machine for truly hardcore Atari
> hardware hackers, so if you plan to get into that sort of thing, I'd
> recommend hanging on to it.

It's great for the hacker because you can easily tweak the hardware
(if you have a clue about electronics), but they keyboard on the 1200XL
is beyond comparison compared to the rest of the 8-bit family.

I used to have one...bought it in '83 as a $199 close-out. I never
had any compatibility problems with it...it even ran M.U.L.E. when the
800XL wouldn't.

I wish I didn't sell it and all the software I had (boo-hoo!) for
$50 several years ago before I caught the bug again...

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
Now coming at ya from our new house...
Virtual Tour: http://www.netgate.net/~ziggy29/hometour.html

1397. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33fa3db3.0@news.comet.net>
Source record: 70767

At Franklin Electronic Publishers I decided the micro
processor for the electronic books. The 65C02. Speed
was the issue.

GFH

1398. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33fa3d33.0@news.comet.net>
Source record: 70768

In article <19970819201400.QAA12249@ladder02.news.aol.com>, bostone1@aol.com (Bostone1) says:
>
>When he talks about an XE membrane keyboard, I think he's referring
>to the membrane underneath that created that awful feel.
>

No, the 400 had a 'kid-proof' keyboard with a membrane over the
virtually no-stroke keys. A bad marketing decision.

GFH

1399. Re: Great European 7800 controllers

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <33fa41cd.2517737@allnews.infi.net>
Source record: 70769
Cross-posted to: rec.games.video.advocacy,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit

>VERY limited... has anyone actually tried to use one of those 7800 pads?
><shudder>

Actually, I have found the best Atari 8-bit/7800 controllers to be the
pads designed for the Sega Master System. Completely compatible and
extremely well built...

Dave B.

1400. New Breed Software Atari Game Pages Revised!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5te9rk$7al$1@nuke.csu.net>
Source record: 70770

Not like any of my old games are all that good or anything, but hey,
the web pages look pretty cool, and now there's at least one screenshot
for ever one of my games!

http://zippy.sonoma.edu/kendrick/nbs/atari/games/

And remember, coming soon! (When? I dunno!)

Gem Drop
and Aster Blast

Enjoy! Tell me what you think! (But don't rip on the games too much...
some of them are 8 years old!)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1401. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R2008970439120001@news.erols.com>
Source record: 70771

In article <maury-1908971157520001@199.166.204.230>, maury@softarc.com
(Maury Markowitz) wrote:

>> Don't forget the 2MHz C-128. Actually it can run at 1 or 2MHz.
>
> News to me, but I thought that it was only the Z-80 portion of the C128
>that did this?
>
8502 ran at 1 or 2MHz and the Z-80 ran at 4MHz.
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

1402. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R2008970440290001@news.erols.com>
Source record: 70772

In article <m2n2me2bai.fsf@caligula.srv.net>, Brent Buescher
<buesch@srv.net> wrote:

>> News to me, but I thought that it was only the Z-80 portion of the C128
>> that did this? Still, the 128 was much later than the 400/800 series, so
>> I would hesitate to call it "contemporary".
>>
>It would run at 1 or 2 MHz in 128 mode. In 64 emulation it would only
>run at 1 MHz though I think there are ways to hack around that.
>
There's POKE to switch it into 2MHz mode but I can't remember it off hand.
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

1403. Re: Former 8bit SysOps: Looking for Atascii files.

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33FAE4A5.E6E400E1@tcd.net>
Source record: 70773

You say Atascii messages, do you mean the old Atascii online viewing movies, like Bruce Lee or the Toilet trip? These I have...

bob

1404. 800 XL Give away

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-20 00:00:00 UTC
From: vic@easynet.co.uk
Message-ID: <33fade89.18916243@news.easynet.co.uk>
Source record: 70774

OK, I give up.
I cannot stand 20 years of copmputer at home so something must go and
it's the good old Atari 8 bits.

Would anybody like, FOC, but you collect.
2 x 800 XL's working (odd PSU')
2 x 1050 drive
1 x tape (# ??) not all button
Parallel printer interface (multi font)
Serial interface (from mag. ?) + 1200 modem
Stacks of disk and tape software (many boxed)
about 13 carts (many boxed) inc LOGO full commercial product
It all works

I cannot through it away, so somebody please take it all away.

Contact on vic@easynet.co.uk

1405. Got me some free Atari stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5tgfh3pls2@nuke.csu.net>
Source record: 70625

I just opened the box today, and in it I found:

130 XE
800
1050
XF551
Lots of disks
3 joysticks
A handful of carts

I'm happy! Now I need to decide where to set it all up or what to do with
it. :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1406. Re: Sega Genesis Gamepads on Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5tgfbnpls1@nuke.csu.net>
Source record: 70626

A L Mazzei (almazzei@aol.com) wrote:
: Instead of joysticks, I've been using Sega Genesis gamepads on my 8-bit
: Atari machines. They seem to work just fine (the center button being
: "Fire") but a friend of mine just told me that when you push any of the
: other buttons on the controller, you can cause a voltage imbalance that
: will slag something on the motherboard.

I hope this is wrong, since I use Genesis gamepads (the 3-button flavor)
all the time! :) (I just bought my second!) I've seen no harm done,
buuuut... I'm dumb. :)

If it is safe, here's a programming tip (I'm supporting genesis controllers
on my new Gem Drop game):

If Paddle(0) == 1 that means a genesis controller's probably hooked
up... if it jumps to 228, that means they pressed
the C fire button

If Paddle(0) == 228 that means either a genesis controller's NOT hooked
up, or they're holding down the C fire button for
some reason

I was going to have Sega controller be an option in this game, but I
figured I may as well autodetect it first, so you don't have to remember
to set it to "Sega" every time. :)

(I also took a cool set of digital photos of a geneis controller and
an Atari controller which I may use in a controller setup screen for this
game.)

Right now, since this game's movement directions are only left and right,
I'm using Up and Down for FIRE (B-FIRE) and C-FIRE.

Lemme hook up my 7800 controllers to see how the second firebutton's
used, if it even can be... (checking......)

Hmmm... nope... looks like, as it's configured now (hardware, I guess),
stock 7800 controllers' second fire buttons can't be used easily on an
XL...

If I'm wrong (I hope), let me know!

THanks!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu

http://zippy.sonoma.edu/kendrick/

1407. Re: FS: 815 double disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: tort@springnet1.com
Message-ID: <33ffedc1.8394791@news.springnet1.com>
Source record: 70627

apalmer@zapcom.net (Albert Palmer) wrote:

>I posted this 815 for sale about two weeks ago on comp.sys.atari.st.
>The highest bid I have is $120. I put the sale on hold because of the
>UPS strike. The strike is over! Buyer pays shipping and I will ship
>UPS - COD.
>
I'm interested in it, would you take a Turbo-816 16-bit upgrade in
trade for it? I've been trying to sell it for the past 3 years, and
would like another 815...

>The 815 disk drive was never sold because of manufacturing problems.
>Many people did place deposits for the drives in 1980 and 1981. I think
>this hurt Atari and helped prevent the 8bit from becoming a business
>system in the early 80s. The 815 is a double drive - double density
>disk drive. The format is non-standard. If I remember correctly,
>Percom set the standard for double density and double sided drives for
>the Atari 8bit. If you have any questions about this drive, just ask.
>
After many many years Atari finally ADMITTED to SELLING 15 of these
drives. I used to have one, but none of the Atari service centers
could fix it, for the pure and simple reason Atari never admitted to
making them. They were the equivalent of 4 Atari 810 drives, and they
were priced 4 times the cost of the 810 disk drive.

Let me know if you'd be interested in trading, or else I can only hope
people will want to uprade their XL to a TRUE 16-Bit computer.....

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a
telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited
advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned
Section is punishable by action to recover actual monetary loss, or $1500, whichever is
greater, for each violation.

E-mailing me indicates acceptance of these terms.

1408. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: scottm@nic.com
Message-ID: <scottm-ya02408000R2108970332220001@news.erols.com>
Source record: 70628

In article <maury-2008971303540001@199.166.204.230>, maury@softarc.com
(Maury Markowitz) wrote:

>In article <scottm-ya02408000R2008970439120001@news.erols.com>,
>scottm@nic.com (Scott) wrote:
>
>> 8502 ran at 1 or 2MHz and the Z-80 ran at 4MHz.
>
> Cool, what's a 8502?
>
Basically a 2MHz. 6502.
--

Scott Maxwell - scottm (at) nic (dot) com
Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
Remember when SPAM was the world's favorite mystery meat?
Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

1409. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: almazzei@aol.com
Message-ID: <19970821024300.WAA26198@ladder01.news.aol.com>
Source record: 70629

Yes, I know the 800XL has sharper video, that's what I was saying. It's the compatabilty factor that scares me a bit. I've taken software from 400 to 800 to 1200XL to 800XL and so far have been lucky enough not to experience any trouble, but I've heard that some of the machines run less software than the others. Now, my 130XE has a few compatability differences that I wasn't happy with, but that poor machine blew up last year and is sitting in my closet as well (boy, have I got a pile or what). I may just have to keep all of my machines around and deal with the clutter later...

Vive Analogue!
Louis

1410. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: almazzei@aol.com
Message-ID: <19970821024900.WAA03996@ladder02.news.aol.com>
Source record: 70630

Hm, sounds like the 1200XL would be better for me if I hacked it up a bit... but then again, the 800XL has alot of that stuff already built-in... Ergh, the plot sickens... well, now I'm thoroughly confused. Thank you for your help, I didn't know my 1200XL was that nifty...

Vive Analogue!
Louis

1411. Win95 frontend for XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: e9326116@stud1.tuwien.ac.at
Message-ID: <5tgtvm$fv0@news.kom.tuwien.ac.at>
Source record: 70631

fixed some bugs in the frontend,
download the new version at

http://stud1.tuwien.ac.at/~e9326116/atari

have fun! :)

-=-=-=

1412. Re: 130 XE Keyboard Blues

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33FBE0B2.283@kawo2.rwth-aachen.de>
Source record: 70632

Mark H. Kusz wrote:
>
> Does anyone know how to test a keyboard to determine if it needs replacing?
> Apparently, my SELECT, OPTION and START keys do not respond. Any help
> would greatly be appreciated.
>
> Thanks!
> --
> Mark

First try the built in self test / keyboard section.
When your extra keys really don't seem to work and only these three, I'd
say it's not a problem of the keyboard, it's a problem of the
GTIA-custom chip, which controls the keyboard ...
It's hard to check, but you have i.e. the following possibilities:
1. You have to open the 130 and take out the keyboard. So you can check
the resitance against other keys - should be the same.

2. If you have an other 130 or 800 XE laying aroung, just swap the
keyboards, to see if there is any difference between them .

Matt

1413. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33FBDEB7.5828@kawo2.rwth-aachen.de>
Source record: 70633

```
Tim Irvin wrote:
>
> In article <m2rabo356g.fsf@caligula.srv.net>, Brent Buescher
> <buesch@srv.net> wrote:
>
> > The 1200XL seems to be the preferred machine for truly hardcore Atari
> > hardware hackers, so if you plan to get into that sort of thing, I'd
> > recommend hanging on to it.
>
> It's great for the hacker because you can easily tweak the hardware
> (if you have a clue about electronics), but they keyboard on the 1200XL
> is beyond comparison compared to the rest of the 8-bit family.
```

Please don't hack all 1200 over there in Amerika. Here're a lot of people in Europe never seen a real 1200 and they won't touch it life long ! 8-)

I've only seen an 1200 XL once a time behind a pane of glass - so feel free to send me one ... 8-).

It's a pity that lots of stuff never came across the sea. 8-(

```
Matt
```

1414. ANONYMOUS IS TERRY ORTMAN - BEWARE!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33FC38D7.926621A7@aol.com>
Source record: 70634

WARNING!!!!!!!!!!!!!

TORT is TERRY ORTMAN!!!! Terry Ortman is under investigation for mail
fraud,
no do trade, buy or sell ANYTHING with him, you will lose your money and
equipment like many others, this is why he keeps changing his email
name, his ISP's and uses ANONYMOUS as his message name!!!!!

apalmer@zapcom.net (Albert Palmer) wrote:

>I posted this 815 for sale about two weeks ago on comp.sys.atari.st.
>The highest bid I have is $120. I put the sale on hold because of the
>UPS strike. The strike is over! Buyer pays shipping and I will ship
>UPS - COD.

tort@springnet1.com (Anyonymous) wrote:

I'm interested in it, would you take a Turbo-816 16-bit upgrade in
trade for it? I've been trying to sell it for the past 3 years, and
would like another 815...

>The 815 disk drive was never sold because of manufacturing problems.
>Many people did place deposits for the drives in 1980 and 1981. I
think
>this hurt Atari and helped prevent the 8bit from becoming a business
>system in the early 80s. The 815 is a double drive - double density
>disk drive. The format is non-standard. If I remember correctly,
>Percom set the standard for double density and double sided drives for
>the Atari 8bit. If you have any questions about this drive, just ask.
>
After many many years Atari finally ADMITTED to SELLING 15 of these
drives. I used to have one, but none of the Atari service centers
could fix it, for the pure and simple reason Atari never admitted to
making them. They were the equivalent of 4 Atari 810 drives, and they
were priced 4 times the cost of the 810 disk drive.

Let me know if you'd be interested in trading, or else I can only hope
people will want to uprade their XL to a TRUE 16-Bit computer.....

1415. Koronis Rift "White Rifts?"

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19970821130601.JAA00138@ladder02.news.aol.com>
Source record: 70635

Theres a bug on Koronis Rift if you run it through xlit where the mountains are white instead of green. On the other emulators, does this error happen?

1416. Re: Null Modem Atari800xl to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19970821130401.JAA22749@ladder01.news.aol.com>
Source record: 70636

ok, say i have the two modem programs loaded up, what would i do "exactly"

1417. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33fc4c78.0@news.comet.net>
Source record: 70637

In article <33fceb87.7824725@news.springnet1.com>, tort@springnet1.com (Anonymous) says:
>
>I prefer the 65C816 myself, since it runs faster and proccess
>information faster, speeds up the 8-bit to around 350% faster.

By using the 65C02 core as a part of an VLSI, adding a 2K
scratchpad SRAM and special I/O circuitry, we got all of
the advantages of the 65C816 in a smaller area and greater
speed.

GFH

1418. Re: Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2108971013310001@199.166.204.230>
Source record: 70638

In article <rwilmott-ya023480002008972145260001@news.superlink.net>,
rwilmott@mars.superlink.net (arthur) wrote:

> Heck, I'm only running it on an ancient 66mhz powermac and it works quite
> well. Yep, some games play too slowly, but most work fine. Let's me play
> Alternate Reality again in any case. :-)

On my 7200 I find I have many games that run _too_ fast, or at least
they seem to be running a lot faster than I remember them from my 400.
For instance, Necromancer just _flies_.

Maury

1419. Re: Analog July '86 article needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <33FC4766.32C1@one.net>
Source record: 70639

Steven Posey wrote:
>
> On Thu, 14 Aug 1997 02:33:25 GMT, hug@planetmail.net (Robert Huggins)
> wrote:
>
> >On Thu, 31 Jul 1997 19:05:36 GMT, webmaster@cat-inc.com (Steven Posey)
> >wrote:
> >
> >>On Wed, 30 Jul 1997 07:03:32 -0700, Rick Rowland
> >><see3peoh@ix.netcom.com> wrote:
> >>
> >>>Okay, I search all my magazine boxes, Analog, Antic, Rom, Atari
> >>>Connection, Compute, Atari Explorer, etc and I am missing the July 1986
> >>>Analog. I need a copy of Ted Wilmot's Arm your Atari. If anyone has this
> >>>I would be willing to pay for reproduction, postage, fax phone bill,
> >>>etc... Or if you are looking for hardware, programs, books, etc.. I will
> >>>look and see if I have it and trade. TIA
> >>>
> >>
> >>Update: I've already been in contact with Rick and have sent him
> >>copies of the article.
> >
> >Steven,
> >
> >Hmmm, that brings up an old question of mine. What issue of Analog
> >contained Part II of the Arm Your Atari article? My Analog collection
> >is a bit sketchy from that time period and I always wanted to see part
> >II.
> >
> >Rob
> >
> >
> >--
> >I don't suffer from insanity -- I enjoy every
> >minute of it!!!
>
> Parts 1 & 2 of Arm Your Atari come from issues 44 & 45 (July and
> August, 1986)
>
> Now I want to see if Rick gets the thing built. (I briefly worked for
> a Radio Shack 2 years ago, and they're STILL peddling the Armitron to
> this day!)
>
> Steven

Actually I think Rick needed the articles for a description of the process, not to build the arm.

I, however, am going to build the thing. I bought the Armatron at a Rat Shack last Christmas for $19.95. I just couldn't pass it up. I had wanted to do it way back in the early 80's but never got around to doing it.

As soon as I get set up in the new apartment, I will start the project. As an aside, I went into the local electronics supply house and asked for 12 12-volt solenoids. Their reply was, "What's a solenoid?" :-)

I ended up getting them from Jameco.

-Bob
ryanr@one.net

1420. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2108971011430001@199.166.204.230>
Source record: 70640

In article <scottm-ya02408000R2108970332220001@news.erols.com>,
scottm@nic.com (Scott) wrote:

> Basically a 2MHz. 6502.

Huh. So how did Atari get 2Mhz out of the 6502?

Maury

1421. !!!WARNING!!!Re: FS: 815 double disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <872175933.4852@dejanews.com>
Source record: 70641

!!!DANGER!!!

First off you can buy cheaper from reputable dealers like cdw, necx, or try a www.pricewatch.com search.

The author of this post is Terry Ortman. A 38 year old, single guy, still living with Mom & Dad, who tries to sell lots of "adult material" and other equipment from Mom's house. He was banned by moderators of FidoNet, the Il. State Police have previously served him with a search warrant and siezed all of his equipment. He is now on UseNet where he has started over again. Do a DejaNews search from about 6/96 where he explains "how business works" which was why he took Kubo Akira's (cjms@vnet.com) money but wasn't going to send him a refund or the $268 of equipment he purchased. Kubo complained openly on UseNet about not getting delivery after months. Terry "fined" him $250,000 and applied the money from his order to the fine! No joke. He is one strange boy. It seems he collects your money, THEN goes out and tries to buy the unit he sold you. If there is a problem, it was the "supplier" who ripped you off" not him.

I personally would be very concerned about encouraging this sort of person by supporting his "products" (assuming you ever get what you paid for).

For additional information try:
*DejaNews (around 6/96)
*e-mail the listserver at scammers@pdsig.com
*http://www.dynweb.com/theblacklist

This has been a public service announcement.

Ron

In article <33ffedc1.8394791@news.springnet1.com>,
ronf1@ix.netcom.com wrote:
>
> apalmer@zapcom.net (Albert Palmer) wrote:
>
> >I posted this 815 for sale about two weeks ago on comp.sys.atari.st.
> >The highest bid I have is $120. I put the sale on hold because of the
> >UPS strike. The strike is over! Buyer pays shipping and I will ship
> >UPS - COD.
> >
> I'm interested in it, would you take a Turbo-816 16-bit upgrade in
> trade for it? I've been trying to sell it for the past 3 years, and
> would like another 815...

>
> >The 815 disk drive was never sold because of manufacturing problems.
> >Many people did place deposits for the drives in 1980 and 1981. I think
> >this hurt Atari and helped prevent the 8bit from becoming a business
> >system in the early 80s. The 815 is a double drive - double density
> >disk drive. The format is non-standard. If I remember correctly,
> >Percom set the standard for double density and double sided drives for
> >the Atari 8bit. If you have any questions about this drive, just ask.
> >
> After many many years Atari finally ADMITTED to SELLING 15 of these
> drives. I used to have one, but none of the Atari service centers
> could fix it, for the pure and simple reason Atari never admitted to
> making them. They were the equivalent of 4 Atari 810 drives, and they
> were priced 4 times the cost of the 810 disk drive.
>
> Let me know if you'd be interested in trading, or else I can only hope
> people will want to uprade their XL to a TRUE 16-Bit computer.....
>
> US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the

definition of a telephone fax machine. By Sec.227(b)(1)(C), it is
unlawful to send any unsolicited advertisement to such equipment. By
Sec.227(b)(3)(C), a violation of the aforementioned Section is punishable
by action to recover actual monetary loss, or $1500, whichever is
greater, for each violation.

>
> E-mailing me indicates acceptance of these terms.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1422. Atari 8-bit catalogues reminder

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: DGS <dgs@clara.net>
Message-ID: <5thukr$o46$1@eros.clara.net>
Source record: 70642

Just wanted to remind everyone (again!) that our Atari 8-bit product catalogues are now
available on-line from our WWW homepage.

Thanks to all 165 people who have visited our page since 01/Aug/97. However, nobody seems to be ordering anything!

In case you don't know, we sell PD and Commercial software for the Atari 8-bit, along with a variety of used hardware, software and magazines.

We have English language distribution rights to all Power Per Post products, including the QUICK programming language and Screen Aided Management 80 col. desktop system.

Our 80K catalogue lists all 190 PD disks and details all our Commercial software.

The list of used items is also available on the WWW site.

The catalogues are available as individual text files, or as a combined .ZIP file for easier downloading.

Demos of QUICK and Digi-Studio are also available for download from the WWW site.

We can ship to any country, and can accept payment in US$. See the catalogues for full details.

If you haven't visited our WWW page then please have a look now! We might have something you want!!

WWW: home.clara.net/dgs

Dean Garraghty.

1423. Re: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970821102132.24661G-100000@fissure.scar>
Source record: 70643

On 20 Aug 1997, A L Mazzei wrote:

> I have a 1200XL and love it, but I do need to make room here at the old
> homestead, so before I part with mine, I have a few questions...
>
> 1) Aside from the parallel bus, the sharper video and the built-in BASIC,
> how is my 800XL different?
>
> 2) I have heard that the 800XL is not 100% backward-compatible and
> requires the same translator disk that the XE family uses.
>
> 3) My 1200XL is just cool, is the 800XL better?
>
> I am currently using the 800XL (I have two dead 800XLs for parts, one of
> the fully socketed) and have had no problems, but I was told to hang on to
> my 1200XL because of a compatibilty factor. If this is not true, then the
> 1200XL can go.
>
> Thanks,
> Louis
>
>
Keep the 1200Xl.. it is a rare Atari 8bit gem. Granted it is not 100%
compatiblity with the original Atari 8bits.. but I would wager it is about
90-95% compatible with all Atari stuff..

Alan

1424. Re: ANONYMOUS IS TERRY ORTMAN - BEWARE!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <33FCA472.7A40@erols.com>
Source record: 70644

Curt Vendel wrote:
>
> WARNING!!!!!!!!!!!!!
>
> TORT is TERRY ORTMAN!!!!

Interesting. But on the subject of the 815 drive, I vaguely recall that a local store had one of them on the service bench many years ago. When I asked about it, they said that some guy dropped it off for repairs (which they couldn't do -- no schematics available) and never picked it up.

The store is long since gone. I couldn't say what happened to the drive. Good thing SOMEBODY (probably not Terry) has one.

1425. Printer question:

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <872195094@stackbbs.xs4all.nl>
Source record: 70645

-=> Quoting Almazzei@aol.com to All <=-

Al> In my box of miscellaneous Atari hardware sits an odd cable with an
Al> Atari peripheral connector on one end, and a Centronics parallel on the
Al> other. My question is this: Is it THAT easy to hook up a modern printer
Al> to my 8-bitter, or is that just somebody's "Easy way out" of buying an
Al> adapter of some kind with a voltage regulator and driver disk of some
Al> kind? Help! Because if it's that easy to just plug in any parallel
Al> printer, wouldn't it be kinda cool to hook up a cheap ink jet and see
Al> what the output of an Atari REALLY looks like? Cool...

What's more in that box <grin>?
It can be that easy, there are cables out there who have hardware
build in to hoop up a Centronic printer to your XL/XE.
But before buying an expensive inkjet, why not try it out with
a simple matrix printer first. If it doesn't work, no much harm...

Bo.

ps, you could try and find a real Atari printer in that hardware box :D
___ Blue Wave/386 v2.30

1426. Null Modem Atari800xl to

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <872195093@stackbbs.xs4all.nl>
Source record: 70646

-=> Quoting Rack2000@aol.com to All <=-

Ra> is there a way to transfer files from my atari800xl to pc by null
Ra> modem connect?
Ra> if so how would i go about doing so?

Hi,

well, you could transfer files from your fantastic XL to
that dummy Pc <grin> is using a SIO2PC interface.
You should be able to find this package on a FTP side somewhere.
If not, let me know, and I will email it to you.
In the package is a description on how to make the interface.

If you want to use a null modem, you'll need a modem on your Atari.
A SX212 modem can be picked up fairly cheap I guess.
Then using a null modem and Ice-Term or other terminal program
you should be able to transfer files.

Although the Sio2pc interface is a better alternative.
Using this interface you can set up your PC to be a mass storage device
for your XL (i.e. you can access it as drive D1: or D2:, etc.).

Grtx, Bo.
___ Blue Wave/386 v2.30

1427. Re: Question about 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <5ti8rr$69n$2@darla.visi.com>
Source record: 70647

In article <19970821201601.QAA17781@ladder01.news.aol.com>, pbjurman@aol.com says...
>
>I recently got a 1050 disk drive for my Atari 400. It came with the cable
>connection, but no power supply. What's the voltage on the power supply
>for this? I have a Radio Shack variable voltage adapter I might be able
>to use on this. Thanks for your help!
>
> -Sam
>
>
>
>S a m H a r t m a n n p b j u r m a n @ a o l . c o m
>--
>-
>AgentQ on #rgvc - Visit the Video Game High Score Page:
>http://members.aol.com/pbjurman/highscores.html

The Power Supply is the same as the 400. 9VAC, and I
STRESS the AC. The 1050 has a voltage doubler in it and it
requires AC voltage.

Rich Mier

1428. Question about 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970821201601.QAA17781@ladder01.news.aol.com>
Source record: 70648

I recently got a 1050 disk drive for my Atari 400. It came with the cable connection, but no power supply. What's the voltage on the power supply for this? I have a Radio Shack variable voltage adapter I might be able to use on this. Thanks for your help!

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

1429. Re: Printer question:

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <33FCA144.3EFB@erols.com>
Source record: 70649

A L Mazzei wrote:
>
> In my box of miscellaneous Atari hardware sits an odd cable with an Atari
> peripheral connector on one end, and a Centronics parallel on the other.
> My question is this: Is it THAT easy to hook up a modern printer to my
> 8-bitter, or is that just somebody's "Easy way out" of buying an adapter
> of some kind with a voltage regulator and driver disk of some kind? Help!
> Because if it's that easy to just plug in any parallel printer, wouldn't
> it be kinda cool to hook up a cheap ink jet and see what the output of an
> Atari REALLY looks like? Cool...
>
> Thanks,
> Louis

I don't know what that cable is, but you can be pretty sure that if it's going to work, there must be electronics built into the Centronics connector.

Ink jets normally don't come with a manual full of codes. But if you contact the manufacturer (who probably has a web site) you might be able to get them. My H-P 660C's codes came down as a text file that's longer than I would have imagined. But then again, color and a lot of other fancy things are involved.

I never did write the drivers I'd need to let the Atari make full use of the printer, but it's on my list for someday ...

1430. Re: Sega Genesis Gamepads on Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Mr Maddog <mrmaddog@microserve.*NOSPAM*.org>
Message-ID: <Pine.UW2.3.95.970821192004.5605A-100000@reality>
Source record: 70650

On 21 Aug 1997, A L Mazzei wrote:

> Instead of joysticks, I've been using Sega Genesis gamepads on my 8-bit
> Atari machines. They seem to work just fine (the center button being
> "Fire") but a friend of mine just told me that when you push any of the
> other buttons on the controller, you can cause a voltage imbalance that
> will slag something on the motherboard. Is this true, or is he just PO'd
> because he never thought to do it? I know people who use the gamepads on
> their C64s with no trouble (and you KNOW how flakey the power on those
> things are...(my 1st computer was a C64)). Anyway, I love my Ataris and
> know relatively little about them, so please pardon my ignorance.

Don't worry...Sega gamepads work pefectly on 8-bit Atari's, it's your
friend who doesn't know much. The only voltage readings would be for the
paddles, and yes I did tried them out.

The only machine that I know that has trouble with them is the ST's
because of the 5V signal, but then as far as joystick ports go the ST
isn't too brilliant on them.

Right now I'm using a SMS control for my 8-bit and 2600 games so go for it
man :)

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

All solicitation, automatic or manual, is subjected to a fee of $500
by Pennsylvannia State law. Administrators of the domain from where
the offending e-mail has been sent will be notified of such actions,by
any means necessary.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

Eric Noss
a.k.a
Mr. Maddog

"Don't worry, I don't have low self-esteem. It's a mistake.
I have low esteem for everyone else." - Daria

1431. Put all your public domain software on a CD: the POOLDISK II

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: ernest@pi.net
Message-ID: <33fcc89c.4656163@news.pi.net>
Source record: 70651

It has been two years since we produced the POOLDISK, a CD that
contains about 2300 public domain / shareware / freeware diskettes
for the XL/XE in ATR format. We are currently working on a new
version, the POOLDISK II. This CD will contain even more diskettes.
We gained acces to a stack of diskettes with Dutch software, and
we are sure that there are lots of other disks out there that we do
not have in our private collection. So we need your HELP!!!!

Actually, you can do yourself a favor. If you happen to have any
disks that we do not already have, it would be greatly appreciated if
you would send us or E-mail us a copy of it in the ATR format. A
regular copy of an 8-bit disk is fine too of course. We will then put
that disk on the next POOLDISK. Then, if you obtain a POOLDISK
from us, it will contain all the public domain / shareware / freeware
diskettes that you own. This will provide you with an excellent
backup of all your disks, and in the mean time, you can share all this
software with all other classic Atari users. So, this is sort of like
having all your disks written to a CD for free! Well, you have to pay
us for the cost of the CD of course, but, since we sold a lot of
copies of our first POOLDISK, we have recovered all our cost
(investment in hardware, software, photographs etc.) so we can produce
this next POOLDISK real cheap. Our original POOLDISK was sold
at US $ 35, but we can produce the second POOLDISK much
cheaper. We have not yet set a fixed price, but the POOLDISK II
will be sold at half that price or less! Note that this price is not
fixed yet, as we are still considering the option to make it a
double-CD. But rest assured that this CD will be real cheap.
We would like to take this opportunity to thank everyone who has
purchased our first POOLDISK, for through their support, we can
create this second POOLDISK at these astonishing prices.

So, send us ALL the PD / shareware / freeware that you have,
If you want to verify whether or not we already have the program
or disk you want to send to us, feel free to ask, just send us a note.
If you are a librarian, or know one, contact us! We can create a
separate directory on the CD to identify that these disks come
from your usergroup. This is THE chance to create a permanent
backup copy of your library.

If you have photos of rare 8-bit items or other material that would
be interesting to put on this CD, contact us! Any other suggestions
are welcome too! Any rare 2600 stuff is equally welcome!

Make sure you do not miss this opportunity to participate in this
project. Don't disappoint us, make my mailbox full with ATR's.

The more people participate, the faster we can produce this CD. We are planning on releasing it before the end of this year, maybe even in time for Christmas. So help us please!

Send E-mail to ernest@pi.net or by regular mail to

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands

1432. Wanted...a few 8 bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <5thg37phk1@macaw.cyberport.com>
Source record: 70652

I'm looking for these, if you have them for sale or trade please email.

Thorn EMI Major League Hockey
Thorn EMI Tank Commander

Tigervision Springer
Tigervision Matterhorn

Sirius Spider City

Spinnaker Delta Music

Synapse Fort Apocolypse
Synapse Pharoah's Curse
Synapse Syn Assembler

Romox Fortune Hunter
Romox Spark Bugs
Romox Starion

Sega Super Zaxxon
Sega Tapper

Sierra On Line BC's Quest for tires

CBS Satans Hollow
CBS Omega Race
CBS Ducks Ahoy

Atari Crystal Castles
Atari Commando
Atari Airball

thanks for looking..

1433. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <578.7172T1123T1245@pianosa.demon.co.uk>
Source record: 70653

Whilst reading the rubbish I usually find here, Steven Posey wrote something interesting about Re: Atari in music?,

Hello Steven,

>Anybody know how it is used in the game?

I'm only a novice Go player, having played a couple of times. I knew that Atari got the name from Go. I don't know enough about the game yet. :-(

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

You are my inspiration of how not to be. You are my inspiration to achieve a better way of life. - The Beautiful Dead; Killing Joke

1434. Re: email for bob puff, or css

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33fc87ed.0@news.carleton.edu>
Source record: 70654

In article <33FC8890.A93@mail.utexas.edu>, Robert Erickson
<dperw@mail.utexas.edu> wrote:

>i'm trying to get some more infomation about the black box extender
>from css (bob puff)
>
>anybody have an email address.
>
>also any ideas as to cost?

Dunno about the cost, but here's the contact info:

Computer Software Services (CSS)
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1435. Re: How to pogramm a mouse driver?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <33fc8444.0@news.carleton.edu>
Source record: 70655

In article <5tfcehmuf5@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:

>On 1997-08-14 hs@undine.physik.uni-erlangen.de said:
> >Thomas Havemeister wrote:
> >> no. That's the wrong way. I know that it must work with a single
> >>joy - port. The S.A.M. package or quick language has already fast
> >>mouse routines, and are really usefull!
>
>uh,SAM uses a trackball???
>I have SAM (on a OSS+ disk from Yogi's) and it's a speech synthesizer.
>(Sure beats the hell out of ET Phone Home's voice)

The _other_ S.A.M., produced by Power Per Post (PPP) of Germany. :)

Here's more than you wanted to know, from the Dean Garraghty Software
catalog at http://home.clara.net/dgs/

S.A.M. COMPLETE PACKAGE:
========================

Screen Aided Management (SAM) is a new 80 column desktop environment for
the Atari XL/XE. SAM is very much like some other systems of this type
found on computers like the ST, and IBM PC.

SAM is based around a main environment, where you have standard DOS
functions (such as DIRECTORY, FORMAT, DELETE, etc.), but also contains
some special utilities. The SAM system can be controlled by using a
joystick, or (even better) an ST compatible mouse!

SAM is supplied with monochrome and colour character set editors, a card
filing system, a monitor (for looking into memory), an 80 column word
processor, a 128-colour paint program, and (for the international version

only) a game called FireBall which runs under SAM. Although SAM uses 80
columns, it does not need any extra hardware to do this! The SAM system
is
extendable by special accessories which are also available (see below).

SAM is supplied on a SS/SD disk which contains everything mentioned,
along
with a 26 page manual, which also explains how to use SAM routines in
your
own programs.

SAM BUDGET is an accessory disk for use with the SAM 80 column desktop
system. Budget is a spreadsheet program having many excellent features
found on more expensive systems. Budget takes full advantage of SAM's 80

column display, and mouse and joystick input. Features include Direct Calculations, Indirect Calculations, and Functions (single or multiple parameters). Budget also has advanced editing facilities, including column
and row copying and deletion, and easy movement around your spreadsheet. Budget is able to print to both Epson compatible and 1029 printers. Budget
is supplied with a comprehensive jargon-free manual, which is helpful for

those who haven't used a spreadsheet before.

SAM UTILITY EXTENSIONS 1 is another accessory disk for use with the SAM 80
column desktop system. This disk actually contains two accessories: SAM Convert and SAM Creator. Convert will convert text files to and from the SAM Texter format. Convert will convert from ASCII, AtariWriter, StarText,
and AustroText to SAM, and from SAM to ASCII. Creator will convert SAM Painter format files to Micro Painter format and vice versa. These two accessories an extremely useful tool for SAM Texter and Painter users. Supplied with a user manual.

SAM DESIGNER is a powerful drawing and design package for creating mode 8

high resolution graphics. As well as all drawing features, Designer can import text from SAM Texter (which comes with SAM), and has a set of schematic icons for creating circuits. These icons can be easily edited using the SAM character editor (which comes with SAM) to whatever icons you
want. All options are icon operated, and the package works with both joystick and ST mouse. Screens can be printed on Epson and 1029 printers.

You can write drivers for other printers using the instructions given in the
manual. The package comes with an easy-to-follow manual.

The COMPLETE S.A.M package including the main system, Budget, Utils 1, AND
Designer now costs just #14.99 INCLUDING P&P.

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1436. 1050 power-supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <872287792@stackbbs.xs4all.nl>
Source record: 70656

```
< Radio-Shack adapter >
Don't think this will work, cause i _think_ it isn't AC-power output, but
DC-power output.

An ATARI 1050 needs AC-power, 9 Volts, 27VA (or 27W). The 27VA may also
be a little more since this is the maximum the power-supply CAN give. The
diskdrive just _asks_ as much it needs...

Remark: 27VA is what mines says, but i know there are some different
versions of 1050 power-supplies.

Sysop FOX-1
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1437. RTTY/PACKET

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <872287791@stackbbs.xs4all.nl>
Source record: 70657

< Searching for... >
Let me know if you've found some :-) I've been looking for a packet-radio program since the last2 years and still haven't found even only one.
There is another sollution to communicate with the packet-radio-world with the use of an ATARI XL/XE, but you need an expensive packet-radio-modem in that case (not a bay-com look-a-like).

These modems can be connected to any COM-port and will communicate with an ordinary terminal-program...
you only can use one channel ofcourse and you don't have any of the special packet-radio-features in such a terminal, but maybe with the use of macro's you can ?

Oh, you also need a PC-compatible comport, like an ATARI 850, P:R:, MI/O , Black-Box, etc... Maybe even a 'joystick-RS232' will work...

Sysop FOX-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1438. Nullmodem

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <872287790@stackbbs.xs4all.nl>
Source record: 70658

```
< 800XL <=> PC >
You can use A.P.E. and choose for the PC-MIRROR option to transfer files
FROM PC to XL. I think the registered version can even do the reverse...

If you have an ATARI-diskdrive that's able to use true-double-density you
can use ATARIDSK on PC to read and write 5.25" disks on a PC using the
PC-5.25" mechanic (if you have one of-course).

To be save, use My-Dos to format the ATARI disk before writing any data on
it.
The format-option of ATARIDSK will not work properly (in my case).

Sysop FOX-1
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1439. Re: Star Raiders for ST, tell me about it

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bcadcc$3dd16d00$37e6d7cc@ast-adventure>
Source record: 70659

HUH?? they did a newer version of star raiders on the st???

Does the pc emu run it?? and if so, where can I get both the emu and the
star raider rom??

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

George F. Hardy <georgeh@comet.net> wrote in article
<33fb81a5.0@news.comet.net>...
> In article <5tfcflmuf12@triglav.iwaynet.net>, dklugh@iwaynet.net says:
> >
> >
> >
> >
> >I didn't like it.The Zylons shoot RINGS at you.
>
> So? Choose the novice division, with shields up. Then
> you are bullet proof.
>
> GFH
>

1440. Sega Genesis Gamepads on Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: almazzei@aol.com
Message-ID: <19970821030500.XAA05452@ladder02.news.aol.com>
Source record: 70660

Instead of joysticks, I've been using Sega Genesis gamepads on my 8-bit Atari machines. They seem to work just fine (the center button being "Fire") but a friend of mine just told me that when you push any of the other buttons on the controller, you can cause a voltage imbalance that will slag something on the motherboard. Is this true, or is he just PO'd because he never thought to do it? I know people who use the gamepads on their C64s with no trouble (and you KNOW how flakey the power on those things are...(my 1st computer was a C64)). Anyway, I love my Ataris and know relatively little about them, so please pardon my ignorance.
Vive Analogue!
Louis

1441. ATR to native converter

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bcadf5$d6a71c40$1a4badce@crc3.concentric.net>
Source record: 70661

I'm looking for program(s) that will convert the compressed files in the barious archives (Jellystone, etc.) into native format(s). I'm not usre where to look for this type of thing. I have a couple of 8 bits and some PCs. Something that would work in a batch mode would be best. Any advice is appreciated.

1442. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: tort@springnet1.com
Message-ID: <33fceb87.7824725@news.springnet1.com>
Source record: 70662

georgeh@comet.net (George F. Hardy) wrote:

>At Franklin Electronic Publishers I decided the micro
>processor for the electronic books. The 65C02. Speed
>was the issue.
>
>GFH
The Atari uses the 6502C, not the 65C02, which was a hybrid technology
that added more bugs tot eh processor....

I prefer the 65C816 myself, since it runs faster and proccess
information faster, speeds up the 8-bit to around 350% faster.

US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned Section is punishable by action to recover actual monetary loss, or $1500, whichever is greater, for each violation.

E-mailing me indicates acceptance of these terms.

1443. Re: Null Modem Atari800xl to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: tort@springnet1.com
Message-ID: <33fdec0b.7956600@news.springnet1.com>
Source record: 70663

rack2000@aol.com (RACK2000) wrote:

>is there a way to transfer files from my atari800xl to pc by null modem
>connect?
>if so how would i go about doing so?
All you need is aterminal program on the Atari and a terminal program
on the PC, then transfer the files via XDmodem, Ymodem, etc..

I do it all the time....
US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the definition of a telephone fax machine. By Sec.227(b)(1)(C), it is unlawful to send any unsolicited advertisement to such equipment. By Sec.227(b)(3)(C), a violation of the aforementioned Section is punishable by action to recover actual monetary loss, or $1500, whichever is greater, for each violation.

E-mailing me indicates acceptance of these terms.

1444. Re: Win95 frontend for XL-it!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33FBFEC5.4BD1@kawo2.rwth-aachen.de>
Source record: 70664

```
Roland Gimpl wrote:
>
> fixed some bugs in the frontend,
> download the new version at
>
> http://stud1.tuwien.ac.at/~e9326116/atari
>
> have fun! :)
>
> -=-=-=-
```

1445. 1030 (was Re: Telelink I, Telelink II

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <33FBFF9D.113C@kawo2.rwth-aachen.de>
Source record: 70665

Bob Woolley wrote:
>

> If you get a 1030, the communication software is built into the modem.
> All you need is the modem and computer. The s/w loads from the modem
> when you power up. Works good, but you can't download. No drive,
> whatdoyoucare?
> Bob

Is these one of the devices, ATARI built a lot of strange routines into
the XLOS for and an extra device table as it has for CIO devices ?

I _MUST_ have one of these 8-).

Matt

1446. huh?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19970821123101.IAA28607@ladder02.news.aol.com>
Source record: 70666

ok, say i have the two modem programs loaded up, then what do i do from there?

1447. Re: FS: 815 double disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5thl58$74e@freenet-news.carleton.ca>
Source record: 70667

Anonymous (tort@springnet1.com) writes:
> apalmer@zapcom.net (Albert Palmer) wrote:
>
>>I posted this 815 for sale about two weeks ago on comp.sys.atari.st.
>>The highest bid I have is $120. I put the sale on hold because of the
>>UPS strike. The strike is over! Buyer pays shipping and I will ship
>>UPS - COD.
>>
> I'm interested in it, would you take a Turbo-816 16-bit upgrade in
> trade for it? I've been trying to sell it for the past 3 years, and
> would like another 815...

Looks like he changed his account _again_. Better be careful, it appears
that tort@springnet1.com is that guy everyone says is engaged in mail fraud.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1448. Re: Game Link II device driver idea!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-21 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <5tho8k$20d$1@zwieracz.psych.uw.edu.pl>
Source record: 70668

20 Aug 1997 21:09:14 GMT William Kendrick napisal byl w comp.sys.atari.8bit:

> To the end user (and programmer, especially), the fact that you're using
> one thing versus another would be totally transparent. If I wanted to
> play "Super Killing Game (TM)" over Game Link II at my house, I'd just
> boot up by first running a Game Link II device driver.

[...]

> Does ANYONE agree that this would be a good or cool idea?!

sure i do.

962
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

1449. 1020 Printer/Plotter

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: a_non_y_mouse@webtv.net
Message-ID: <5tj36b$658$1@newsd-112.bryant.webtv.net>
Source record: 70575

I have a couple extra 1020 printer/plotters with cable, power supply and pens. Will sell for $25.00 each, or trade for other 8-bit atari stuff. (carts, hardware, ect) And I might even trade for old Intellivision stuff. (hope thats not blasphemy here....)

-B

bmoris@webtv.net

1450. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <5tjoqrrst2@korweta.task.gda.pl>
Source record: 70576

http://komodo.ebay2.com/aw-cgi/ItemISAPI.dll?ViewItem&item=34115

1451. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_872242515@rtfm.mit.edu>
Source record: 70577
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1452. Re: Former 8bit SysOps: Looking for Atascii files.

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5tjtg0$6ob$1@xmission.xmission.com>
Source record: 70578

Homer D Brave <nunayur@bidness.com> wrote:
: Are there any former Atari 8bit SysOps out there that still have (any?) their
: collection of Atascii "break messages"? I've dedicated my website to them, but
: all attemps at scrounging up these once unbitquitous gems have proved.... ah
: heck, I've got next to nothing. :)

I have a ton!

--
@ @ @ ---------------------------------- @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ---------------------------------- @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

1453. Re: 130 XE Keyboard Blues

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <33FDA56B.E8DB14E9@tcd.net>
Source record: 70579

Look at one of the FTP sights for 130XE Keyboard upgrade. You place a 3600 ohm resistor between ground and those pins that control Start Select and Option, requires a little time but definately will fix the problem

bob

1454. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33fdac92.691412899@news.aatech.com>
Source record: 70580

On Thu, 21 Aug 1997 10:11:43 -0400, maury@softarc.com (Maury
Markowitz) wrote:

>In article <scottm-ya02408000R2108970332220001@news.erols.com>,
>scottm@nic.com (Scott) wrote:

>> Basically a 2MHz. 6502.

> Huh. So how did Atari get 2Mhz out of the 6502?

1.79withsomelongstringofnumbersMhz

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1455. Terry - Why are you Hiding?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33FDA14D.9143188D@aol.com>
Source record: 70581

So Terry,

If all these "claims" about you being charged with mail fraud are untrue and all these people who haven't received their equipment (I personally know one) and you haven't returned their money is untrue, then why do you keep changing your handle, why do you keep getting banded and why do you ramble on about:

Oh, this is why I stopped programming for Atari

or

I bought a $350 door stop, so its everyones fault so I guess I have a right to steal peoples money and commit fraud and numerous other b.s.

Give it up Terry, crawl back into your hole and stay there, we don't want you, your equipment, your lies and your bullsh*t here or anywhere else, GET OUT AND STAY OUT!!!!!!!!!!!

Curt

1456. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <33fdad8d.691664389@news.aatech.com>
Source record: 70582

On Tue, 19 Aug 1997 01:32:35 GMT, webmaster@cat-inc.com (Steven Posey)
wrote:

>On 16 Aug 97 19:37:36 +0000, Brad Rogers <brad@pianosa.demon.co.uk>
>wrote:

>>But do you know where Atari got
>>it from? (trying to get back on-topic)

>It's tough to figure out if you're being rhetorical, but for the
>ignorant masses:

>"Atari" comes from the Chinese game of Go.

>Anybody know how it is used in the game?

I think it's the equivalent of announcing "Charge!"

Nolan Bushnell (or someone else. my brain is going. must have been
the years of drinking stuff with nutrasweet init.) where was I? Oh
yeah.. Nolan Bushnell (or someone else) later formed another video
games company called "Sente"(spelling?) that is the response to
"Atari" in go. Or so I remember reading.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1457. Re: Video games online

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5tk7q8$5sr@cletus.bright.net>
Source record: 70583

Alan Christie <94chrisv@scar.utoronto.ca> wrote in article ...

>Does anyone remember those Atari 8bit online services they had in the mid
>80s that allowed JOYSTICK control and online multiplayer games that had
>full color graphics? They seemed like such a great idea but the servcies
>disappeared before 2400 bd modems became standard..
>
>these online services were advertsied in COMPUTE! or other magazines that
>supported the Atari 8bit.. does anybody remember what I am talking about??
>
GCP (Games Computers Play) was one of them. As you say, they were ahead of
their time. There was an Antic article about the service, and the people
that ran it. Not sure which issue, though.

1458. Re: Koronis Rift "White Rifts?"

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.872264406@math.tu-berlin.de>
Source record: 70584

rack2000@aol.com (RACK2000) writes:

>Theres a bug on Koronis Rift if you run it through xlit where the
>mountains are white instead of green. On the other emulators, does this
>error happen?

Not for the "bugfixed" version of David Firth's Atari emulator for Unix, i.e.
it works perfectly. (I'm working on it now).
The koronis rift uses one of the special GTIA modes with a very "uncannonical"
color assignment the emulator has to know. The Koronis Rift game itself doesn't
have this bug but uses this hardware "feature".

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/
/ / / / / / \ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / /____/ / /

1459. Re: email for bob puff, or css

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <33FDE79B.F188C0CF@ix.netcom.com>
Source record: 70585

Robert Erickson wrote:

> i'm trying to get some more infomation about the black box extender
> from css (bob puff)
>
> anybody have an email address.
>
> also any ideas as to cost?
>
> thanks,
> robert

Robert,
CSS has a BBS, I've never seen an e-mail address for Bob. The
following info is what I have for the/him:
Computer Software Services PO Box 17660 Rochester, NJ 14617
voice: (716) 429-5639 10am-5pm fax: (716) 247-7158 BBS: (716) 247-7157
300-9600bps.

Try one of these. You might try http://www.four11.com and search for
Bob's e-mail address.

--
Robert S Ely --- Communications Systems Technician
mailto://rsely@dhs.state.nj.us
mailto://rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1460. CSS' Telephone

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <33FDB78E.A00CB04B@aol.com>
Source record: 70586

Computer Software Services tele # is

716-249-5639 The phone answers NEW LIFE ELECTRONICS, select CSS Atari Products from the menu.

BBS 716-247-7157
FAX 716-247-7158

Curt

1461. Re: Need SNAPPY/ATARI8 assistance!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: rdell@best.com
Message-ID: <5tkekgnpn1@shell5.ba.best.com>
Source record: 70587
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <33F24568.90DC7DB3@aol.com>, Curt Vendel <cvendel@aol.com> wrote:
>Jeffry Johnston wrote:
>
>> Hello!
>>
>> I do not have a Snappy (wish I did), so I am hoping someone out there
>> can
>> assist me in a project I am working on. I have written a small BASIC
>> program that displays all 256 colors, 16 at a time (total 16
>> screens). If

note above line ... he wrote a program to display colors

>> you have a snappy or other video capture device that can get colors
>> fairly
>> accurately, and an Atari 8 bit computer (400/800/800XL/1200XL/XE,
>> etc!)
>> please email me and I will give you the program.
>>
> So Jeff,
>
> What your saying is I can take my Snappy (I own one, if your
>referring to the Image grabbers, its a little grey/blue box that plugs
>into the parallel port of a PC) and capture images on an 8-bit. I
>definitely want that program!!!
>

I think he wants help in transfering the screen images he is
generating over to a PC format ... perhaps so he can compare color
renditions.

--
Richard Dell

1462. Re: email for bob puff, or css

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <33FDEE21.AE0853B0@ix.netcom.com>
Source record: 70588

Robert S Ely wrote:

> Robert Erickson wrote:
>
> > i'm trying to get some more infomation about the black box extender
> > from css (bob puff)
> >
> > anybody have an email address.
> >
> > also any ideas as to cost?
> >
> > thanks,
> > robert
>
> Robert,
> CSS has a BBS, I've never seen an e-mail address for Bob. The
> following info is what I have for the/him:
> Computer Software Services PO Box 17660 Rochester, NJ 14617
> voice: (716) 429-5639 10am-5pm fax: (716) 247-7158 BBS: (716) 247-7157
> 300-9600bps.
>
> Try one of these. You might try http://www.four11.com and search for
> Bob's e-mail address.
>
> --
> Robert S Ely --- Communications Systems Technician
> mailto://rsely@dhs.state.nj.us
> mailto://rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

Actually, I just looked at Four11 and found him. His e-mail address is
mailto://76702.1076@Compuserve.Com .

--
Robert S Ely --- Communications Systems Technician
mailto://rsely@dhs.state.nj.us
mailto://rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1463. Re: !!!WARNING!!!Re: FS: 815 double disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33fdc84f.2257176@news-west.sony.com>
Source record: 70589

On 22 Aug 97 07:01:47 GMT, sdc_bcg@dave-world.net wrote:

>Jerry -
>
>I think you owe Ron an apology...Ron was warning Al that a _responder_ to his
>post about having the 815 is Terry Ortman. Ron didn't claim that Al was Terry.
>

Yes I do!

I read the post a few more times and after closely paying attention I
have to agree with you.

Public apology to Ron! Sorry I thought you were trying a flame an
honest guy.

Private apology to be sent in a moment.....

JJ

>And considering the history - such a warning is most certainly necessary everytime
>Terry resurfaces on the net. Newcomers and those simply not in the know must
>be informed about this major scam artist.
>
>I've often thought about driving over to Terry's house to see if I could inspect the
>merchandise - he only lives an hour away from me after all and I have the address,
>but never decided I had the time to waste. However, I have to be in Decatur Monday
>anyway, maybe it's time to have some fun (and probably get sued and threatened in
>assorted manners for the effort).
>
>Bob
>
>
>
>In <33fce8d9.23344227@news-west.sony.com>, jjessop1@home.com (Jerry Jessop) writes:
>>On Thu, 21 Aug 1997 10:12:01 -0600, ronf1@ix.netcom.com wrote:
>>
>>>!!!DANGER!!!
>>>
>>>First off you can buy cheaper from reputable dealers like cdw, necx, or
>>>try a www.pricewatch.com search.
>>>
>>>The author of this post is Terry Ortman. A 38 year old, single guy,
>>>still living with Mom & Dad, who tries to sell lots of "adult material"
>>>and other equipment from Mom's house.
>>

>>Here is the public service announcment people.
>>
>>You are a FRIGGIN idiot Ron!!
>>
>>This guy is totally legit and is a friend of mine since 1980. This is
>>not Terry Ortman or anybody else.....it's Al Palmer as stated.
>>
>>And what dealer have you seen selling 815's anyway??? I have seen Al's
>>items (it has been some years) and he certainly had what he is selling
>>in his post.
>>
>>Get your facts straight before you go flaming someone.
>>
>>jj
>>
>>
>>
>>
>>>He was banned by moderators of
>>>FidoNet, the Il. State Police have previously served him with a search
>>>warrant and siezed all of his equipment. He is now on UseNet where he has
>>>started over again. Do a DejaNews search from about 6/96 where he
>>>explains "how business works" which was why he took Kubo Akira's
>>>(cjms@vnet.com) money but wasn't going to send him a refund or the $268
>>>of equipment he purchased. Kubo complained openly on UseNet about not
>>>getting delivery after months. Terry "fined" him $250,000 and applied the
>>>money from his order to the fine! No joke. He is one strange boy. It
>>>seems he collects your money, THEN goes out and tries to buy the unit he
>>>sold you. If there is a problem, it was the "supplier" who ripped you
>>>off" not him.
>>>
>>>I personally would be very concerned about encouraging this sort of
>>>person by supporting his "products" (assuming you ever get what you paid
>>>for).
>>>
>>>For additional information try:
>>> *DejaNews (around 6/96)
>>> *e-mail the listserver at scammers@pdsig.com
>>> *http://www.dynweb.com/theblacklist
>>>
>>>This has been a public service announcement.
>>>
>>>Ron
>>>
>>>
>>>In article <33ffedc1.8394791@news.springnet1.com>,
>>> ronf1@ix.netcom.com wrote:
>>>>
>>>> apalmer@zapcom.net (Albert Palmer) wrote:
>>>>

>>>> >I posted this 815 for sale about two weeks ago on comp.sys.atari.st.
>>>> >The highest bid I have is $120. I put the sale on hold because of the
>>>> >UPS strike. The strike is over! Buyer pays shipping and I will ship
>>>> >UPS - COD.
>>>> >
>>>> I'm interested in it, would you take a Turbo-816 16-bit upgrade in
>>>> trade for it? I've been trying to sell it for the past 3 years, and
>>>> would like another 815...
>>>>
>>>> >The 815 disk drive was never sold because of manufacturing problems.
>>>> >Many people did place deposits for the drives in 1980 and 1981. I think
>>>> >this hurt Atari and helped prevent the 8bit from becoming a business
>>>> >system in the early 80s. The 815 is a double drive - double density
>>>> >disk drive. The format is non-standard. If I remember correctly,
>>>> >Percom set the standard for double density and double sided drives for
>>>> >the Atari 8bit. If you have any questions about this drive, just ask.
>>>> >
>>>> After many many years Atari finally ADMITTED to SELLING 15 of these
>>>> drives. I used to have one, but none of the Atari service centers
>>>> could fix it, for the pure and simple reason Atari never admitted to
>>>> making them. They were the equivalent of 4 Atari 810 drives, and they
>>>> were priced 4 times the cost of the 810 disk drive.
>>>>
>>>> Let me know if you'd be interested in trading, or else I can only hope
>>>> people will want to uprade their XL to a TRUE 16-Bit computer.....
>>>>
>>>> US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the
>>>
>>>definition of a telephone fax machine. By Sec.227(b)(1)(C), it is
>>>unlawful to send any unsolicited advertisement to such equipment. By
>>>Sec.227(b)(3)(C), a violation of the aforementioned Section is punishable
>>>by action to recover actual monetary loss, or $1500, whichever is
>>>greater, for each violation.
>>>
>>>>
>>>> E-mailing me indicates acceptance of these terms.
>>>
>>>--------------------==== Posted via Deja News ====-----------------------
>>> http://www.dejanews.com/ Search, Read, Post to Usenet
>>
>

1464. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33fdd6b2.0@news.comet.net>
Source record: 70590

In article <33fdac92.691412899@news.aatech.com>, kenneth@spam.not.sayeth.i (Kenneth Jennings) says:
>
>1.79withsomelongstringofnumbersMhz

Just a wild guess. But is the frequency 1/2 of the color
burst crystal from TV sets? Probably the fall out are
really cheap, and stability and drift would not have been
a problem.

GFH

1465. Re: !!!WARNING!!!Re: FS: 815 double disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33fdd7c4.0@news.comet.net>
Source record: 70591

I thought that the 815 double disk drive was vaporware --
that it never came out.

GFH

1466. Re: How to test a trackba

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <872287789@stackbbs.xs4all.nl>
Source record: 70592

```
< Missle-Command track-ball mode >
Try Control-T or Shift-Control-T. Should work this way. In this mode it
can also be played with use of a (ST)-mouse...

In fact, the Track-Ball acts exactly the same as an ATARI-ST mouse
connected to the joystick-port of an aTARI 8-Bitter...

Sysop FOX-1
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1467. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-2208971556070001@tsb-33.ucsc.edu>
Source record: 70593

In article <872120384@bbs.trideja.com>, ryan.goolevitch@bbs.trideja.com (Ryan Goolevitch) wrote:

>Dont forget that on the atari, the standard 6502 speed of 1.79 Mhz can >be upped to the equivalent (comparing to other systems) of 2.08Mhz by >disabling the ANTIC chip (used for display) .. No other 6502 Computer >allowed this..

This does speed the Atari up, because ANTIC ordinarily steals memory bus cycles from the 6502.

However, it's misleading to say that no other 6502 machine allowed such a thing, because not all 6502 machines were built like the Atari. For example, the Apple II series had no overhead for video memory access at all. Steve Wozniak (the designer) noticed that the 6502 only uses the memory bus in the first half of the clock cycle and leaves it free in the second half, so he had the video controller use the second half of the cycle for its memory accesses instead of stealing full cycles from the CPU. In the Apple II, turning off the video display couldn't possibly speed up the machine because video didn't slow it down in the first place.

(I believe Atari ended up using sort of the same technique in the ST, by the way. As I recall, the ST memory bus is clocked at 16 MHz; the 8 MHz CPU gets half of the bus cycles and the video system gets the other half.)

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

1468. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: rdell@best.com
Message-ID: <5tlc6j$h78$1@shell5.ba.best.com>
Source record: 70594

```
In article <5tfce8$muf$2@triglav.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>
>
>On 1997-08-18 maury@softarc.com(MauryMarkowitz) said:
> >In article <5t1lrk$g2f$3@triglav.iwaynet.net>, dklugh@iwaynet.net
> >wrote:
> >> Someone mailed me about me saying that the atari was the fastest
> >>computer except for the PC.
>
>oops,I mean that I was saying that they were the fastest computer and the
>mailer was corecting me.
>
> >They were wrong, although it was the fastest 6502 based computer
> >available. It ran at just under 2MHz, whereas most other 6502 based
>
>It ran at around 1.79,which is half of speed of the colour clock.
>So you can easily make routines that change colour dynamicly
>(read "the time that the TV is drawing the picture")
>by counting the number of cycles that commands take up.
>
> >machines (Acorn, Apple II, C64, PET) all ran at just under 1MHz.
> >The Z80 based CPM machines were contemporary, and ran around 4MHz,
> >although they were primarily found in businesses and were nowhere as
> >widespread as the 6502 based machines.
>
>There was a whole big argument about the Spectrum (Z80) vs. the Commodore (8502
>* 6510,I think) about the Spectrum's speed versus the Commodore's game-based
>graphics capability.I really meant personal computers that individuals bought,
>not mainframes and CP/M systems across the World.
>Of course the Z80 machines usually had primitive graphics capabilities,so they
>weren't really 4 times faster than Ataris and Commodores.
>(certainly faster than a 1mhz Apple,though the Z80 is much different
> than a 6502.You really can't compare them by speed since they have different
> capabilities,and different operations take different ammounts of cycles)
>And the Atari's OS allos you to read/write more than one character/record of
>data per OS call.(c.f. Commodore's 1 byte ALWAYS I/O)
>

Being a hardware kind of nerd, and at the time having a 6800, 6809,
and the Atari 400 6502 system, my judgement from looking at the cycle
by cycle hardware execution instruction execution times, I figured
that a 2 MHz 6809 was 'ROUGHLY' equivalent to a 4 MHz Z80 (actually
I figured the 6809 2 MHz would be just a shade faster). The 6502 in
the Atari at about 1.8 MHz would be just a shadew slower than the 4 MHz
```

Z80. This was my rough opinions over a period of time when I was building a 6 MHz Z80 add-on board for my 6809 system (never did populate it, ended up buying a 5 or 6 MHz single board Z80 equiv. computer.

Of course, if you count the coprocessors in the Atari (sound and graphics) the overall ability to run graphics intensive programs would definitely surpass a plain 4 MHz Z80 by a long shot.

--
Richard Dell

1469. Reading ED disk images on an MSDOS system.

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: Dusty Reichwein <reichwja@ENGR.ORST.EDU>
Message-ID: <Pine.SUN.3.96.970822205347.6626A-100000@flop.ENGR.ORST.EDU>
Source record: 70595

I've been experimenting with anadisk to transfer ED disks from my Atari 800xl to my IBM clone. So far Anadisk is able to completely read some disks, and only partially read other disks. This is ok, because I can always use my Atari to copy files to the disks Anadisk will read.

The disks I want to read are in DOS 3 and DOS 2 format. I could write my own programs to process these files and spit out the files, and then another program to reformat the text files. However I'd like to avoid this if possible. Are there any programs already out there that do this?

If there aren't, would these programs be of use to others in the Atari community? If so I'll make them more robust and portable and make them available on the net. If not, I'll make them quick and dirty.

Dusty Reichwein
E-Mail: reichwja@engr.orst.edu
WWW : http://www.engr.orst.edu/~reichwja

1470. Re: HEY YOGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: rdell@best.com
Message-ID: <5tloac$ou0$1@shell5.ba.best.com>
Source record: 70596

In article <5tfusg$t3b@dfw-ixnews10.ix.netcom.com>,
Karl Heller <kheller2@ix.netcom.com> wrote:
>
> Unix users note that hackerz.com does not support recursive directory
>gets (ala ncftp, etc...). So, it makes it very hard to keep an up to date
>snapshot. However, you can get "mirror" and force it to do a cd/ls for the
>entire tree.

Hmmm ... I've been using Lynx for this kind of thing, bundled around
some custom shell scripts. Where might one get mirror, might be better
than my shell scripts for maintaining a local tree?? And would mirror
require root permissions?? (My shell scripts work fine as a normal user).

>
> Are there some good unix tools to work with atr/xfd files? I want to
>reallly convert all of these back to native atari format and burn them on a
>disc. (My use ONLY).
>

Golly, another perspective project for my list ... along with a Unix
based SIO program.

--
Richard Dell

1471. Re: ANONYMOUS IS TERRY ORTMAN - BEWARE!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33fcea77.23758969@news-west.sony.com>
Source record: 70669

Too bad they didn't ask me, I have an 815 and Schematics :)

jj

On Thu, 21 Aug 1997 16:26:26 -0400, Alan Sharkis <asharkis@erols.com>
wrote:

>Curt Vendel wrote:
>>
>> WARNING!!!!!!!!!!!!!
>>
>> TORT is TERRY ORTMAN!!!!
>
>Interesting. But on the subject of the 815 drive, I vaguely recall that
>a local store had one of them on the service bench many years ago. When
>I asked about it, they said that some guy dropped it off for repairs
>(which they couldn't do -- no schematics available) and never picked it
>up.
>
>The store is long since gone. I couldn't say what happened to the
>drive. Good thing SOMEBODY (probably not Terry) has one.

1472. Re: !!!WARNING!!!Re: FS: 815 double disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <33fce8d9.23344227@news-west.sony.com>
Source record: 70670

On Thu, 21 Aug 1997 10:12:01 -0600, ronf1@ix.netcom.com wrote:

>!!!DANGER!!!
>
>First off you can buy cheaper from reputable dealers like cdw, necx, or
>try a www.pricewatch.com search.
>
>The author of this post is Terry Ortman. A 38 year old, single guy,
>still living with Mom & Dad, who tries to sell lots of "adult material"
>and other equipment from Mom's house.

Here is the public service announcment people.

You are a FRIGGIN idiot Ron!!

This guy is totally legit and is a friend of mine since 1980. This is
not Terry Ortman or anybody else.....it's Al Palmer as stated.

And what dealer have you seen selling 815's anyway??? I have seen Al's
items (it has been some years) and he certainly had what he is selling
in his post.

Get your facts straight before you go flaming someone.

jj

>He was banned by moderators of
>FidoNet, the Il. State Police have previously served him with a search
>warrant and siezed all of his equipment. He is now on UseNet where he has
>started over again. Do a DejaNews search from about 6/96 where he
>explains "how business works" which was why he took Kubo Akira's
>(cjms@vnet.com) money but wasn't going to send him a refund or the $268
>of equipment he purchased. Kubo complained openly on UseNet about not
>getting delivery after months. Terry "fined" him $250,000 and applied the
>money from his order to the fine! No joke. He is one strange boy. It
>seems he collects your money, THEN goes out and tries to buy the unit he
>sold you. If there is a problem, it was the "supplier" who ripped you
>off" not him.
>
>I personally would be very concerned about encouraging this sort of
>person by supporting his "products" (assuming you ever get what you paid
>for).
>
>For additional information try:
> *DejaNews (around 6/96)
> *e-mail the listserver at scammers@pdsig.com
> *http://www.dynweb.com/theblacklist

>
>This has been a public service announcement.
>
>Ron
>
>
>In article <33ffedc1.8394791@news.springnet1.com>,
> ronf1@ix.netcom.com wrote:
>>
>> apalmer@zapcom.net (Albert Palmer) wrote:
>>
>> >I posted this 815 for sale about two weeks ago on comp.sys.atari.st.
>> >The highest bid I have is $120. I put the sale on hold because of the
>> >UPS strike. The strike is over! Buyer pays shipping and I will ship
>> >UPS - COD.
>> >
>> I'm interested in it, would you take a Turbo-816 16-bit upgrade in
>> trade for it? I've been trying to sell it for the past 3 years, and
>> would like another 815...
>>
>> >The 815 disk drive was never sold because of manufacturing problems.
>> >Many people did place deposits for the drives in 1980 and 1981. I think
>> >this hurt Atari and helped prevent the 8bit from becoming a business
>> >system in the early 80s. The 815 is a double drive - double density
>> >disk drive. The format is non-standard. If I remember correctly,
>> >Percom set the standard for double density and double sided drives for
>> >the Atari 8bit. If you have any questions about this drive, just ask.
>> >
>> After many many years Atari finally ADMITTED to SELLING 15 of these
>> drives. I used to have one, but none of the Atari service centers
>> could fix it, for the pure and simple reason Atari never admitted to
>> making them. They were the equivalent of 4 Atari 810 drives, and they
>> were priced 4 times the cost of the 810 disk drive.
>>
>> Let me know if you'd be interested in trading, or else I can only hope
>> people will want to uprade their XL to a TRUE 16-Bit computer.....
>>
>> US Code Title 47, Sec.227(a)(2)(B),a computer/modem/printer meets the
>
>definition of a telephone fax machine. By Sec.227(b)(1)(C), it is
>unlawful to send any unsolicited advertisement to such equipment. By
>Sec.227(b)(3)(C), a violation of the aforementioned Section is punishable
>by action to recover actual monetary loss, or $1500, whichever is
>greater, for each violation.
>
>>
>> E-mailing me indicates acceptance of these terms.
>
>----------------==== Posted via Deja News ====----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

1473. Re: Help w/ Eastern Front and Video Easel

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33fcefc0.0@news.comet.net>
Source record: 70671

Eastern Front instructions are in the mail for me. If you
still need them in a week, e-mail or repost.

GFH

1474. Wanted: Atari 400 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970822023101.WAA15384@ladder01.news.aol.com>
Source record: 70672

I'm looking for the 9VAC power supply for an Atari 400 computer/disk drive
(they use the same power supply). I'll pay cash, but I'd rather trade
some Atari 5200, 2600, or Intellivision games for it. Please let me know
if you have an extra PS!

Thanks,

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

1475. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970822025200.WAA17064@ladder01.news.aol.com>
Source record: 70673

>"Atari" comes from the Chinese game of Go.
>
>Anybody know how it is used in the game?
>
>Steven

In the game of Go, "Atari" can be roughly translated as "checkmate".
Strange, a Japanese name for a completely American company.

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

1476. FS: Atari 5200 System

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-22 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970822025001.WAA16956@ladder01.news.aol.com>
Source record: 70674

I have for sale a working Atari 5200 console, along with the following items:

TV cable
Power supply
11 games:
Soccer
Football
Kangaroo
Pengo
Berzerk
Qix
Kaboom!
Moon Patrol
Pac-Man (2)
Defender

Goes to highest bidder over $10, plus $3 shipping by USPS. Please e-mail me at pbjurman@aol.com if interested! Thanks.

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

1477. Re: Star Raiders for ST, tell me about it

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-23 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5tltqt$7eg@news.Hawaii.Edu>
Source record: 70597

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: dklugh@iwaynet.net wrote:

: : I know what you mean.I want a Jaguar just to play Star Raiders 2000.

: Oh don't tell me... Was this released!? Man, I should've never dropped
: out of the Jaguar newsgroups oh-so-long ago! :)

Sorry, this never became a reality; but, the upcoming Battlesphere
promises to have a similar play mode, and in some ways was partially based
on Star Raiders. The developers want Battlesphere to have all of the
playability that we knew and loved in SR.

Aloha,
John Perez - jperez@hawaii.edu

1478. 25% off Atari computer hw & sw

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-23 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5tmki7$720$1@news2.voicenet.com>
Source record: 70598
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
25% off items paid for by 8/31/97

Atari Items for Sale plus shipping

Atari 800 Computer w/power supply..... $59 added 6/21/97
Atari 1050 disk drive and power supply..... $49 added 6/21/97
Ape Face Model XLP Digital Device..... $39 added 6/21/97
Atari 850 Interface no power supply..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari XM301 Modem..... $15
Atari 410 Program Recorder (tape deck) ..... $14
Atari 400 Program Recorder (tape deck)..... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (3 sets)..... $12 each
WICO Command Control Joysticks - rough..... $12 pair
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes ..... $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
Cranston Manor Adventure (no box)
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
```

Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations -- added 6/21/97
Success with Math - Quadratic Equations -- added 6/21/97
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Printer Driver Construction Set from APX
Summer Games - added 6/21/97
The Quest - added 6/21/97
Touchdown Football - added 6/21/97

Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor
Basic Language Computing - added 6/21/97
Galaxian - added 6/21/97

Music Composer
Pacman - added 6/21/97

.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Clowns & Balloons for 400/800
Curse of Ra -- added 6/21/97
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Frogger
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
Sargon II -- added 6/21/97
Star League Baseball
States & Capitals
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

Walt Disney - Mickey In The Great Outdoors w/box & docs
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown (2)
Atari Program Exchange - A guide to Effective Programming
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS -- added 6/21/97
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

1479. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-23 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <v7yoh6pc9tr.fsf@dougal.co.umist.ac.uk>
Source record: 70599

> >> Someone mailed me about me saying that the atari was the fastest computer
> >> except for the PC.
> >
> > They were wrong, although it was the fastest 6502 based computer
> >available. It ran at just under 2MHz, whereas most other 6502 based
> >machines (Acorn, Apple II, C64, PET) all ran at just under 1MHz.

Didn't the BBC micro run a 6502 at 2MHz? *slightly* faster than the 8-bit.

1480. Re: Atari 850 Interface??

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-23 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tn4bk$gh8$2@triglav.iwaynet.net>
Source record: 70600

On 1997-08-17 pbjurman@aol.com(PBjurman) said:
>I have an Atari 400. If I bought an Atari 850 interface, could I
>attach a RS-232 external modem to my computer using the interface?
>If not, is there any other way to get a modem hooked up to a 400?

Well,yeh.Up to 9600baud.
But you'll need a term programme.The RS232 handler is built-in to the 850 so you could write your own if it came with the 850 manual.
(or you already know how R: works)
I wrote a BASIC term programme for the P:R:Connection as a pet project.Pretty damn slow,of course.I tried to get the XIO command in place of the GET command so that I could read up to 256 bytes at a time from the modem.But it never worked.

Probably someone here could write a simple programme for you.Of course this is all assuming you have the BASIC cartridge.

Net-Tamer V 1.09 - Test Drive

1481. Re: Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-23 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5tn4c8$gh8$7@triglav.iwaynet.net>
Source record: 70601

On 1997-08-12 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
>Yogi (noone@nowhere.com) writes:
>> On 28 Jul 1997 14:34:55 GMT, "Freddie Jorevall" <freddie@jorevall.
>>com> wrote:
>> -still a possibility
>> -to get a hold of it?
>> -
>> People do sell them, contact Steven Tucker, he may be able to
>>burn you one he sells custom o.s. chips (see ape homepage for his
>address)

As far as I know,his APE+ speed doesn't make anything faster than when using
UltraSpeed.I'd guess that his OS supports normal UltraSpeed.
(they are NOT the same thing.APE+ speed introduces a new read (and write?)
command,UltraSpeed uses the normal Atari read/write disk drive commands)

I'd check into Bob Puff.He makes the UltraSpeed OS.It (obviously) supports
UltraSpeed with your full 64k of RAM (no RAM OSes defeating 64k games).
It also supports RAM disks.So games that don't let you load DOS can take
advantage of your extra RAM.And so many other features as well.

Or,if you're getting a hard drive anyway,check out the Black Box.
It will automaticly support UltraSpeed (US Doubler 1050s) and
WarpSpeed (Happy 810s (and 1050s I'd presume)) as well as all XF551s.
Also:
RS232 port whose handler is built into the Atari ROM.
(Ataris support PBI devices automaticly)
RTS/CTS hardware flow-control.
SASI and SCSI hard disk drive support.
Parallel printer as P1: through P8:.
64k Printer spooler using XE memory or optional 64k on board.
Text/graphics dump of most screens.
Hard disk partitions can look like floppy drives.
(that is,can look like 90k and 130k drives (128-byte sectors))
Support for hard drives that are stuck as 512-byte sector disks.
96 partitions.Aditional partitions can simply be kept track of on paper
You can change configuration at any time.
(you might have to mess around with memory 559 to get back the P/M graphics)
Physical HD write protect switch.
Built in machine language monitor.
(though you'll have to add your on BRK handler)
You can press HELP-RESET to re-boot the computer.

There's also a add-on PC floppy controller board that'll work with the new
double-speed drives.

(giving you 1.2MB on a 80-track drive,1.44MB on a micro-floppy drive)

Also a BlackBox enhancer.It'll enhance the screen dump by using 16 different
dithering patterns to give you the 16 different shades of the GTIA modes.
Also a slightly different pattern to show that different colours were used on
the screen.
Output sent to P9: will show up on a graphics compatible printer with graphical
and inverse characters intact.(like the G: device)
Basicly it emulates the atari's character set.
There's also a sector editor that'll load up into RAM.
(thus destroying whatever programme/DOS you were using,of course)

Also by Bob Puff.Call 1-716-586-5545.

(as you can tell,I have the manual)

Net-Tamer V 1.09 - Test Drive

1482. Re: Emulators:Why bother?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-23 00:00:00 UTC
From: Nybbler@nowhere.com
Message-ID: <33ff2ea8.76886375@news.cstone.net>
Source record: 70602

On 23 Aug 1997 16:50:06 GMT, dklugh@iwaynet.net wrote:

>Actually it's the new games and demos that will probably break emulators.
>They do all sorts of weird things.A new thing is HIP mode.Basicly it switches
>between monochrome and palletted (9colours out of 128 colours/shades)
>80x200 mode.The net result is a 160x200 30 shades monochrome pictures.
>The secret is that the palletted (GR.10) mode has it's WIDE pixels shift
>horizontaly by one 160x200 pixels worth of space.The (GR.9) mode does not.
>Hence you can get twice the horizontal resolution,in addition to more shades.
>And the flickering is even not anoying.
>
>I very much doubt that emulators will support this.

I believe Atari800 by David Firth does, since my Win32 port seems to display them :-). I'd have to drag the 800 out of the closet to see if the colors are accurately blended though.

-Rich

1483. Re: Video games online

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-23 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970823113720.12536A-100000@fissure.scar>
Source record: 70603

On Fri, 22 Aug 1997, Tom Hunt Sr. wrote:

>
>
> Alan Christie <94chrisv@scar.utoronto.ca> wrote in article ...
>
> >Does anyone remember those Atari 8bit online services they had in the mid
> >80s that allowed JOYSTICK control and online multiplayer games that had
> >full color graphics? They seemed like such a great idea but the servcies
> >disappeared before 2400 bd modems became standard..
> >
> >these online services were advertsied in COMPUTE! or other magazines that
> >supported the Atari 8bit.. does anybody remember what I am talking about??
> >
> GCP (Games Computers Play) was one of them. As you say, they were ahead of
> their time. There was an Antic article about the service, and the people
> that ran it. Not sure which issue, though.

Yes! That is the name GCP. I think I saw that article in an Antic
magazine.. the screen shots were impressive. They looked like normal
Atari 8bit games. My question how slow were they? I mean colour grafx
and animation at 300 or 1200 bd?

Did any user on this sig ever try GCP out???

Alan

1484. Terminal on XLIT

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-23 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970823114210.12536B-100000@fissure.scar>
Source record: 70604

This is an open question to Atari 8bit emulator users..

Has anyone got any 8bit emulator (either XLIT or Xformer) to work with an 8bit modem program? (ie Bobterm) I can get bobterm loaded up but no modem handler and it exits. If I can find an RS232.COM file can Bobterm work? Has anybody got this modem program working on their PC?

Anybody....

Alan
University of Toronto
Computer Science and Management

1485. Free 800 to good home...

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-23 00:00:00 UTC
From: jmm@galstar.com
Message-ID: <872369473.26071@dejanews.com>
Source record: 70605

Jason Moncrief (jmm@galstar.com) is

Moving, must give away to good home:

Atari 800

850 interface box

810 floppy drive

All with power supplies, cables, and manuals

Lots of cart.s (e.g. joust,pool 400,star raider, missile command,

basic, pascal, pilot, etc.)

Lots if SW on diskettes (Castle Wolfenstien, Archon, Cut and Paste,
Forth, etc.)

WAY too much software to list, many with original box,manual,etc.

Software Automatic Mouth, and I may even have a light pen here
somewhere...

Will ship C.O.D. (you pay the postage) to the first intrepid soul to

send me their address.

Also have MANY books on programming (6502 Assy, Games for atari, De Re

Atari, Compute Books, etc.) if anyone is interested in these.

Would like ship all HW and SW to one address, but I might be willing to
break up the books.

I must be at work in another state by Sept 2, time is of the essence, IF
NOBODY WANTS IT, IT'S GOING TO THE DUMP. Email me quick, before Mom
throws it all out.

jmm@galstar.com (Jason Moncrief)

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1486. Re: !!!WARNING!!!Re: FS:

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-23 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <33ff794d.0@news.comet.net>
Source record: 70606

In article <872374710@stackbbs.xs4all.nl>, bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs) says:
>
> -=> Quoting Georgeh@comet.net to All <=-
>
> Ge> I thought that the 815 double disk drive was vaporware --
> Ge> that it never came out.
>
>Well, we have one. So it wasn't vaporware.
>But they are rare. I'm not sure if they were
>ever officially released though...

I saw one at a CES. But Atari took it back (not for trade).
I tried the next CES but was told that it was not being
put into production. Yes, the case was tooled. But
I don't think it ever was offered to the public.

GFH

1487. Re: !!!WARNING!!!Re: FS:

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-23 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <872374710@stackbbs.xs4all.nl>
Source record: 70607

-=> Quoting Georgeh@comet.net to All <=-

Ge> I thought that the 815 double disk drive was vaporware --
Ge> that it never came out.

Well, we have one. So it wasn't vaporware.
But they are rare. I'm not sure if they were
ever officially released though...

Bo.

___ Blue Wave/386 v2.30

1488. Re: 1020 Printer/Plotter

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-23 00:00:00 UTC
From: a_non_y_mouse@webtv.net
Message-ID: <5tnvl0dns1@newsd-112.bryant.webtv.net>
Source record: 70608

Ok, what did I do wrong? Is the 1020 considered a dog? I like
mine..... Should I get a differnt one? I have an Okimate 10 with no
cable, was the Oki better?

-B

bmoris@webtv.net

1489. Re: Video games online

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-24 00:00:00 UTC
From: davepat@total.net
Message-ID: <33ffcfac.0@news.total.net>
Source record: 70609

In an article dated Sat, 23 Aug 1997 15:38:38 GMT, someone named Alan Christie says...
>
>On Fri, 22 Aug 1997, Tom Hunt Sr. wrote:
>
>>
>>
>> Alan Christie <94chrisv@scar.utoronto.ca> wrote in article ...
>>
>> >Does anyone remember those Atari 8bit online services they had in the mid
>> >80s that allowed JOYSTICK control and online multiplayer games that had
>> >full color graphics? They seemed like such a great idea but the servcies
>> >disappeared before 2400 bd modems became standard..
>> >
>> >these online services were advertsied in COMPUTE! or other magazines that
>> >supported the Atari 8bit.. does anybody remember what I am talking about??
>> >
>> GCP (Games Computers Play) was one of them. As you say, they were ahead of
>> their time. There was an Antic article about the service, and the people
>> that ran it. Not sure which issue, though.
>
>Yes! That is the name GCP. I think I saw that article in an Antic
>magazine.. the screen shots were impressive. They looked like normal
>Atari 8bit games. My question how slow were they? I mean colour grafx
>and animation at 300 or 1200 bd?
>
>Did any user on this sig ever try GCP out???

Never tried it out, but I remember an Analog review. The gfx were in the 4-colour character mode, and were integrated into the term program. Thus, no heavy gfx to d/l. It advertised that the system could run at 300, 1200 was better, and 2400, well, who could afford so fast a modem?

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
And she handed me twenty dollars for a two-fifty fare
She said "Harry, keep the change."

1490. Re: Turbo Basic XL Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-24 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bcb083$9bf28d60$1cdb6686@mnemo.home.informatik.uni-bremen.de>
Source record: 70610

Fred Thompson <fhthomps@concentric.net> wrote in article
<01bcb057$251f8fc0$124badce@crc3.concentric.net>...
> I've tried to locate John Picken's e-mail address but it doesn't seem to
> work anymore. I'd appreciate ANY information that would lead me to source
> code for Turbo Basic XL.

> As an aside, and to pre-empt any silliness by self-appointed thought
> police, my understanding is that someone, somehow obtained a German
> copyright for Turbo Basic XL. Quite frankly, such a copyright wouldn't
hold
> up unless it was by the original author and even then it would be VERY,
> VERY, VERY difficult to enforce due to its distribution as public domain
> prior to that.

"Turbo Basic XL" was published in the German computer magazine "Happy
Computer", a publication of Markt & Technik. Both are extinct. Source code
never was published publically as far as I know and I've never read
anything about it having leaked out. The original author is Frank
Ostrowski, who developed GFA-Basic for the Atari ST thereafter as far as I
know. I really wonder how someone could secure the rights to a freeware
program that is about 12 years old.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

1491. Re: !!!WARNING!!!Re: FS:

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-24 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <34004587.2442@erols.com>
Source record: 70611

Bo Schreurs wrote:
>
> -=> Quoting Georgeh@comet.net to All <=-
>
> Ge> I thought that the 815 double disk drive was vaporware --
> Ge> that it never came out.
>
> Well, we have one. So it wasn't vaporware.
> But they are rare. I'm not sure if they were
> ever officially released though...
>
> Bo.
>
> ___ Blue Wave/386 v2.30

In another thread, I wrote of seeing one once. It was on the service bench of a local Atari dealer who has long since gone. I asked about it and was told that it was dropped off for repairs, but never picked up. That was OK -- the service tech couldn't get his hands on schematics.

Somebody else in this NG stated that the drive was released, and then discontinued because of manufacturing problems. Somebody else claims to have the drive AND the schematics. You also have one. So, it wasn't vapor ware.

Speaking of drives, I saw a prototype of the XF351 at a user group meeting. I'm still irked about the attitude of the software houses at that time. Atari wanted to produce a 3.5" drive. They were told that if they did, the software houses wouldn't continue to issue Atari software because the size of the installed base couldn't justify the expense of producing it for two sizes of media. Atari pulled the drive.

Then the software houses turned right around and produced software on 3.5" disks for the Apple //c+ (certainly a new model with limited appeal) and that 65816 Apple (funny how I can't remember what it was called.)

1492. Re: Free 800 to good home...

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-24 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R2408971137300001@nntp.ix.netcom.com>
Source record: 70612

I'm interested...

Where are you located? If you're anywhere between Seattle, WA, and Reno,
NV, I can pick up the schtuff this weekend, since I'll be driving that way.

I'm going to be gone for a week, tho, so I wouldn't be around to pay the
COD if you mailed it.

In article <872369473.26071@dejanews.com>, jmm@galstar.com wrote:

>Jason Moncrief (jmm@galstar.com) is
>
>
>
>
>
>
>
>Moving, must give away to good home:
>
>
>
> Atari 800
>
>
>
> 850 interface box
>
>
>
> 810 floppy drive
>
>
>
> All with power supplies, cables, and manuals
>
>
>
>
>
>
>
> Lots of cart.s (e.g. joust,pool 400,star raider, missile command,
>
>

>
> basic, pascal, pilot, etc.)
>
>
>
>
>
>
>
> Lots if SW on diskettes (Castle Wolfenstien, Archon, Cut and Paste,
>Forth, etc.)
>
>
>
>
>
>
>
>WAY too much software to list, many with original box,manual,etc.
>
>
>
>Software Automatic Mouth, and I may even have a light pen here
>somewhere...
>
>
>
> Will ship C.O.D. (you pay the postage) to the first intrepid soul to
>
>
>
>send me their address.
>
>
>
>
>
>
>
>Also have MANY books on programming (6502 Assy, Games for atari, De Re
>
>
>
>Atari, Compute Books, etc.) if anyone is interested in these.
>
>
>
>
>
>
>

>
>Would like ship all HW and SW to one address, but I might be willing to
>break up the books.
>
>
>
>
>
>
>
>I must be at work in another state by Sept 2, time is of the essence, IF
>NOBODY WANTS IT, IT'S GOING TO THE DUMP. Email me quick, before Mom
>throws it all out.
>
>
>
>
>
>
>
>jmm@galstar.com (Jason Moncrief)
>
>--------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

1493. Looking for 32-bit signed integer math routines in 6502 assembly

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-24 00:00:00 UTC
From: Ronald Kneusel <rkneusel@post.its.mcw.edu>
Message-ID: <Pine.SOL.3.96.970824194010.22408D-100000@post.its.mcw.edu>
Source record: 70613

Subject says it all. Specifically, I'm looking for 32-bit _signed_
multiplication and division:

32-bit * 32-bit = 64-bit (or 32-bit ignoring overflow)

32-bit / 32-bit = 32-bit (plus remainder)

I've found 16-bit routines but was wondering if anyone had 32-bit routines
in 6502 assembly handy.

Any help appreciated!

- Ron Kneusel
rkneusel@post.its.mcw.edu

1494. Re: Star Raiders for ST, tell me about it

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-24 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m290xqltvs.fsf@caligula.srv.net>
Source record: 70614

"Gary Tabar Jr." <nebula@digital.net> writes:

> HUH?? they did a newer version of star raiders on the st???

Yes, previous posts summed it up pretty well--- they did a remarkable
job re-creating much of the game, but completely failed to carry over
the tight gameplay of the 8-bit version.

> Does the pc emu run it?? and if so, where can I get both the emu and the
> star raider rom??

It's not a rom, it was sold on disk I think. :) Anyway, don't bother,
it's really not any fun. I think I played a pirate copy a total of
about two times, back when I still had an ST around. By comparison, I
still play Star Raiders on one of my 8-bits at least once a month or
so.

Brent

1495. Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: archieb@msn.com
Message-ID: <872508575.15660@dejanews.com>
Source record: 70525

With the latest trend of releasing old software for pc's and game console machines, I was hoping for a re-release of most, if not all, Synapse titles. Has anyone heard if Synapse is still around??

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1496. Re: Formatting Atari diskettes in BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <340266DC.2364@mail.utexas.edu>
Source record: 70526

PBjurman wrote:
>
> Is there any way to format a blank diskette in BASIC (i.e. a format
> command) or in Atariwriter for use in the 1050 disk drive?
>
> -Sam
This was taken from the DOS 2.5 : 1050 owner's manual:

```
The XIO command is a general INPUT/OUTPUT statement used for special
operations. It is used when you want to perform some of the functions
that would otherwise be performed using the DOS Menu selections. These
XIO commands are used to open a file, read or write a record or
character, close a file, reference a location in a file for reading or
writing, or to rename, delete, lock, or unlock a file. Note that
XIO calls require filespecs.

CMDNO OPERATION EXAMPLE

13 STATUS Request XIO 13,#1,0,0,"D:TEST.BAS"

32 RENAME XIO 32,#1,0,0,"D:OLD, NEW"

33 DELETE XIO 33,#1,0,0,"D:TEMP.BAS"

35 LOCK FILE XIO 35,#1,0,0,"D:ATARI.BAS"

36 UNLOCK FILE XIO 36,#1,0,0,"D:DOSEX.BAS"

253 FORMAT DISK XIO 253,#1,0,0,"D1:"
(format single density)

254 FORMAT DISK XIO 254,#1,0,0,"D1:"
(format enhanced density)

++++++++++++++++++++++++++++++++++++++++
```

I believe that one of these last two should do the trick.may be a
better way, don't recall.

```
Hope this helps.

cheers,
robert
```

1497. Re: Video games online

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2508972156130001@port327.bitstream.net>
Source record: 70527

In article <Pine.GSO.3.95.970824202901.19892A-100000@fissure.scar>, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

> > >> GCP (Games Computers Play) was one of them. As you say, they were ahead
> > of
> > >> their time. There was an Antic article about the service, and the people
> > >> that ran it. Not sure which issue, though.
> > >
> > >Yes! That is the name GCP. I think I saw that article in an Antic
> > >magazine.. the screen shots were impressive. They looked like normal
> > >Atari 8bit games. My question how slow were they? I mean colour grafx
> > >and animation at 300 or 1200 bd?
> > >
> > >Did any user on this sig ever try GCP out???
> >
> > Never tried it out, but I remember an Analog review. The gfx were in the
> > 4-colour character mode, and were integrated into the term program. Thus,
> > no heavy gfx to d/l. It advertised that the system could run at 300, 1200
> > was better, and 2400, well, who could afford so fast a modem?
> yeah, in the early 80s a 24oo baud modem (hayes) was around $899 US
> according to an old Antic...
>
> Character grafx would be faster to translate... that would be a very
> interesting thing to see.. (a screen shot of GCP_

As I remember (from reading about it--never tried it myself), the games were not downloaded as you played. Rather, they already were on your computer (either as a cartridge, a disk, or downloaded earlier--not sure which). Only your joystick movements (and your opponents') were transmitted, so everything was in realtime and played like normal games, except your opponents were somewhere in cyberspace (as we now call it). Games you can play over networks (and the internet) are the same idea.

Mark

1498. the WARDEN

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <872721552@stackbbs.xs4all.nl>
Source record: 70528

Does anyone know what's wrong at 'THE JAIL', Atari 8-Bit BBS of Sysop the Warden ? (Toronto/ Canada).

I'm asking this cause Europe is networking with the Jail. ABBUC in Germany is getting mail over there, and the Jail should get mail at Thunderdome in the Netherlands, but since a few weeks no new-mail arrived in Germany, and the mail at Thunderdome is still waiting to be networked with the USA and Canada...

Sysop FOX-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1499. Re: Printer question:

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <5tqnij$d21$1@news.dmv.com>
Source record: 70615

Bo Schreurs (bo.schreurs@stackbbs.xs4all.nl) wrote:
: -=> Quoting Almazzei@aol.com to All <=-

: Al> In my box of miscellaneous Atari hardware sits an odd cable with an
: Al> Atari peripheral connector on one end, and a Centronics parallel on the
: Al> other. My question is this: Is it THAT easy to hook up a modern printer
: Al> to my 8-bitter, or is that just somebody's "Easy way out" of buying an
: Al> adapter of some kind with a voltage regulator and driver disk of some
: Al> kind? Help! Because if it's that easy to just plug in any parallel
: Al> printer, wouldn't it be kinda cool to hook up a cheap ink jet and see
: Al> what the output of an Atari REALLY looks like? Cool...

: What's more in that box <grin>?
: It can be that easy, there are cables out there who have hardware
: build in to hoop up a Centronic printer to your XL/XE.
: But before buying an expensive inkjet, why not try it out with
: a simple matrix printer first. If it doesn't work, no much harm...

: Bo.

: ps, you could try and find a real Atari printer in that hardware box :D
: ___ Blue Wave/386 v2.30

One such device to hook an Atari 8-bit to a parallel printer was the
MicroPrint by Supra Corp. It had a Centronics connector on one end of
a 5 foot cable with an oversized shell containing a small circuit board.
On the other end was an Atari SIO connector. It'd work with any model of
A8 except the 1200XL (simple modification required to the computer). I
believe American TechnaVision (510-352-3787) still has the MicroPrint for
$9.95.

Steve

1500. Re: Video games online

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970824202901.19892A-100000@fissure.scar>
Source record: 70616

> >> GCP (Games Computers Play) was one of them. As you say, they were ahead
> of
> >> their time. There was an Antic article about the service, and the people
> >> that ran it. Not sure which issue, though.
> >
> >Yes! That is the name GCP. I think I saw that article in an Antic
> >magazine.. the screen shots were impressive. They looked like normal
> >Atari 8bit games. My question how slow were they? I mean colour grafx
> >and animation at 300 or 1200 bd?
> >
> >Did any user on this sig ever try GCP out???
>
> Never tried it out, but I remember an Analog review. The gfx were in the
> 4-colour character mode, and were integrated into the term program. Thus,
> no heavy gfx to d/l. It advertised that the system could run at 300, 1200
> was better, and 2400, well, who could afford so fast a modem?
yeah, in the early 80s a 24oo baud modem (hayes) was around $899 US
according to an old Antic...

Character grafx would be faster to translate... that would be a very
interesting thing to see.. (a screen shot of GCP_

Alan
University of Toronto
Computer Science and Management

1501. Re: Former 8bit SysOps: Looking for Atascii files.

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: mhop <mhop@snip.net>
Message-ID: <01bcb10a$979d77c0$LocalHost@computer-name>
Source record: 70617

> >Homer, I know there are a bunch at the JACS BBS in southern NJ. (609)
> 346-1224.
> >The sysop can be reached at mailto://mhop@snip.net .

I don't the *.ATA files are on the bbs yet. I only recently found them on floppy. When I connect my 8 bit to a modem, I will upload them. If you want them faster, you'll have to nag me. Here or in email. I keep forgetting. :)

--
mhop@snip.net

1502. Re: Printer question:

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: almazzei@aol.com
Message-ID: <19970825042101.AAA18778@ladder01.news.aol.com>
Source record: 70618

>What's more in that box <grin>?

Ask and ye shall receive:

A dead 130XE
A dead XF551
A seldom-used XM301 (300 baud for 800XL, XE series or hacked 1200XL)
Two dead 800XLs
One 800XL with less than 10 hrs. on it
Four 1050 FDs (one with less than 5 hrs. on it), all working
MANY Atari peripheral cables
Five 800XL power supplies
And a few odds and ends I haven't seen in a while...

Anybody need anything...(?)

Vive Analogue!
Louis

1503. Wanted: Fort Apocolypse for the 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: almazzei@aol.com
Message-ID: <19970825042801.AAA19231@ladder01.news.aol.com>
Source record: 70619

I don't care if it's a cartridge or disk, but I must have this game...
thanks!

Vive Analogue!
Louis

1504. Sorry,no 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: jmm@galstar.com
Message-ID: <19970825012017264525@star072204.galstar.com>
Source record: 70620

Sorry folks! The Atari 800, all software, and surprisingly all of the books, have found a goog home. Thank you all for responding. I wish I had I had enough for everybody, but I don't. Sadly, if you're reading this, you're not the lucky winner. Play again in 2004, when I give away my PowerMac 6400 and Pentium 133.
-jmm (Jason Moncrief)

1505. Re: Xformer cable... can anyone get it working?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: Stephen Knox <gooch@pop.erols.com>
Message-ID: <3401F651.1B40@pop.erols.com>
Source record: 70621

I got mine to work only after messing around for quite awhile.

Problem #1 - Won't work under Windows 95. You need to create a boot
disk or run an older version of DOS from disk

Problem #2 - Doesnt work with my 1050 Happy drive. Only worked with my
normal unenhanced 1050.

I had other problems as well but have pretty much given up on it since I
can't writer back to the disk, can only read. I use my SIO2PC cable.

Later,
Steve

Robert S Ely wrote:
>
> The Morbid Guy wrote:
> >
> > erich.josef@hmv.ccc.or.at (Erich JOSEF) wrote:
> >
> > > >
> > > >Are your shure you plug in that cable on the parallel Connector?
> >
> > Like I have a choice... ;-)
> >
> > > > The
> > > >2nd Thing is: you don't need all cabels by the original SIO-Cable :
> > > >Are your sure, that the not usally strips are all isolated and make
> > > >not a bridge? This problem was my problem :-)
> > > >
> >
> > This is a Darek "The Bastard" Mihocka-manufactured cable. Opening it
> > up reveals only wires and a resistor.
> >
> > (remove antispam from email address to reply by email)
>
> Erich,
> That is correct and the instructions for building your own are posted
> on his web site.
> Mine tests OK according to the program, but I can't seem to communicate
> with either of my XF551 drives or my 1050. I'll e-mail Darek to see what
> he says then post his reply here.
>
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com

> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1506. Atari 130XE/7800 RGB??

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <3401F885.26399EEE@factor5.com>
Source record: 70622

Does anybody know if there is any chance to get an RGB signal out of an Atari computer or out of an Atari 7800??

In addition to that, has anybody modified his 7800 to have composite output? I did this with the method given at Greg Chance's site and the picture is still not as sharp as a regular Atari 8-bit composite picture. It could be much brighter, in addition.

Let me know if any of you fiddled around with that...

Julian

1507. Re: Speed of Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: Stephen Knox <gooch@pop.erols.com>
Message-ID: <3401F21E.367C@pop.erols.com>
Source record: 70623

My next door neighbor had a C64 and I an Atari 800. When the arcade games were released on computer the Atari version always lacked (esp in graphics) The most unfort thing was that Atari itself was producing this garbage, but anyhow yes Dig Dug on the 800 seems sluggish, has crappy graphics, and doesn't play like the arcade.

Actually, I take some of that back. The ground color was faithful to the arcade thanks to 256 colors whereas the C64 wasn't.

Later,
Steve

Scott wrote:
>
> I've been playing Dig Dug a lot lately and I've noticed that the Atari
> version seems to be slower than the C-64 version. Has anyone else ever
> noticed this? I still love both versions of the game but the Atari version
> just seems sluggish. Is it some programming limitation?
> --
> ---
> Scott Maxwell - scottm (at) nic (dot) com
> Finger me for my public pgp key or http://www.nic.com/~scottm/key.html
> Remember when SPAM was the world's favorite mystery meat?
> Surfing is fast. The Internet is not. Therefore I "Sloth The Net"

1508. Re: 800 XL Give away

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-25 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <5tt8kelu1@newsd-122.bryant.webtv.net>
Source record: 70624

i'd love to have it and i'd pay for shiping and handling so please
contact me at harveyklein@webtv.net
=A0 thank you

1509. FS: Indus GT $25

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-26 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <EFHy75.43t.0.bloor@torfree.net>
Source record: 70529

I have for sale an Indus GT disk drive for the Atari 8-bit computers.
Includes power supply, all manuals, and software. $25 plus shipping.

--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

1510. Re: Star Raiders for ST, tell me about it

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-26 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bcb1c3$b6782f00$2be6d7cc@ast-adventure>
Source record: 70530

thanks for the reply!!! now if only my xl-it would recognise my key
commands for rescue at fractalus...

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

David L Webster <dlw@netrox.net> wrote in article
<3401fc08.792617@news.netrox.net>...
> On 21 Aug 1997 00:49:00 GMT, "Gary Tabar Jr." <nebula@digital.net>
> wrote:
>
> >HUH?? they did a newer version of star raiders on the st???
> >
> >Does the pc emu run it?? and if so, where can I get both the emu and the
> >star raider rom??
> >
> >--
> > /| / ___ / / ___ / Gary Tabar Jr,
> > / | / /__ /__ / / / /__/ / @ Da Mouzzz...
> >/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net
> >
>
> It came on diskette. Believe me, it's so bad it's not worth the time
> or effort locating it. The original 8 bit version is far and away
> the better game.
> ----
> Dave Webster
> dlw@netrox.net
>

1511. Re: Speed of Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-26 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <340243c2.2096201@allnews.infi.net>
Source record: 70531

>My next door neighbor had a C64 and I an Atari 800. When the arcade
>games were released on computer the Atari version always lacked (esp in
>graphics) The most unfort thing was that Atari itself was producing
>this garbage, but anyhow yes Dig Dug on the 800 seems sluggish, has
>crappy graphics, and doesn't play like the arcade.

Hmmm, I think it may just be a tad unfair to compare a stock Atari 800 vs. the C64. The Atari predates the Commodore by a good bit of time. I remember buying a new 130XE rig for around $500 just about the same time my brother bought a new C64 outfit for around $1000 - even then Atari output was already in great decline, while new programming tricks were still being found on the Commodore. Be that as it may however, I also think that a lot of differences in the games were also the results of the code rather than the hardware.

Along those lines, I have the eternal wish that all 8-bitters of the time had - why oh why couldn't they (Atari) have taken the earlier versions of the classic arcade games and updated them to take advantage of the increased capability of the XE-class machines? I guess the answer, as always, is economics. Towards the end, a Super 128k Dig-Dug (or Joust or Pac-Man or Donkey Kong or whatever) using all of the memory, graphics, and sound tricks available to the 130XE wouldn't probably have returned the investment in development...

DB.

1512. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-26 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <5ttnbv$q3c$1@news.wco.com>
Source record: 70532

In article <872508575.15660@dejanews.com>, archieb@msn.com wrote:
>With the latest trend of releasing old software for pc's and game console
>machines, I was hoping for a re-release of most, if not all, Synapse
>titles. Has anyone heard if Synapse is still around??

Broderbund bought them out in 1985. Tramiel tore up a contract
Synapse had with Atari Inc. for SynCalc, SynFile+ and SynTrend.
Broke em! (probably not the only reason)

1513. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-26 00:00:00 UTC
From: gresh001@mailhost1.csusm.edu
Message-ID: <5tu073bvv0@199.106.176.134>
Source record: 70533

On Wed, 20 Aug 1997 22:10:37 -0700, ziggy29@netgate.net (Tim Irvin)
wrote:

>> > No, the 400 had a 'kid-proof' keyboard with a membrane over the
>> > virtually no-stroke keys. A bad marketing decision.

>"A while" became about two minutes, as I grew frustrated *very*
>quickly with that thing.
>
>But it is good for 16K cartridge games, as good as the 800 or 800XL...

Let me tell ya, there was a day when I would sit infront the 400 all
night typing in games from antic and analog. After many callouses on
my fingers, I bought a full stroke keyboard for the 400 and it still
felt like typing on rocks. Always wanted a 1200 keyboard....

1514. Re: Atari - the beginning of everything

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-26 00:00:00 UTC
From: a_non_y_mouse@webtv.net
Message-ID: <5u05k1$h68$1@newsd-113.bryant.webtv.net>
Source record: 70534

I remember thinkng the atari computers were, well, wierd in '82-'83. Then again... I was used to dealing with mainframes. But they sure seemed to inspire a more loyal cult than did the trash '80s or the C64's. And now I really understand what I was missing...

But the 2600 sure as 'ell was the beginning of the man/computer interface on a mass scale, and im glad people arent going to let that memory die out.

-mouse

1515. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-26 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <707.7177T1334T599@pianosa.demon.co.uk>
Source record: 70535

Whilst reading the rubbish I usually find here, Maury Markowitz wrote something interesting about Re: Atari fastest computer?,

Hello Maury,

>> Just a wild guess. But is the frequency 1/2 of the color
>> burst crystal from TV sets? Probably the fall out are
> This likely explains why the machines ran at a different speed in Europe

That and the fact that the frequency of our ac supply is 50Hz, not 60Hz.
Knowing that some software took it's timing from locations 18, 19, & 20,
which looked at the supply frequency.....

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

You've got your body in suspension. - Problem; Sex Pistols

1516. Re: Speed of Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2k9h8m2sl.fsf@caligula.srv.net>
Source record: 70536

Stephen Knox <gooch@pop.erols.com> writes:

> All the limitations were code related vs hardware related. When a
> company took the time the 800 would usually shine vs the C64 version,
> but Atarisoft rarely took the time.

Yes, a friend of mine whose Atari gear has been sitting in his closet
for about ten years once summed it up nicely: "The Atari had superior
[graphics] hardware, but also required more *skill* to program."

Brent

1517. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <340832b7.6020316@news.demon.co.uk>
Source record: 70537
Body handling: HTML body converted to readable text

The other Day Paul Castellani Jr wrote:

> Very true...A great favourite is Survivor which I have never seen
> onany sites. Its like a top view Chopper rescue in Space...

> Simple idea but good fun....

>A bit like the arcade Bosconian. Also supported up to 4 players
>(2 pilots and 2 gunners)

>Actually, I thought Dimension X was one of the best titles to come from
>the Synapse Line. Smoothest scrolling I have ever seen on the ATARI. And
>lets not forget Zeppelin or Blue Max either.

Dim X was very nice indeed, as was Blue max (not blue max 2001 tho)
but Zeppelindrove me nuts since I got it but didnt know what I was
doing with the things I picked up...can you tell me what to do with
the bits??....What do you do to finish the level??

BTW what did you post this message with, it was knee deep in HTML
code, so I cleaned it up to make it a bit easier on the eyes..:))

--
Paul....

Windows 95: n. 32 bit extensions and a graphical shell for
a 16 bit patch to an 8 bit operating system
originally coded for a 4 bit microprocessor,
written by a 2 bit company, that can't stand
1 bit of competition.

1518. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34073161.5678546@news.demon.co.uk>
Source record: 70538

The other Day jlodoen@mega.megamed.com (Jeff Lodoen) wrote:

>In article <3405f3f0.4863232@news.demon.co.uk>, mclane@dellos.demon.co.uk wrote:
>>The other Day "Fred Thompson" <fhthomps@concentric.net> wrote:
>>
>>>> Broderbund bought them out in 1985. Tramiel tore up a contract
>>>> Synapse had with Atari Inc. for SynCalc, SynFile+ and SynTrend.
>>>> Broke em! (probably not the only reason)
>>>
>>>That guy really was a jerk, wan't he? Synapse created some of the best
>>>titles then.
>>
>>Very true...A great favourite is Survivor which I have never seen on
>>any sites. Its like a top view Chopper rescue in Space...
>>
>>Simple idea but good fun....
>
>A bit like the arcade Bosconian. Also supported up to 4 players
>(2 pilots and 2 gunners)

Yep, again its simple but great fun to play in the same way that
Jumpman and Spelunker...

(if someone says "but they are platformers and survivor isn't" I'll
shout!!!)
--
Paul....

Windows 95: n. 32 bit extensions and a graphical shell for
a 16 bit patch to an 8 bit operating system
originally coded for a 4 bit microprocessor,
written by a 2 bit company, that can't stand
1 bit of competition.

1519. ANOTHER TERRY ORTMAN ANNOUNCEMENT

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <34046028.30A08CD2@aol.com>
Source record: 70539

Terry,

You LOSER!!!!

Try to tell the WHOLE truth, not your truth. I told you I'd buy
your ATR 8000 IF since you have such a bad reputation I could do the
following:

1. Ship the ATR8000 COD cash only
2. Since I'm friends with the UPS drivers I'd open the box in front of
him to see if you
actually sent me the ATR8000 and not a brick.
3. As for the TRAK disk drives... YES I did have them and I GAVE THEM
AWAY to
the members of the Ol' Hackers club in Long Island, New York.

Terry,

Get something VERY VERY straight, don't even bother to try and turn
things around when it comes to me, too many people know me personally
and know I don't pull bullshit, especially the type of bullshit you
pull, you messed with a friend of mine, stole his money and never
shipped his goods, so you can bet your sweet ass that anytime I see a
post from you I'm going to plaster a warning all over the newsgroups,
all over the Telnet BBS's you haunt and even the old analog dial-up
BBS's you hide and lurk in. I'll make sure everyone knows your the
criminal you are. I'm not the one hiding, I'm not the one who is
barred from half the internet, I'm not the one who has to change my
handle every week, I'm not the one who has to call myself ANONYMOUS, I'm
not the one who puts a PHONEY reply address when your REAL reply is:
TORT@SPRINGNET1.COM. You wanna steal from people, then get real used
to people comming down on you and haunting you, thats what happens to
criminals!!!!!!!!!!!!

Curt

1520. Re: email for bob puff, or c

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3404640A.75C242B8@aol.com>
Source record: 70540

A CSS Black Box is a T shaped interface card that plugs into the back of an Atari 800XL or 130XE (Never seen one plugged into a 600XL).

The interface give you a ROM based debugger and sector editor, a SCSI - 1 compatible hard drive interface, a Parallel port interface and a high speed Rs-232-c serial interface. There is also an expansion header on the interface for a parallel bus disk drive controller daughterboard (sold seperately). It is a very nicely made interface board and works very well, one note though: the interface board does NOT come in a case, its a bare board only. CSS used to sell a case, but it was very poorly made (unlike the interface itself which is high quality). Its nice being able to BOOT from a SCSI hard drive connected to your Atari and keep practically all of your data and games on hard disk. Once your hard disk is set up and running and all your data is installed, you don't even need your disk drive connected or turned on anymore (unless of course you need to copy something to or from a diskette).

Curt

1521. Re: Tape Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970827185501.OAA28132@ladder01.news.aol.com>
Source record: 70541

In article <5tved4eiv1@newsd-111.bryant.webtv.net>,
a_non_y_mouse@webtv.net (A-Non-Y Mouse) writes:

>
>Wich one was better?? The 410 or the 1010(?). And are they both
>compatible with the XL's?

As far as function, it's 6 of one, half dozen of the other. Since they
are not intelligent devices, they work equally well on 400, 800, XL's and
XE's. The 1010 only takes up a little more than half the footprint of the 410.

1522. Re: Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <340598de.92155457@news.inc.net>
Source record: 70542

On Sun, 17 Aug 97 12:27:03 GMT, Not@Home.Here <www.kwll.demon.co.uk>
(Lawrence Staveley) wrote:

>In article <5t6n4f$a1s$5@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:
>>I'm sorry,but you just said that it cost "u15".The "u" has a apostrophe above
>>it.Please don't use Atari-specific characters in USENET posts.

>Eh? It's a Pound Sterling sign, and it's a Windows character, so don't go
>blaming a tried and tested system like an Atari for that. Blame Big Bad Bill
>and his Bumbling OS.

Windows is a great OS. It's bumbling users (like yourself) that don't
realize that different character sets have different characters. Try
using a character set that conforms to ANSI specs. :)

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

1523. fs: Atari 800XL System

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: salimk@nt.com
Message-ID: <5u1tbp$gmm@bcrkh13.bnr.ca>
Source record: 70543
Cross-posted to: alt.games.video.classic,rec.games.video.classic,att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies

Most of the items have manuals, orignal Boxes.

Everything is in excellent condition.

All for $130

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

1524. Re: Game screen shots and manual archive (08/06/97)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <3406a115.94258317@news.inc.net>
Source record: 70544
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,comp.sys.ti,comp.sys.tandy,rec.games.video.classic

On 14 Aug 1997 09:36:06 GMT, "Kevin Horton" <khorton@iquest.net>
wrote:

>unless matters make me post otherwise. I would drop him into my
>killfile, however since W95 doesn't have a decent newsreader, this is
>not an option.

Agent for Windows 95 is a GREAT newsreader. Among a pleathora
features, filtering messages is one of them. Check it out. I have
never seen a better news reader than Agent, but I surely haven't seen
em' all.

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

1525. FS: Indus GT $25

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <872720291@stackbbs.xs4all.nl>
Source record: 70545

-=> Quoting Bx557@torfree.net to All <=-

Bx> I have for sale an Indus GT disk drive for the Atari 8-bit computers.
Bx> Includes power supply, all manuals, and software. $25 plus shipping.

Hi, I'm interested, if you still have it for sale that is.
Let me know if you want to sell it to me.
Of course I pay shipping as well...

Bo Schreurs.
The Netherlands (Europe).

ps, I will pay by Cashiers Check.

___ Blue Wave/386 v2.30

1526. Questron???

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: "B. Sturk" <bsturk@_spam_nh.ultranet.com>
Message-ID: <3404B8DC.279C@_spam_nh.ultranet.com>
Source record: 70546

Is this anywhere to be found? I've looked everywhere. What a great
game. A lot like Ultima III in someways. Acid Jelly :] If anyone
could point me in a warm direction I would be forever thankful!
--
Brian Sturk SW/Engineer (remove _spam_ to e-mail, Thanks!)

Curator of The Unofficial Borland C++ Builder Page
http://www.nh.ultranet.com/~bsturk
"Whatever happened to Pong?" Frank Black, The Pixies

1527. Re: Atari mouse question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: denon@netvision.net.il
Message-ID: <3404a7dc.1559611@news.netvision.net.il>
Source record: 70547

I had an St mouse connected to my 8-bot atari computer once.. there
are several program that can work with An st mouse connected to the
atari,
i also so a driver one in an Europian disk, that initialize the
Mouse!!!...

Sorry that i can't give you more exact detail, if i find out more i
will let you know... i need to sort out some stuff becuse i know i
have the driver some where!!!

On 15 Aug 1997 13:27:31 GMT, almazzei@aol.com (A L Mazzei) wrote:

>I was recently given one of those grey mice from the ST line, and was
>wondering if it would work on one of my 8-bitters. If so, is there any
>8-bit software that supports a mouse? Curiouser and curiouser...
> Thanx,
> Louis

1528. Re: Speed of Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970827170137.5721D-100000@fissure.scar>
Source record: 70548

On Tue, 26 Aug 1997, Stephen Knox wrote:

> All the limitations were code related vs hardware related. When a
> company took the time the 800 would usually shine vs the C64 version,
> but Atarisoft rarely took the time.
>
> Later,
> Steve
>
> Dave Bertschy wrote:
> >
> > >My next door neighbor had a C64 and I an Atari 800. When the arcade
> > >games were released on computer the Atari version always lacked (esp in
> > >graphics) The most unfort thing was that Atari itself was producing
> > >this garbage, but anyhow yes Dig Dug on the 800 seems sluggish, has
> > >crappy graphics, and doesn't play like the arcade.
> >
> > Hmmm, I think it may just be a tad unfair to compare a stock Atari 800
> > vs. the C64. The Atari predates the Commodore by a good bit of time. I
> > remember buying a new 130XE rig for around $500 just about the same
> > time my brother bought a new C64 outfit for around $1000 - even then
> > Atari output was already in great decline, while new programming
> > tricks were still being found on the Commodore. Be that as it may
> > however, I also think that a lot of differences in the games were also
> > the results of the code rather than the hardware.
> >
> > Along those lines, I have the eternal wish that all 8-bitters of the
> > time had - why oh why couldn't they (Atari) have taken the earlier
> > versions of the classic arcade games and updated them to take
> > advantage of the increased capability of the XE-class machines? I
> > guess the answer, as always, is economics. Towards the end, a Super
> > 128k Dig-Dug (or Joust or Pac-Man or Donkey Kong or whatever) using
> > all of the memory, graphics, and sound tricks available to the 130XE
> > wouldn't probably have returned the investment in development...
> >
> > DB.
>
>
There were 2 versions of Dig Dug for the 8bit. One of them was crappy,
but the cartridge version I had was nearly arcade perfect. Great colours,
etc etc.. There was a dig dug 5200 version that realy stunk too.

Alan

1529. Re: email for bob puff, or c

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2708972228140001@port339.bitstream.net>
Source record: 70549

In article <5tvdf2egu1@zwieracz.psych.uw.edu.pl>, maciej grzeszczuk
<krap@zwieracz.psych.uw.edu.pl> wrote:

> Fri, 22 Aug 1997 18:01:00 GMT Bo Schreurs napisal byl w comp.sys.atari.8bit:
> > I have his email address, but I'm not sure if I'm allowed to pass it on.
> > You could always give him a call of course.
> > Black Boxes are $199.
>
> what exactly is a black box?

It's an add-on board for the 600XL, 800XL, and 130XE. It adds an RS-232
port, a parallel printer port, an SASI/SCSI hard disk port, and some OS
enhancements. [Paraphrased from the CSS brochure.]

Mark

1530. Re: Atari 130XE/7800 RGB??

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-27 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <745.7178T1213T2169@pianosa.demon.co.uk>
Source record: 70550

Whilst reading the rubbish I usually find here, Curt Vendel wrote something interesting
about Re: Atari 130XE/7800 RGB??,

Hello Curt,

>unresolved. The Antic and GTIA were just never intended for RGB use
>and to give the same colors as a composite signal.

That's pretty much what I thought.

> But there is hope! For $125 you can buy a TV to VGA adapter box,
>ATI Tech makes just such a converter box.

Even at $125, it's too pricey, IMO. Doubly so, for a system that has an
inherent value of under $50. As you say though, the option is there.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

Haven't I seen you somewhere 'round before?
Dead Ringer; The Stranglers

1531. POKE question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19970828001200.UAA20135@ladder01.news.aol.com>
Source record: 70551

It's been awhile since I've toiled with my 130XE, and I don't have my references manually handy, as they're stored away in another location, out-of-state.

Three questions: what are the POKE commands to do the following: speed up the cursor, turning on smooth scrolling (in GR. 0 mode), and to turn off the keyboard sound?

Thanks!

/-Jack

1532. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5u33gn$c5a$5@triglav.iwaynet.net>
Source record: 70552

On 1997-08-19 georgeh@comet.net(GeorgeF.Hardy) said:
>In article <maury-1808971038170001@199.166.204.230>, maury@softarc.
>com (Maury Markowitz) says: >
>> They were wrong, although it was the fastest 6502 based computer
>>available. It ran at just under 2MHz, whereas most other 6502
>>based machines (Acorn, Apple II, C64, PET) all ran at just under
>1MHz. >
>> The Z80 based CPM machines were contemporary, and ran around
>>4MHz, although they were primarily found in businesses and were
>>nowhere as widespread as the 6502 based machines.
>BUT!!! The code efficiency of the 6502 (and the later 65C02) is
>very great. I found that the 65C02 would beat the 8088 by about
>6 to 1.

A 8088 is a 16-bit chip.We're talking about Z80s,a enhanced version of the
8080.
What were you doing that gave you such a speed advantage of a 16-bit CPU?

>It is very easy to complie code for the Z80. But the 6502
>*requires* human assembly language coding. A 65C02, EVEN

Well any professional programme requires human assembly.What are you going to
do it in? Compiled BASIC or C? (both need a run-time)
I can understand a beginner using ACTION!,but you should eventually move
towards assembly.(at least in part)
I've heard that on the PC many programmes are written in VISUAL BASIC!
BASIC is fun,but it's time to crawl out of the cradle eventually.

>TODAY, is a very competitive processor. (and I hate Mensch)

Who?

Net-Tamer V 1.09 - Test Drive

1533. Re: Atari - the beginning of everything

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5u32kl$oi1$1@nuke.csu.net>
Source record: 70553

Brent Buescher (buesch@srv.net) wrote:
: The C64s seem to still have a very large and equally loyal following
: from the virtue of sheer number (especially outside of the US). The
: Apple II folks seem to have moved on except for the contingent of
: teachers still using them.

Tells you about the school systems. :^[

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1534. Re: POKE question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5u33c2$oi1$3@nuke.csu.net>
Source record: 70554

Eplicon (eplicon@aol.com) wrote:
: Three questions: what are the POKE commands to do the following: speed
: up the cursor, turning on smooth scrolling (in GR. 0 mode), and to turn off
: the keyboard sound?

(1) Speed up cursor: POKE 730,1

(2) Scrolling: Dunno offhand

(3) Keyboard sound off: POKE 731,1 (,0 to turn back on)

(4) You didn't ask, but turn off disk I/O noise: POKE 65,0 (I think, 1=on)

Enjoy!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1535. Re: Speed of Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5u33en$c5a$4@triglav.iwaynet.net>
Source record: 70555

On 1997-08-17 scottm@nic.com(Scott) said:
>I've been playing Dig Dug a lot lately and I've noticed that the
>Atari version seems to be slower than the C-64 version. Has anyone
>else ever noticed this? I still love both versions of the game but
>the Atari version just seems sluggish. Is it some programming
>limitation? --

The Commodore has MOBs instead of P/M (Player/Missile) graphics.
There are 8 MOBs (as opossed to 4),and they can have multiple colours.
(you have to combine two (of the precious 4) to do that on Atari)
They're also faster to move verticaly.And wider.
(but Atari's are MUCH taller)
Single coloured MOBs are in the 320x200 resolution.
(P/Ms are rendered in 160x200,as are multi-coloured MOBs)

Commodore seems better for arcade games.Gauntlet is also faster on the
Commodore.Atari is better for Atari-specific games like BallBlazer.

I'd say that the game was made by someone used to arcade-style graphics.

Net-Tamer V 1.09 - Test Drive

1536. Re: MoDem on an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5u33h0$c5a$7@triglav.iwaynet.net>
Source record: 70556

On 1997-08-19 almazzei@aol.com(ALMazzei) said:
>I was wondering if anyone knew whether or not a MoDem could be
>connected to a 400, and if so, is there a term prg. out there that
>will run in 16K of RAM? What is the 850 interface? Dear Abbey I'm
>confused... Thanks,

A 1030 modem has a built-in handler and term programme that'll work in 16k.
But remember that most PC BBSes are made on the assumption that EVERYONE has a
PC and hence everyone has ANSI (as opossed to VT100),IBM character sets and
80 coloumns.

If you're not serious about the atari,just check out a thrift store for a cheap
PC.
(I just bought a Laser XTE with over 700k of EMS and 64c RGB monitor for $17)

Net-Tamer V 1.09 - Test Drive

1537. HELP- Want game music!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5u343q$oi1$5@nuke.csu.net>
Source record: 70557

Hey all you CMC tune writers! Would any of you like to write some music
for me? (A fellow named Marcus offered help at one point, but he's not
gotten back to my e-mail yet!)

Please e-mail me and I'll give you details... I'd also like to know
any details of the CMC system (or, if there's anything better)...

RAM requirements for player.
Time requirements for player.
RAM requirements for tunes (ie, how many K per minute on average).

I'm interested in about a dozen original tunes. I can't pay, but they'll
be incorporated into some new Freeware games I'm making! :)

Thanks!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1538. Re: SIO2PC sources?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <5u3pebnqb1@korweta.task.gda.pl>
Source record: 70558

In article <#iPtpGGs8GA.145@nih2naac.prod2.compuserve.com>, Will Dwinnell
<76743.1740@CompuServe.COM> wrote:
>Hello all,
>
> I have tried contacting Nick Kennedy via e-mail without
>luck. Does anyone know of a good source for SIO2PC cables and
>software?

try:
http://komodo.ebay2.com/aw-cgi/ItemISAPI.dll?ViewItem&item=93465

or contact me directly at:
burzynski@cbmpan.gdynia.pl

1539. Re: Atari 400 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970828125301.IAA06010@ladder02.news.aol.com>
Source record: 70559

In article <34036DD9.76F@mail.cadvision.com>, The Advisory Group
<tagcgy@mail.cadvision.com> writes:

>Hi! I have just acquired a venerable 400 for my collection (love that
>membrane keyboard) but it didn't include a power supply. A look through
>the docs that I got didn't reveal any specs on the power requirements.
>Can anybody tell me what kind of adaptor I need to feed my 400?

It takes the same 9vac supply as the 800, as well as all of Atari's drives
(810, 1050, XF551).

Hope this helps.

1540. Re: The Ortman Challenge! LETS GET READY TO RUMBLE!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <34056DB0.FCB1825C@aol.com>
Source record: 70560

Hi Reinhard,

Sounds like a plan! Well, looks like good old Terry has gone into hiding and has my email account down on his filter to send me his childish (Yo Mother was a such and such) nonsense. I was looking so forward to going there, its a 3 hour flight, I have a friend who can get me airline tickets at the drop of a dime (no one week wait) and I would have had no reservations flying out there. Well, ya never know ;-)

Curt

1541. EMAX

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: slackey@slackey-sun.cisco.com
Message-ID: <SLACKEY.97Aug28105825@slackey-sun.cisco.com>
Source record: 70561

Did anyone download the EMAX files, and (dare I ask) get it to work?

-Stan

1542. Re: Speed of Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: Stephen Knox <gooch@pop.erols.com>
Message-ID: <3405C8FD.3CC0@pop.erols.com>
Source record: 70562

Personally,

I liked Donkey Kong, Donkey Kong Junior, Joust, Frogger and Defender.

Pole Position, Dig Dug, Wizard of Wor(played well graphics stunk),
Q*Bert, Pit Stop I&II, Racing Destruction Set, Mail Order Monsters are
prime examples of cutting corners.

Pole Position was ok(I like it better now) and Wizard of Wor plays well
just looks bad.

I mention many above that wer Electronic Arts titles who were notorius
for not producing quality Atari8bit titles near the end.

Later,
Steve

Dave Bertschy wrote:
>
> >All the limitations were code related vs hardware related. When a
> >company took the time the 800 would usually shine vs the C64 version,
> >but Atarisoft rarely took the time.
>
> I never had an 800 but they sure were pretty machines - damn expensive
> too when they first came out. But I am curious - in your opinion what
> games in their Atari 800 versions were better than their C64 versions?
>
> Dave Bertschy

1543. Re: EMAX

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EFn503.Gon@iglou.com>
Source record: 70563

In message <SLACKEY.97Aug28105825@slackey-sun.cisco.com>,
slackey@slackey-sun.cisco.com (Stan Lackey) wrote:
>
>Did anyone download the EMAX files, and (dare I ask) get it to work?
>
What are the EMAX files and where are they?

--
Bill Marcum bmarcum at iglou dot com
"Someone forgot to put the shoggoth out. There's ichor all over the floor."

1544. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3409f413.10501151@news.demon.co.uk>
Source record: 70564

The other Day Larry Richardson wrote:

>I just added the manual to Zeppelin to my docs, hints, and solutions web page.
>Just look at http://www.crestviewfl.com/~richard/atari-docs.htm!
>
>Larry Richardson

Thanks Larry...Just been on and had a look...

BTW great site for the old 8 bitter....
--
Paul....

Windows 95: n. 32 bit extensions and a graphical shell for
a 16 bit patch to an 8 bit operating system
originally coded for a 4 bit microprocessor,
written by a 2 bit company, that can't stand
1 bit of competition.

1545. Re: looking for Atari 8-bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <872805611snz@spheroid.demon.co.uk>
Source record: 70565

In article <5tvqn6fsc1@newsd-122.bryant.webtv.net>
harveyklein@webtv.net "harvey klein" writes:

> I am looking for an Atari 8-bit system.I am 10 years old and do not have
> a lot of money to spend.
> Can anyone help?
> thanks,
> Ben
>
Give us a clue - which country are you looking in?
--
Brian Watson
::
:: Protext Robot Software Pipeline Parados 8BIT IEBA WACCI Publicity ::
::

1546. Re: Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <3409f47d.181160043@news.inc.net>
Source record: 70566

On Thu, 28 Aug 97 00:18:24 GMT, not@home.here (Lawrence Staveley)
wrote:

>In article <340598de.92155457@news.inc.net>, ssilicon@antispam.lax.net wrote:
>>>Eh? It's a Pound Sterling sign, and it's a Windows character, so don't go
>>>blaming a tried and tested system like an Atari for that. Blame Big Bad Bill
>>>and his Bumbling OS.
>>
>>Windows is a great OS. It's bumbling users (like yourself) that don't
>>realize that different character sets have different characters. Try
>>using a character set that conforms to ANSI specs. :)
>
>Bumbling user? I don't think so pal. I've been at this for years.

Still, you bumbled.

>Christ, I
>type a POUND STERLING sign and everyone jumps up and down crying 'oh my god
>it's a wierd character' - I *know* there are different fonts and different
>character sets,

So why do you sit on that knowledge an instead try to make it look
like the Windows OS is to blame?

> ever tried using WINDINGS.TTF???? I happen to live in the UK
>and the UK character set is what I use. If I lived in China I'd use the their
>set. If I lived in the 80's I'd use ANSI. Asking me to install an ANSI font
>just to read and write to a newsgroup is a bit much, don't you think? Lighten
>up.

I don't think it's a bit much at all, especially in light of the fact
that there are so many different character sets used around the world
which you so kindly reminded us. Using an ANSI set is a good way for
people to have a common set of characters. Windows has enough bugs
and problems that it doesn't need people like you to artificially
attack it at every oportunity. Is that light enough for ya'?

Hehehe.

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

1547. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <872804865@stackbbs.xs4all.nl>
Source record: 70567
Body handling: HTML body converted to readable text

-=> Quoting Cfipaul@concentric.net to All <=-

Cf> Actually, I thought Dimension X was one of the best titles to come
Cf> from the Synapse Line. Smoothest scrolling I have ever seen on the
Cf> ATARI. And lets not forget Zeppelin or Blue Max either.

Yes, Zeppelin was one of their best games ever.
But they didn't only wrote games,
the Synapse SynAssembler is one of the best Assembler I use/know.
AFAIK there never was an update for this program.
Can this program still be sold, or is it "pd" now?

Bo.
___ Blue Wave/386 v2.30

1548. Re: Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: not@home.here
Message-ID: <872808859.25179.0.nnrp-05.9e987e17@news.demon.co.uk>
Source record: 70568

In article <3409f47d.181160043@news.inc.net>, ssilicon@antispam.lax.net wrote:
>>Bumbling user? I don't think so pal. I've been at this for years.
>
>Still, you bumbled.

Nope, I used the same software I used for years. Nobody else complained. Just you. I wouldn't consider using English in Engalnd/America/Australia, French in France or German in Germany, so just the same, it's not a 'bumble' to use an english character set in England, is it?

>I don't think it's a bit much at all, especially in light of the fact
>that there are so many different character sets used around the world
>which you so kindly reminded us. Using an ANSI set is a good way for
>people to have a common set of characters. Windows has enough bugs
>and problems that it doesn't need people like you to artificially
>attack it at every oportunity. Is that light enough for ya'?

Yes, Windows has enough bugs. I was trying to point that out in a lighthearted way. And I don't artificially attack Windows. I really do hate it. I hate it because a neat OS like Atari DOS fits into about 8k, GemDOS (ST) fits into 192k and Windows eats up about 60+ megs doesn't do much extra that a few utils and would do, and does it all a lot more inneficiently. Yes, I could use another O/S, but what (realisitcally speaking) would run on it. At least with Windows your (fairly) compatible, even if some nit picking moron comlpains about a character set.

1549. CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: Kevin Tekel N2WTO <76362.2023@CompuServe.COM>
Message-ID: <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>
Source record: 70569
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

CompuServe is closing all their Atari forums at the end of this week.
Usenet members, please welcome the former CompuServe users and help them
get into the swing of things with Usenet.
Thanks.
--
Believe it or not, AM radio doesn't have to sound bad! Experience the whole
new world of high-fidelity AM STEREO with the Sony SRF-42 Walkman, available
for under $30 at any Radio Shack store. Simply ask for Catalog Number 12-127.

1550. Re: ANOTHER TERRY ORTMAN ANNOUNCEMENT

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <340607B3.F57@erols.com>
Source record: 70570

Curt Vendel wrote:

> 3. As for the TRAK disk drives... YES I did have them and I GAVE THEM
> AWAY to
> the members of the Ol' Hackers club in Long Island, New York.
>
Lest anyone doubt that, I was at the meeting when Curt gave away the
Trak drives.

--
Alan

****
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 66 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
****

1551. Re: 1020 Printer/Plotter

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <34065C91.5CA1@cs.byu.edu>
Source record: 70571

A-Non-Y Mouse wrote:
>
> Ok, what did I do wrong? Is the 1020 considered a dog? I like
> mine......

I liked my 1020 too. The problem was that it was very difficult to get supplies for it such as paper and pens. For a while, Radio Shack was selling rolls of paper that were a little to big (radius wise) that worked as long as you transferred about half of the roll to a blank spool, but I doubt that they sell that now.

Pens were the larger difficulty. A local Atari store sold some (non-Atari) pens that were just barely too big for the printer, and so didn't work.

I liked the plotter; I thought it was fun to watch the little pens draw the letters in any of four different colors. I also liked the tiny 80-column mode. I wrote a bunch of stuff to draw with it, including a birthday card with a graphical birthday cake (complete with candles) on the front. Later, I got a P:R:Connection and a Star NX1000 9-pin dot matrix for major printing needs.

Since supplies for the 1020 are probably pretty limited nowadays, it's probably not as useful a device as nostalgic.

1552. Re: !!!WARNING!!!Re: FS: 815 double disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <5u540r$206@james.freenet.hamilton.on.ca>
Source record: 70572

In <3403f00f.1167925@news.springnet1.com>, no.spam@springnet1.com (Anonymous) wrote:

: I AM AN HONEST PERSON, I OWN A REAL BUSINESS!!!

: STARFLEET SOFTWARE
: Authorized Microsoft OEM Partner, Microsoft Web Site Builder, Reseller
: for MicroAge, Merisel, Ingram Micro, Tech Data, Synnex, Infotel, NECX,
: AST, Acer, Pioneer, and I can go on and on!!!!

If you are into Microsoft, why bother us? Quit spamming the Atari 8 bit NG!

: Again, the REASON STARFLEET SOFTWARE NO LONGER WILL WRITE ANY MORE
: PROGRAMS for the Atari 8-bit, because the people who still PLAY withe
: those TOYS, can NOT say anything GOOD about on eof the FEW atari
: programmers that is still in BUSINESS!!!!!

You don't get it do you?! WE DON'T CARE!!!! WE HAVE NEVER CARED!!!

We don't give a hoot if you EVER write an Atari program again. Even if
you do, we won't buy it! Why? Because YOU wrote it!

: Guess it's time to take the 1050 and crush it, same with the Turbo-816
: the 800XL and the rest of the stuff I still have, because it's
: obviously WORTHLESS to ANY of you who still want them!!!!

YES! It is time to throw out ALL of your Atari 8 bit stuff! Crush it into
little pieces. You seem to think we give a shit if there is one less Atari
1050 or Turbo 16 in the world. We are not worried about a shortage of Atari
8 bit stuff. Just GO AWAY you lunatic!

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

1553. Re: POKE question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <340596b9.1210186247@news.aatech.com>
Source record: 70573

On 28 Aug 1997 05:46:42 GMT, kendrick@zippy.sonoma.edu (William
Kendrick) wrote:

>Eplicon (eplicon@aol.com) wrote:
>: Three questions: what are the POKE commands to do the following: speed
>: up the cursor, turning on smooth scrolling (in GR. 0 mode), and to turn off
>: the keyboard sound?
>
>(1) Speed up cursor: POKE 730,1
>
>(2) Scrolling: Dunno offhand

Is there supposed to be a single POKE that does this easily?

AFAIK, you have to set the scrolling bit in the display list
for each line of text on the display. There's a hardware
register to bang on to do the fine scrolling. After reaching
the limit of the fine scroll then you coarse scroll the
display and reset the fine scroll register.

>(3) Keyboard sound off: POKE 731,1 (,0 to turn back on)
>
>(4) You didn't ask, but turn off disk I/O noise: POKE 65,0 (I think, 1=on)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1554. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-28 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34059c83.1211668076@news.aatech.com>
Source record: 70574

On Wed, 20 Aug 1997 23:39:44 GMT, ryan.goolevitch@bbs.trideja.com
(Ryan Goolevitch) wrote:

>-> >> Don't forget the 2MHz C-128. Actually it can run at 1 or 2MHz.
>-> >
>-> > News to me, but I thought that it was only the Z-80 portion of the
>-> C128 >that did this? > 8502 ran at 1 or 2MHz and the Z-80 ran at
>-> 4MHz. --
>
>Dont forget that on the atari, the standard 6502 speed of 1.79 Mhz can
>be upped to the equivalent (comparing to other systems) of 2.08Mhz by
>disabling the ANTIC chip (used for display) .. No other 6502 Computer
>allowed this..

You've actually upping the 6502 to 1.79Mhz. By stopping ANTIC DMA you
are only allowing the CPU use the cycles that ANTIC would have used
(about 20% of the time). So, the 1.79Mhz CPU is then using all the
1.79Mhz of clock cycles available to it.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1555. Re: LAST CHANCE EVER, they're going to the crusher!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970829044101.AAA10990@ladder02.news.aol.com>
Source record: 70475

In article <3404f377.2039420@news.springnet1.com>, no.spam@springnet1.com (Anonymous) writes:

> ATARI Equipment, MUST SELL!!!

Then DUMP it already!

1556. Re: Okimate 10??

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: a_non_y_mouse@webtv.net
Message-ID: <5u5qrj$3fh$1@newsd-111.bryant.webtv.net>
Source record: 70476

Thanks, I got brave and.... it works!!! Only text in one size though.
Guess ya needed special drivers for the graphics. But I can still use
it for word-processing.

-mouse

1557. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_872847784@rtfm.mit.edu>
Source record: 70477
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1558. Re: Okimate 10??

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: Jeff Armstrong <jba4@po.cwru.edu>
Message-ID: <3406D229.2206@po.cwru.edu>
Source record: 70478

A-Non-Y Mouse wrote:
>
> Does the Okimate 10 need an adapter to hook up to the atari XL's? It
> has two 13 pin ports, just like all the other atari periphirals I have
> seen.
>
> I would try it out in the name of science but.... the only working
> machine I have now is flaky anyway. And since I only have one, I really
> dont want to blow it up prematurely.
>
> -mouse

Yeah, It connects directly to the ataris. I own one. I've had problem
trying to get it print though.

--
Jeff Armstrong (jba4@po.cwru.edu) |
Case Western Reserve University |
| Illegitimi Non Carborundum!
One of the last Rainbow 100 users |
http://b61984.student.cwru.edu/ |

1559. Re: Gem Drop's coming along well! :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3406E972.C84D536D@aol.com>
Source record: 70479

Hi William,

What precisely is GEMDROP? I didn't see the first message, but
the title alone sounds intriquing.

Curt

1560. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2908971124040001@199.166.204.230>
Source record: 70480
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
<76362.2023@CompuServe.COM> wrote:

> CompuServe is closing all their Atari forums at the end of this week.
> Usenet members, please welcome the former CompuServe users and help them
> get into the swing of things with Usenet.

Seeing as much of the software from "those days" exists only on CIS and
other such services, is anyone doing anything to protect this?

Maury

1561. Re: !!!WARNING!!!Re: FS: 815 double disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3406E91F.57BA6BA2@aol.com>
Source record: 70481

Hey William,

Nice touch at the end of your message, yes he is a lunatic obviously living in his own little demented world. That was why I was more then willing to put an end to all this BS and fly out to his so called "business" to see for myself, take some pictures and set the record straight. The obvious truth is that Terry "works" out of his bedroom in his mom's house, there are no corporate accounts, no websites, just Terry trying to sell about $100 worth of Atari 8-bit equipment (if he actually still has it) for $1000 because he thinks its actually worth that much, perhaps 5-10 years ago YES, but now its just inexpensive momento's from a 8-bit era. Don't get me wrong, I LOVE my Atari's and still play with them and enjoy tinkering, but they are just not the mainstream anymore, back in 1980's yeah, they were state of the art and they were THE computers to have, but time marches on... I think Terry is still in the 80's, I guess thats not too bad, after all retro is in these days.

Curt

1562. Re: Gem Drop's coming along well! :)

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5u75p5$p2j$2@nuke.csu.net>
Source record: 70482

Curt Vendel (cvendel@aol.com) wrote:

: What precisely is GEMDROP? I didn't see the first message, but
: the title alone sounds intriquing.

It's kind of similar to "Klax"... it's a puzzle game. Check out:
http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/
for details. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1563. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: jperez@Hawaii.Edu
Message-ID: <5u75p0$o98@news.Hawaii.Edu>
Source record: 70483

Brad Rogers (brad@pianosa.demon.co.uk) wrote:

: I know. What I want to know is /why/ Atari chose that name? Go players,
: maybe?

I think that one of the other translations of Atari is SCORE! This seems
to be a concept that makes sense when it comes to videogames.

Aloha,
John Perez - jperez@hawaii.edu

1564. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5u7584$p2j$1@nuke.csu.net>
Source record: 70484
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Maury Markowitz (maury@softarc.com) wrote:
: In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
: <76362.2023@CompuServe.COM> wrote:

: > CompuServe is closing all their Atari forums at the end of this week.
: > Usenet members, please welcome the former CompuServe users and help them
: > get into the swing of things with Usenet.

: Seeing as much of the software from "those days" exists only on CIS and
: other such services, is anyone doing anything to protect this?

The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
away. I need to sort through it, though. Anyone willing to help?

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/
http://www.umich.edu/~archive/atari/8bit/

1565. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <340725C3.11CF@erols.com>
Source record: 70485
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Maury Markowitz wrote:
>
> In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
> <76362.2023@CompuServe.COM> wrote:
>
> > CompuServe is closing all their Atari forums at the end of this week.
> > Usenet members, please welcome the former CompuServe users and help them
> > get into the swing of things with Usenet.
>
> Seeing as much of the software from "those days" exists only on CIS and
> other such services, is anyone doing anything to protect this?
>
> Maury

I believe that a lot of the CIS stuff exists at UMICH and also on the
PoolDisk that was produced by Ernest and Bo Schreurs in The Netherlands
about two years ago, but I also see that William Kendrick replied to
your message, so I'm going to look at this reply before commenting
further on UMICH.
--
Alan

****
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 66 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
****

1566. Re: Okimate 10??

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2g1rs937o.fsf@caligula.srv.net>
Source record: 70486

a_non_y_mouse@webtv.net (A-Non-Y Mouse) writes:

> Thanks, I got brave and.... it works!!! Only text in one size though.
> Guess ya needed special drivers for the graphics. But I can still use
> it for word-processing.
>
> -mouse

Last I checked you can still order documentation (Atari-specific, in fact), specially coated paper, and ribbons from Okidata for the Okimate 10. I doubt they still sell the software that came with it, though, which was pretty crude anyway (some demos and a utility for printing Micropainter and Koala format pictures). Pretty nifty little printer, actually. It would be nice to have some more sophisticated software for it.

Also, it works great on thermal fax paper with no ribbon for simple, quiet printouts.

Brent

1567. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970829200901.QAA16314@ladder01.news.aol.com>
Source record: 70487

The 8088 is only 16 bit internally. It still has only an 8 bit bus.

Bostone

1568. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2908971631340001@199.166.204.230>
Source record: 70488
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

> The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
> away. I need to sort through it, though. Anyone willing to help?

What sort of help do you need?

Maury

1569. fs: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: salimX@nt.com
Message-ID: <5u7bao$4vm@bcrkh13.bnr.ca>
Source record: 70489
Cross-posted to: alt.games.video.classic,rec.games.video.classic,att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st

Posting for a friend.

Please send replies to johny@pipeline.com

Atari 800XL

Atari 1050 Floppy Drive

Atari 1010 Program Recorder

Atari 1027 Printer

Joysticks and Paddles

All with Power Supplies

Most of the items have manuals, orignal Boxes.

Everything is in excellent condition.

All for $130

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

1570. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <34076106.0@news.comet.net>
Source record: 70490

In article <19970829200901.QAA16314@ladder01.news.aol.com>, bostone1@aol.com (Bostone1) says:
>
>The 8088 is only 16 bit internally. It still has only an 8 bit bus.
>
I didn't bother answering that post. Yes, the 8088 has an 8 bit I/O. Still the internal structure should be a lot better than the 6502. But it isn't faster, when the 6502 (OK, I used the 65Co2) is correctly programmed. And the 65C02 is a VERY small chip.

Who is Mensch? He is the (at the time) Motorola engineer who developed the 6502 and its heirs.

GFH

1571. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-29 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <3407957E.20CC@mail.utexas.edu>
Source record: 70491

i just got a lot of old 8-bit software..

included was the synapse game...survivor w/box manual.

i am going to attempt to put it in .atr format and upload it to a site,
either yogi's or ??? also will send the manual to

http://www.crestviewfl.com/~richard/atari-docs.htm!

if he will allow.

any advice to .atr this file?

aside: thought it isn't synapse stuff, i got a cart. copy of bounty
bob strikes back....anybody know how to archive it?

thanks,
robert

1572. Re: POKE question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <5u7r7aeti1@news0.xs4all.nl>
Source record: 70492

In article <5u7llcdcl1@news0.xs4all.nl>, <ellman@xs4all.nl> wrote:
>In article <5u33c2$oi1$3@nuke.csu.net>,
>William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>>Eplicon (eplicon@aol.com) wrote:
>>
>>(1) Speed up cursor: POKE 730,1
>>
>>(3) Keyboard sound off: POKE 731,1 (,0 to turn back on)

Also:
Auto Delay Rate (time before repeat starts) can be changed with:
POKE 729,#n (#n is usually set to 48).

>I think these only work on the XL/XE and don't work on the 400/800

This is indeed true (as with 729).

>The fluffy AE.
>
>--
>Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
>"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
> I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
> -- Sheryl Crow :-) || It's what you make of it.

1573. Re: POKE question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <5u7r0u$et1$1@news0.xs4all.nl>
Source record: 70493

In article <340596b9.1210186247@news.aatech.com>,
Kenneth Jennings <kenneth@spam.not.sayeth.i> wrote:
>On 28 Aug 1997 05:46:42 GMT, kendrick@zippy.sonoma.edu (William
>Kendrick) wrote:
>
>>Eplicon (eplicon@aol.com) wrote:
>>(2) Scrolling: Dunno offhand
>
>Is there supposed to be a single POKE that does this easily?

Here's what I got from Mapping the Atari.

POKE 622,255 (POKE 622,0 to dis-able)
(622 / $ 26E = FINE)

This works for the XL/XE (but I'm not sure about the 1200).

I think you have to follow with a GRAPHICS 0 to actually enable the scrolling.

>AFAIK, you have to set the scrolling bit in the display list
>for each line of text on the display. There's a hardware
>register to bang on to do the fine scrolling. After reaching
>the limit of the fine scroll then you coarse scroll the
>display and reset the fine scroll register.

I think that may be how to do the equivalent of POKE 622,255 on the 400/800.
Mapping the Atari mentions something about the display list becoming one byte
longer after POKing 622 with 255.

The Fluffy AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

1574. Re: Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <3408869f.26012024@news.inc.net>
Source record: 70494

On Thu, 28 Aug 97 22:52:59 GMT, not@home.here (Lawrence Staveley)
wrote:

>In article <3409f47d.181160043@news.inc.net>, ssilicon@antispam.lax.net wrote:
>>>Bumbling user? I don't think so pal. I've been at this for years.
>>
>>Still, you bumbled.
>
>Nope, I used the same software I used for years. Nobody else complained. Just
>you.

Ahh, it wasn't me who complained. I really don't care that much.
What did bug me, is how you bashed Windows for something that was a an
operator preference condition (choosing a character set). I saw it as
artificial and inappropriate and I called you on it. I was not the
one complaining about the appearance of your text.

>>I don't think it's a bit much at all, especially in light of the fact
>>that there are so many different character sets used around the world
>>which you so kindly reminded us. Using an ANSI set is a good way for
>>people to have a common set of characters. Windows has enough bugs
>>and problems that it doesn't need people like you to artificially
>>attack it at every oportunity. Is that light enough for ya'?
>
>Yes, Windows has enough bugs. I was trying to point that out in a lighthearted
>way. And I don't artificially attack Windows.

Seems pretty clear to me that's exactly what you did sir.

> I really do hate it. I hate it

I figured that. Why else bash it undeservedly.

>because a neat OS like Atari DOS fits into about 8k, GemDOS (ST) fits into
>192k and Windows eats up about 60+ megs doesn't do much extra that a few

Ya know there guy, I really am an Atari8 enthusiast, but you certainly
just destroyed any credibility you may have had. To say that an
Atari8 OS (any of them) is only slightly less capable than a modern,
large, and feature packed OS such as Windows95 is quite an exercise in
self inflicted blindness. I believe my 800XL uses the best 8-bit OS
around (SpartaDOS X with a Black Box) but I have to be real though
too. Sheesh.

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to

a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

1575. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <3409891f.26651521@news.inc.net>
Source record: 70495
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On Fri, 29 Aug 1997 11:24:04 -0400, maury@softarc.com (Maury
Markowitz) wrote:

>> CompuServe is closing all their Atari forums at the end of this week.
>> Usenet members, please welcome the former CompuServe users and help them
>> get into the swing of things with Usenet.
>
> Seeing as much of the software from "those days" exists only on CIS and
>other such services, is anyone doing anything to protect this?

There's the UMICH archive....,.

There's Yogi....

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a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

1576. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5u8213ege1@nuke.csu.net>
Source record: 70496
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Maury Markowitz (maury@softarc.com) wrote:
: In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
: Kendrick) wrote:

: > The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
: > away. I need to sort through it, though. Anyone willing to help?

: What sort of help do you need?

Help discovering what all of the 8.3-named files are and getting
descriptions (blurbs) for them written and categorizing them.

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1577. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <34089285.29057886@news.inc.net>
Source record: 70497

On 29 Aug 1997 20:09:05 GMT, bostone1@aol.com (Bostone1) wrote:

>The 8088 is only 16 bit internally. It still has only an 8 bit bus.

You mean 8-bit DATA bus. It has a 20-bit ADDRESS bus and 16-bit
registers. It is in fact simply an 8086 where they reduced the data
bus to 8 bits instead of 16. The 8088 came out after the 8086 as an
easier solution to implement it in the largely available 8-bit
motherboards of that era. Developers could put a 16-bit processor
into an 8-bit board architecture.

***** NOTICE: Please remove the 'antispam'
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Also, please DO respond via email in addition to
a newsgroup follow-up.

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1578. Re: POKE question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EFpHtJ.9EI@iglou.com>
Source record: 70498

In message <340596b9.1210186247@news.aatech.com>,
kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:
>On 28 Aug 1997 05:46:42 GMT, kendrick@zippy.sonoma.edu (William
>Kendrick) wrote:
>
>>Eplicon (eplicon@aol.com) wrote:
>>: Three questions: what are the POKE commands to do the following: speed
>>: up the cursor, turning on smooth scrolling (in GR. 0 mode), and to turn off
>>: the keyboard sound?
>>
>>(1) Speed up cursor: POKE 730,1
>>
730 adjusts the repeat rate; 729 adjusts the delay before repeat starts

>>(2) Scrolling: Dunno offhand
>
>Is there supposed to be a single POKE that does this easily?
>
POKE 622,1:GR.0

--
Bill Marcum bmarcum at iglou dot com
"Someone forgot to put the shoggoth out. There's ichor all over the floor."

1579. >>> COMPUTER SOFTWARE / HARDWARE <<<

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: "DISCOUNTS ! software"@discount-software2.com
Message-ID: <300897003939@discount-software2.com>
Source record: 70499

<<<<<<< COMPUTER SOFTWARE / HARDWARE >>>>>>>

>>> UP TO 90 % OFF <<<

http://www.quantcom.com/auctionfirst/

==>==>>==<<=><=>=<=>

1580. Atari Computer items

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5u90fc$i6f$1@news2.voicenet.com>
Source record: 70500
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
Atari Items for Sale plus shipping

Atari 800 Computer w/power supply..................... $59 added 6/21/97
Atari 1050 disk drive and power supply.............. $49 added 6/21/97
Ape Face Model XLP Digital Device.................... $39 added 6/21/97
Atari 850 Interface no power supply.................. $39
Atari XMM801 printer................................ $24
Atari 1020 Printer.................................. $15
Atari XM301 Modem................................... $15
Atari 410 Program Recorder (tape deck) ............. $14
Atari 400 Program Recorder (tape deck)............... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................ $ 8 each
Paddles (3 sets).................................... $12 each
WICO Command Control Joysticks - rough.............. $12 pair
DVE Printer Power Supply Model DV-2412A............. $10
50 5-1/4 diskettes ................................. $10
50 3-1/2 diskettes.................................. $12.50
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
Cranston Manor Adventure (no box)
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Sesame Street Astro-Glover (3-6)
```

Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations -- added 6/21/97
Success with Math - Quadratic Equations -- added 6/21/97
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Printer Driver Construction Set from APX
Summer Games - added 6/21/97
The Quest - added 6/21/97
Touchdown Football - added 6/21/97
Walt Disney Picture Show - Cave Lord

Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor
Basic Language Computing - added 6/21/97
Galaxian - added 6/21/97

Music Composer
Pacman - added 6/21/97

.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Clowns & Balloons for 400/800
Curse of Ra -- added 6/21/97
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Frogger
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
Sargon II -- added 6/21/97
Star League Baseball
States & Capitals
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs

.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown (2)
Atari Program Exchange - A guide to Effective Programming
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS -- added 6/21/97
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

1581. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5u9ooh$jqq@dfw-ixnews7.ix.netcom.com>
Source record: 70501
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <5u8213$ege$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick)
wrote:
>
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
>: Kendrick) wrote:
>
>: > The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
>: > away. I need to sort through it, though. Anyone willing to help?
>
>: What sort of help do you need?
>
>
>Help discovering what all of the 8.3-named files are and getting
>descriptions (blurbs) for them written and categorizing them.
>

Is this a recent copy of their data? I know umich (?) has a bunch of stuff
from CIS but I know they don't have everything. I remember their being tons
of stuff more when I last used CIS in the 80's. When the new version of 1030
Express came out. In fact, there should be a program of mine up there that
converts version 2 to version 3 phone files.

If you want some help I could lend some time to it. I'm not sure how you
want to do it though. A large tar ball of some stuff would work for me.
(Guess I should get the Unix Atari emulator up and running...)

Karl

Karl Heller - Making the world safe once again.
-----------------------------------------------------------------------
| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |
-----------------------------------------------------------------------
```

1582. Re: Atari - the beginning of everything

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5u9me7$9ri@alexander.INS.CWRU.Edu>
Source record: 70502

```
(Asks about greeting 'hot'.)
If you've ever been greeted warmly, that's nothing compared to
being greeted hot. Don't you think?
```

1583. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <340a358b.2225972@news.demon.co.uk>
Source record: 70503

The other Day Robert Erickson <dperw@mail.utexas.edu> wrote:

>i just got a lot of old 8-bit software..
>
>included was the synapse game...survivor w/box manual.
>
>i am going to attempt to put it in .atr format and upload it to a site,
>either yogi's or ??? also will send the manual to
>
>http://www.crestviewfl.com/~richard/atari-docs.htm!
>
>if he will allow.
>
Im sure he will...

>any advice to .atr this file?
>
I would imagine that its heavily copy protected like all Synapse
products, so there are 3 options.

1. Dont do it 2. Use APEs pro system cable 3. crack it yourself.

Im in luck as I have a deprotected atr of it already. BTW it does not
work on XL-it at all well, the ship blows up when the screen scrolls
up or down which hampers game play just a tad...

Works a treat on Atari800WIN bar a line at the top of the screen but I
have no idea about Rainbow as I dont have that emu myself...

>aside: thought it isn't synapse stuff, i got a cart. copy of bounty
>bob strikes back....anybody know how to archive it?
>
Its not a simple process nor do I want a hard time for seemingly
promoting piracy. Needless to say its already about on sites and has
been archived/ pirated/ copied long ago...

If you get a C64 emulator its on quite a few sites since their groups
are not so fussy about archiving the software before it goes for good.

>thanks,
>robert

--
Paul....

Windows 95: n. 32 bit extensions and a graphical shell for
a 16 bit patch to an 8 bit operating system

originally coded for a 4 bit microprocessor,
written by a 2 bit company, that can't stand
1 bit of competition.

1584. FS: Atari 400/800 Books and Cartridges, etc

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: steverd@cet.com
Message-ID: <steverd.2025.003C303F@cet.com>
Source record: 70504

```
SteveR's Classic Cartridges 8/24/97
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----
>>>>>>> 10% DISCOUNT on All CASH ORDERS <<<<<<<<<<<<<<<<<<<<<
>>>>>>> This does NOT include Checks, MO's or Credit cards!!

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
----Visa/Mastercard accepted on ANY Order. E-mail me for Details-----
^^^^^^^^^^^^^^^
For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever

DISCOUNTS: $30.00 and Over: FREE Shipping (on Cartridges ONLY)
$50.00 to $99.00 10% discount
$100.00 to $200.00 15% discount
$200.00 and Up 20% discount (MAX Discount on any order)

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated
--------------------------------------------------------

ATARI 400/800 (CARTRIDGES/unless noted) TESTED and Works
----------------------------------------
BOOK: ATARI Games & Recreations 338 pages $12.00
Atari 1027 Printer $5.00 PLUS $8.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $10.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $8.00 - untested -
Atari ARTIST $25.00 Touch Tablet (TESTED)
Atari Writer $5.00 (2)
Arcade II $2.00 DISK
Assembler Editor $15.00
Basic Computer Language $2.00 (6)
BasketBall $4.00 (1)
Biorhythm 8k & 16k $2.00 on Cassette
Bug Hunt $8.00 (1) Light Gun Used (XE) RX8087
```

Centipede $4.00 (4)
ChoperLifter $9.00 Broderbund
Delta Drawing $3.00
Donkey Kong $5.00 (2)
Donkey Kong: JUNIOR $15.00 RX8040
ET Phone Home $5.00
Face Maker $5.00 NO LABEL
Flight Simulator II $12.00 XE/RX8091
Frogger $5.00 (1)
Journey of the Planets $7.00 (1)
Joust $7.00
Kinder Comp $12.00 Case/Box, Docs inc
Mailing List/General List $2.00 Cassette
Music Composer $4.00 (2)
Pac-Man $3.00 (6)
POWERSTAR by Pandora -TRADE- or Offers, Mint In Box, ONLY 600 Made 'ER'
Run for the Money $2.00 DISK
Snoker & Billiards $5.00 CASSETTE and box
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Games $2.00 DISK
Star Raiders $3.00 (6)
StarBowl Football $6.00 on Cassette by Gamestar
Stratefgy Simulations $2.00 DISK
Submarine Commander $24.00 WITH Very Nice CASE and Docs by Thorm Emi
Telelink $2.00 WASTED Label/Didn't work in testing
Wizard of Wor $10.00

MISC Manuals .75c EACH unless otherwise Noted

400/800 Atari 800XL Owners Guide $2.00
400/800 Atari 1025 Printer - Owners Guide
400/800 Basketball
400/800 Blue Max 2001
400/800 Centipede
400/800 the Magic Melody Box
400/800 Music Composer
400/800 Star Raiders
400/800 Super Breakout

Books (used condition)

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00 (2)

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer 50 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's FIRST Book of ATARI GRAPHICS
248 Pages, copyright 1982
$12.00 Plus $3 shipping

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

How to Master Video Games by Tom Hirscheld $5.00
179 Pages, 1981

Idea Book for the Texas Insrument Computer
149 Pages, 1983 $6.00

Inside Atari Basic 180 pages, 1983 $7.00

Mastering Pac-Man by Ken Uston $5.00
149 pages, 1981

ST BASIC Sourcebook 1985, over 160 pages $7.00

The AtariBASIC SOURCE BOOK (1)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Technical Reference Notes - Atari Computers
Includes: Operating System User's manual
Operating System Source Listing
HardWare manual PLUS Schematics
About 500 PAGES in 3-ring binder
$50 or BEST OFFER/TRADE

Magazines

ANTIC - April 1983 - 130+ pages $6.00
ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Current News Jan/Feb 91 (ATARI MAg) $2.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No2 1984 161 pages $5.00
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00

Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00

inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $3.00

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Steverd@cet.com
http://prowlers.net/stever (Updated Videogame page)
http://www.cet.com/~steverd/index.html (Mirror of my videogame page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

http://prowlers.net/stever (Classic Video game Page)
http://www.ior.com/~stever (Mirror of the For-Sale List)
Buying and Selling:
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
Vectrex Hand-Helds Ody2 Much More
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 9-lines 20.0-Gigs+30 CD-ROMS

1585. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <5u83li$5hd$1@news.wco.com>
Source record: 70505
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5u8213ege1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick)
wrote:
>
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <5u7584$p2j$1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
>: Kendrick) wrote:
>
>: > The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
>: > away. I need to sort through it, though. Anyone willing to help?
>
>: What sort of help do you need?
>
>
>Help discovering what all of the 8.3-named files are and getting
>descriptions (blurbs) for them written and categorizing them.

6.3-named files, if you can believe it.

1586. Re: 1020 Printer/Plotter

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: Rory McMahon <mcmahon@impulsedata.net>
Message-ID: <5ucv76neg1@usenet76.supernews.com>
Source record: 70506

pens are still available from some radio shack stores.. they have black and
colored pens

Eric Sokolowsky wrote in article <34065C91.5CA1@cs.byu.edu>...

>A-Non-Y Mouse wrote:
>>
>> Ok, what did I do wrong? Is the 1020 considered a dog? I like
>> mine......
>
>I liked my 1020 too. The problem was that it was very difficult to get
>supplies for it such as paper and pens. For a while, Radio Shack was
>selling rolls of paper that were a little to big (radius wise) that
>worked as long as you transferred about half of the roll to a blank
>spool, but I doubt that they sell that now.
>
>Pens were the larger difficulty. A local Atari store sold some
>(non-Atari) pens that were just barely too big for the printer, and so
>didn't work.
>
>I liked the plotter; I thought it was fun to watch the little pens draw
>the letters in any of four different colors. I also liked the tiny
>80-column mode. I wrote a bunch of stuff to draw with it, including a
>birthday card with a graphical birthday cake (complete with candles) on
>the front. Later, I got a P:R:Connection and a Star NX1000 9-pin dot
>matrix for major printing needs.
>
>Since supplies for the 1020 are probably pretty limited nowadays, it's
>probably not as useful a device as nostalgic.

1587. Re: 1020 Printer/Plotter

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: Rory McMahon <mcmahon@impulsedata.net>
Message-ID: <5ud17umkc1@usenet87.supernews.com>
Source record: 70507

pens are still available from some radio shack stores.. they have black and
colored pens

Eric Sokolowsky wrote in article <34065C91.5CA1@cs.byu.edu>...

>A-Non-Y Mouse wrote:
>>
>> Ok, what did I do wrong? Is the 1020 considered a dog? I like
>> mine......
>
>I liked my 1020 too. The problem was that it was very difficult to get
>supplies for it such as paper and pens. For a while, Radio Shack was
>selling rolls of paper that were a little to big (radius wise) that
>worked as long as you transferred about half of the roll to a blank
>spool, but I doubt that they sell that now.
>
>Pens were the larger difficulty. A local Atari store sold some
>(non-Atari) pens that were just barely too big for the printer, and so
>didn't work.
>
>I liked the plotter; I thought it was fun to watch the little pens draw
>the letters in any of four different colors. I also liked the tiny
>80-column mode. I wrote a bunch of stuff to draw with it, including a
>birthday card with a graphical birthday cake (complete with candles) on
>the front. Later, I got a P:R:Connection and a Star NX1000 9-pin dot
>matrix for major printing needs.
>
>Since supplies for the 1020 are probably pretty limited nowadays, it's
>probably not as useful a device as nostalgic.

1588. Re: POKE question

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199708302152.a36880@do2.maus.de>
Source record: 70508

KJ>>(2) Scrolling: Dunno offhand

KJ>Is there supposed to be a single POKE that does this easily?

Not a single POKE.

KJ>AFAIK, you have to set the scrolling bit in the display list
KJ>for each line of text on the display. There's a hardware
KJ>register to bang on to do the fine scrolling. After reaching
KJ>the limit of the fine scroll then you coarse scroll the
KJ>display and reset the fine scroll register.

It is not that difficult but only works on XLs.

Try this:

```
POKE 622,255
OPEN #1,12,0,"E"
CLOSE #
```

Tschuess
Frank

1589. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-30 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <ZHeiwzA.tandrews16@delphi.com>
Source record: 70509

Jon D. Melbo <ssilicon@antispam.lax.net> writes:

>>> CompuServe is closing all their Atari forums at the end of this week.

Delphi is still supporting Atari. Genie too, or what's left of it...

TJ

1590. Re: Atari 130XE/7800 RGB??

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-31 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <962.7182T479T1545@pianosa.demon.co.uk>
Source record: 70510

Whilst reading the rubbish I usually find here, MICHAEL ATKINSON wrote something interesting about Re: Atari 130XE/7800 RGB??,

Hello MICHAEL,

>users as artifacting doesn't work in PAL anyway.

Actually, it does. However, not in the same way that it works on NTSC displays. NAU published an article, with accompanying demo programs showing the result. TBH, it's barely noticeable.

>chrominance signals seperately, and these have to be decoded at some point;

And it's the decoding that's the problem; It generates noise. The fewer components to "interfere" with a signal, the better.

That's not meant to imply it should be possible to stick a TV aerial down-lead straight onto the back of a TV tube, and expect it to work, BTW. :-)

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

The air in here is pretty thick, I think I'll go outside.
(Get A) Grip (On Yourself); The Stranglers

1591. Re: Atari 400 Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-31 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <34096ef9.0@news.comet.net>
Source record: 70511

In article <19970816204000.QAA21312@ladder02.news.aol.com>, pbjurman@aol.com (PBjurman) says:
>
>I'm a brand new owner of an Atari 400 computer. However, I have some
>questions, if you could please answer:
>
>1) How can I connect my Atari 400 to a cassette tape player?
>How do I get the cord for it?

You need a special Atari 410 program recorder. If you have to ask,
you cannot connect a standard cassette tape player to the Atari.

>2) Can I get a modem for my Atari 400? I assume it plugs
>into the side of the computer. I would love to be able to
>get online using my Atari 400.

You need an 850 I/O connection box. Then you can connect
a modem up to 9600.

>3) Can a disk drive be connected, or is the cartridge slot
>the only way to load software?

Programs can be loaded by means of cartridges, tape and
disk. You need and Atari 810 disk drive.

GFH

1592. Sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-31 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19970831145301.KAA09950@ladder02.news.aol.com>
Source record: 70512

Does anyone know a RELIABLE site where i can buy the sio2pc cable?

1593. FS : Atari 520stfm

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-31 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <3409CD30.1BEC@midamer.net>
Source record: 70513

I have a working 520 stfm (tv hook up or monitor) for sale.

$ 35.00 + shipping (around 10.00)

1594. Re: DGS Catalogues reminder

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-31 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <340919AC.6125@kawo2.rwth-aachen.de>
Source record: 70514

DGS wrote:
>
> Just wanted to remind everyone (again!) that our Atari 8-bit product catalogues
> are now available on-line from our WWW homepage.
>
> Thanks to all 235 people who have visited our page since 01/Aug/97. However,
> nobody seems to be ordering anything! Not a single order has been received from
> outside of the UK as a result of our WWW site and on-line catalogues. Doesn't
> anybody want anything???
Did you forget, that you�ve send me a parcel (or just three) ? 8-)
By the way - all the stuff is here, safely an in good condition ...

Tschoe,

Matt

1595. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-31 00:00:00 UTC
From: mat@arrgh.NOSPAM.demon.co.uk
Message-ID: <19970831223757282820@arrgh.demon.co.uk>
Source record: 70515

Brad Rogers <brad@pianosa.demon.co.uk> wrote:
> Whilst reading the rubbish I usually find here, PBjurman wrote
> something interesting about Re: Atari in music?,
>
> >Strange, a Japanese name for a completely
> >American company.
>
> I know. What I want to know is /why/ Atari chose
> that name? Go players,
> maybe?

Hmm.. over here in the UK there are at least two cheap and cheerful electronics companies who chose a Japanese sounding name to hint at quality and advanced technology - Matsui and Saishio

All rather ironic really, as Sony, Pioneer and Panasonic et al chose their names to sound Western (according to urban legend Sony was meant to be called Sunny, but was mistranslated..)

Whether Atari had similar reasoning, I dont know (probably unlikely now I come to think about it - did the Japanese have much of a reputation for computer games before Space Invaders was released?)

toodle pip
mat
-- ☐ARRGH! - the anally retentives retro games home
http://www.arrgh.demon.co.uk

1596. Re: Atari 400 Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-31 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970831154755.5291E-100000@fissure.scar>
Source record: 70516

On 31 Aug 1997, George F. Hardy wrote:

> In article <19970816204000.QAA21312@ladder02.news.aol.com>, pbjurman@aol.com (PBjurman)
says:
> >
> >I'm a brand new owner of an Atari 400 computer. However, I have some
> >questions, if you could please answer:
> >
> >1) How can I connect my Atari 400 to a cassette tape player?
> >How do I get the cord for it?
>
> You need a special Atari 410 program recorder. If you have to ask,
> you cannot connect a standard cassette tape player to the Atari.
>
> >2) Can I get a modem for my Atari 400? I assume it plugs
> >into the side of the computer. I would love to be able to
> >get online using my Atari 400.
>
> You need an 850 I/O connection box. Then you can connect
> a modem up to 9600.
There are other modems/modem interfaces to choose from. I don;t know if a
PR connection works on the 400/800, but some direct connect 300 bd modems
would work (like anyone would surf the net at 300 bd! :)

>
> >3) Can a disk drive be connected, or is the cartridge slot
> >the only way to load software?
>
> Programs can be loaded by means of cartridges, tape and
> disk. You need and Atari 810 disk drive.
>
> GFH
>
The Atari 400 could use other drives too! I ran my Xf551 off my Atari
400. My 400 was built in 1982, and the Xf551 was built in '87. The big
question is ram.. a 16k Atari 8bit can barely load up Dos 2.x.. but I
was able to load some 8k, 12k games on my 400.. (it only had 16k of ram)

Alan
University of Toronto
Computer Science and Management and Economics

1597. -More- GemDrop advancements

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-31 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5uctvv$ql2$1@nuke.csu.net>
Source record: 70517

Well, I actually had a chance to play the game I'm basing "GemDrop" on.
I was mistaken! :) It's called "Magical Drop" not "Lucky Drop."
(Maybe I was thinking of Lucky Charms... they ARE magically delicious,
you know!)

Anyway, I added some sprite-based effects which adds to the game a lot,
and fixed up the game rules to be more true to the arcade game.
(Not perfect, but still playable.)

This upgrade includes "killing" pieces in different directions.
If you get a column of gems lined up, they go away, as before.
But now, if there are any OTHER gems of the same color next to this
column, they'll go to! And so on. Makes for some spiffy chain-reactions!

I still need music! ;)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1598. Datalife 5.25" Diskettes

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-31 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <5uctl2$55b$1@newsd-122.bryant.webtv.net>
Source record: 70518

I am looking for some old Datalife 5.25 inch diskettes - the ones with
the deep pink jackets.
Used are O.K. if they work.
Let me know if you have any, and what you want for them.
Thanks very much.
Harvey

1599. Re: Koronis Rift and Atari800 emu by David Firth

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-31 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5ud884$m2e@cletus.bright.net>
Source record: 70519

RACK2000 wrote in article <19970831145500.KAA03123@ladder01.news.aol.com>...

>can anyone get Koronis Rift to work on the Atari800emu by David Firth or
>the Atari800win emu? The only emulator I have got Koronis Rift to run on is
>Xlit.

I haven't tried it on Atari800emu, but I know it runs OK on the Rainbow demo
for win/95.

1600. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-08-31 00:00:00 UTC
From: rdell@best.com
Message-ID: <5udaui$9tk$1@shell5.ba.best.com>
Source record: 70520
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5u7584$p2j$1@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <OeqsFMAt8GA.190@ntdwwaaw.compuserve.com>, Kevin Tekel N2WTO
>: <76362.2023@CompuServe.COM> wrote:
>
>: > CompuServe is closing all their Atari forums at the end of this week.
>: > Usenet members, please welcome the former CompuServe users and help them
>: > get into the swing of things with Usenet.
>
>: Seeing as much of the software from "those days" exists only on CIS and
>: other such services, is anyone doing anything to protect this?
>

OK, OK ... something convinced me to grab the files before
they vanish, so I now have all the files from section 11 and
12 of the CI$ ATARICOMPUTING forum, though I have to kludge them
together into one place (section 11 was grabbed with Qmodem at work,
while section 12 was grabbed with Tapcis, a much smarter CI$ aware program).
I will have to write a parsing program to split out the file descriptions
into the individual description for each file that Tapcis does to get them
consistant, but that shouldn't be too much trouble. 1800 files in section 12,
I haven't yet looked into the section 11 stuff yet.

>
>The UMich 8-bit Atari Archive has a chunk of the CIS archives archived
>away. I need to sort through it, though. Anyone willing to help?
>
>
The paper listing I had at work is definitely gone ... I hope I have
the original files on a 6809 Flex disk someplace.

--
Richard Dell

1601. Re: Speed of Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ue0t0fmi2@triglav.iwaynet.net>
Source record: 70425

On 1997-08-25 gooch@erols.com said:
>My next door neighbor had a C64 and I an Atari 800. When the arcade
>games were released on computer the Atari version always lacked
>(esp in graphics) The most unfort thing was that Atari itself was
>producing this garbage, but anyhow yes Dig Dug on the 800 seems
>sluggish, has crappy graphics, and doesn't play like the arcade.

I read that when Warner took over,a lot of the creative programmers left.

>Actually, I take some of that back. The ground color was faithful
>to the arcade thanks to 256 colors whereas the C64 wasn't.

It's only 128 colours/shades.You get 16 shades (instead of 8) and 16 colours
for 80x200x9 mode games.(GTIA 80x200,that is)
Games like Draconus and Zybex are 160x200x4 (and monochrome) and Ultima and
Lode runner are 320x200x1 (with artefacting for 4 c/s).

(of course these are just "standard" screen sizes.A game could just as easily
use 192x200.This is the same resolution as 160x200,just more of the screen is
used.It can also use 128x200.The same goes for other modes.
Also ANY number of lines can be used)

Net-Tamer V 1.09 - Test Drive

1602. +++ C O M P U T E R A U C T I O N +++

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: "DISCOUNTS ! software"@discount-software10.com
Message-ID: <010997114209@discount-software10.com>
Source record: 70426

<<<<<<< COMPUTER SOFTWARE / HARDWARE >>>>>>>

>>> UP TO 90 % OFF <<<

http://www.quantcom.com/auctionfirst/

===>=>>==>==>>==<<=>

1603. Huge list of 400/800 games FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: Jan Lai <jlai@idt.net>
Message-ID: <Pine.GSO.3.95.970901123338.4912D-100000@u2.farm.idt.net>
Source record: 70427
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace

Hi fellow rgvc'ers:

Don't play them much anymore so it is take to part with them:

here's the list of games:

Atari brand 400/800 games:

Pengo
Ms. Pacman *SOLD*
Dark Chambers (XE)
Pole Position
Joust
3-D Tic-Tac-Toe
Galaxian
Midnight Magic (XE)
Necromancer (XE)
Star Raiders
Jungle Hunt *SOLD*
Missile Command
Donkey Kong Jr
Ballblazer (XE)
Moon Patrol *SOLD*
Eastern Front (1941)
E.T. Phone Home
RealSports Football
AtariWriter
Centipede
Qix *SOLD*
Robotron 2084
Basic
Pacman
Space Invader
Dig Dug
Sky Writer *SOLD*

Non-Atari brand 400/800 games:

Miner 2049er (Big five)
Gateway to Apshai (Epyx)
Jumbo Jet Pilot (Thorn EMI)
Pitstop (Epyx)
Fraction Fever (Spinnaker)
Buck Rogers (Sega)
Gridrunner (HES) by Jeff Minter *SOLD*

Serpentine (Broderbund) *SOLD*
Atlantis (Imagic) *SOLD*
Survival of the Fittest (ISDI)
Popeye (Parker Bros.)
Wizard of Wor (Roklan) *SOLD*
Gorf (Midway/Gorf) *SOLD*
Soccer (Thorn EMI)
HERO (Activision) *SOLD*
Kids on Keys (Spinnaker)
Kaboom (Activision) *SOLD*
Q*bert (Parker Bros.)
Congo Bongo (Sega)
Dance Fantasy (Fisher Price)
Pitfall II (Acitivision) *SOLD*
Alf in the Color Caves (Spinnaker)
The Dreadnaught Factor (Activision)
Alien Garden (Epyx) *SOLD*
Story Machine (Spinnaker)
Facemaker (Spinnaker)
River Raid (Activision) *SOLD*
Frogger (Parker Bros.) *SOLD*
Jumpman Junior (Epyx, PCB board is off but works)
Star Trek S.O.S.(Sega)

The price is flexible, I'm generally looking for $3 for each game, $2 for the more commons (Pacman, AtariWriter, Star Raiders), and more for rarer ones.

Let me know if your are interested!

Jan

1604. Atari 8-bit Mini Movies Online

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5ueuv8$7f4@cletus.bright.net>
Source record: 70428

I have place around 10 atari 8-bit mini movies online at:

http://closertohome.dyn.ml.org/movies/movies.html

They are just animated gifs, containing scenes of some of the best A8 games. The first screen really isn't a movie, just an introduction. When you get there, just click on the NEXT link to go to the next movie in the series.

1605. Info needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <873145396@stackbbs.xs4all.nl>
Source record: 70429

-=> Quoting Loosecannon@jumpnet.com to All <=-

Lo> What's the best way to get data over to a PC (for CD-ROM burning
Lo> longevity)? I'm planning to modem everything across, but there must
Lo> be a program somewhere that will allow a PC 5.25" drive to read an
Lo> Atari's disk format (at which point I could just copy the files in
Lo> MS-DOS - yea, the copy-protected games wouldn't work very well, but I'd
Lo> be able to get a lot of stuff.) Anyone know of such a program?

Modeming stuff over... Hummm, that probably means you have an 8-bit
computer WITH disk drive, right?
Why not use SIO2PC then? You can use this interface to transfer files
easily from your 8-bit to the pc.
There are programs which allows you to read 8-bit disks on the
5.25" disk drive from a pc. I tried them, but AFAIK no one worked...

Bo.
___ Blue Wave/386 v2.30

1606. Atari Promotional Items W

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <873145395@stackbbs.xs4all.nl>
Source record: 70430

-=> Quoting Bojay1997@aol.com to All <=-

Bo> Hello, I am looking for any unusual promotional items or prototype
Bo> hardware putr out by Atari prior to 1987. If anyone has anything
Bo> available for sale, please let me know. Thanks.
Bo> Bojay

Hi, how about digitizing the unusual promotional items you already have,
and put them on your homepage?
Love to see some of them...

Bo.

___ Blue Wave/386 v2.30

1607. Monitor chaos - run away!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: Loose Cannon <loosecannon@jumpnet.com>
Message-ID: <01bcb71a$45434340$2051c4ce@loosecannonhome>
Source record: 70431

Ok, who's got the info on how to hook up an Atari 800XL to a Commodore 1084 or 1084S monitor? Basically, there's a 5-pin DIN (round plug) coming out of the Atari, and I need to get that over to the nine pin plug on the monitors. The monitors also have composite inputs, which I managed to get going but only by making an RF modulator and routing the composite out of the Atari through the TV, which then gave me separate video and audio RCA phono ports to plug into the monitor (and if I have to use a TV, it kind of defeats the purpose.)

Essentially, I think it all comes down to this...

1) Either I take the composite out of the Atari and find a way to separate the video and audio info and then pipe them into separate RCA phono jacks on the monitor or...

2) I take the Atari's monitor output (5 pin) and figure out what (if any) pin switching and wire crossing I have to do to make it happy with the 9 pin Commodore RGB inputs.

Somebody reply quick, or I'll be posting, "Where do I go to repair a Commodore monitor?" by sometime tonight...I just went and bought the old voltmeter, so I'm now armed and (from my monitor's point of view) extremely dangerous. "Maybe this wire goes here...phizzzzztttt!...no, maybe not...maybe it goes here...Ow!...maybe...."

- Loose

1608. Re: Monitor chaos - run away!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970901225401.SAA01737@ladder01.news.aol.com>
Source record: 70432

The Atari din has the perfect outputs for your monitors. Besides a
separated audio and composite signal, the din also has a separated chroma
and lumina signal that can feed into the separated chroma and lumina inputs
on some Commodore monitors. Which is which? I'll let someone else say or
you can just spend a few bucks on a cable from B&C or wherever.
Let us all know if you zap something :)

Bostone1

1609. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <1197.7183T1097T568@pianosa.demon.co.uk>
Source record: 70433

Whilst reading the rubbish I usually find here, Mat Simpson wrote something interesting about Re: Atari in music?,

Hello Mat,

>electronics companies who chose a Japanese sounding name to hint at
>quality and advanced technology - Matsui and Saishio

Cheap, yes. Cheerful? They're rubbish.

>All rather ironic really, as Sony, Pioneer and Panasonic et al chose
>their names to sound Western (according to urban legend Sony was meant

Quite so.

>Whether Atari had similar reasoning, I dont know (probably unlikely now
>I come to think about it - did the Japanese have much of a reputation
>for computer games before Space Invaders was released?)

Not really. It all started in the USA. As ever, the Japanese were Johnny-come-lately's. Of course, nowadays they've made their mark in other areas.

At the time that Atari were being set up, there was a lot going on in (what's now called) Silicon Valley. Maybe choosing unlikely names was one way of fending off prying eyes?

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

Also, it takes much longer to get up north, the slow way.
Clever Trevor; Ian Dury & The Blockheads

1610. Re: Speed of Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5uf8h9$chb@dfw-ixnews12.ix.netcom.com>
Source record: 70434

There are two versions (at least) of Dig Dug for the 8bits released by
Atari. A rather shabby looking version comes in the brown 400/800 cart
style case. The silver XL version of the cart is much better. The graphics
are much improved.

Karl.

In article <5ue0t0fmi2@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:
>
>
>On 1997-08-25 gooch@erols.com said:
> >My next door neighbor had a C64 and I an Atari 800. When the arcade
> >games were released on computer the Atari version always lacked
> >(esp in graphics) The most unfort thing was that Atari itself was
> >producing this garbage, but anyhow yes Dig Dug on the 800 seems
> >sluggish, has crappy graphics, and doesn't play like the arcade.
>
>I read that when Warner took over,a lot of the creative programmers left.
>
> >Actually, I take some of that back. The ground color was faithful
> >to the arcade thanks to 256 colors whereas the C64 wasn't.
>
>It's only 128 colours/shades.You get 16 shades (instead of 8) and 16 colours
>for 80x200x9 mode games.(GTIA 80x200,that is)
>Games like Draconus and Zybex are 160x200x4 (and monochrome) and Ultima and
>Lode runner are 320x200x1 (with artefacting for 4 c/s).
>
>(of course these are just "standard" screen sizes.A game could just as easily
> use 192x200.This is the same resolution as 160x200,just more of the screen is
> used.It can also use 128x200.The same goes for other modes.
> Also ANY number of lines can be used)
>
>Net-Tamer V 1.09 - Test Drive

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1611. Computer & Video Games (UK Magazine)

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: Ian Pare <ian@infoserv.demon.co.uk>
Message-ID: <RgOltHAV2xC0Ewol@infoserv.demon.co.uk>
Source record: 70435

Hi,

I'm looking for any old issues of C&VG magazine published in the UK.
It's one of the very few magazines that started way back at the start of
the 8-bit days and is still in publication, (current issue #190).

By old issues, I mean very old issues, ie. pre 1985. My earliest issue
is from 1982 (Dr. Who Cover). The rest covering 83/84/85.

They covered at the time, most 8-bit formats, Atari, Acorn, Sinclair,
TI, Dragon, Oric, Aquarius, New Brain etc.

Mail me, or post to this thread if you have any issues for sale.

Thanks

Ian (ian@infoserv.demon.co.uk)

1612. WTB Ultima 1+2 for Atari computers

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19970901074801.DAA11649@ladder01.news.aol.com>
Source record: 70521

I'd like to buy these two games Ultima 1+2 for Atari 8-bit or Atari ST.

Thanks,
Tom

1613. Re: Sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <5udsaj$3a7$1@korweta.task.gda.pl>
Source record: 70522

In article <19970831145301.KAA09950@ladder02.news.aol.com>, rack2000@aol.com (RACK2000) wrote:
>Does anyone know a RELIABLE site where i can buy the sio2pc cable?

Why dont you check this out:

http://komodo.ebay2.com/aw-cgi/ItemISAPI.dll?ViewItem&item=93465

1614. Re: Formatting Atari diskettes in BASIC

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ue0stfmi1@triglav.iwaynet.net>
Source record: 70523

On 1997-08-26 rsely@dhs.state.nj.us said:
>Robert Erickson wrote:
>> 253 FORMAT DISK XIO 253,#1,0,0,"D1:"
>> (format single density)
>> 254 FORMAT DISK XIO 254,#1,0,0,"D1:"
>> (format enhanced density)
>> ++
>> I believe that one of these last two should do the trick.may be a
>> better way, don't recall.

"donAt recall"???

>> Hope this helps.
>> cheers,
>> robert
>Robert,
>Minor correstion XIO 254 is single density format and 253 is 2.5
>enhanced density format. If you are using SpartaDOS X, use XIO 254,
>#1,0,0,"Dn:", which will bring up the SD disk formatter menu.

In DOS,254 sends a 1050 format (double density/128-byte sector) command first.
If that doesn't get accepted by the drive,it tries the normal format command.
(make sure your Indus GT or whatever other double density/256-byte sector
drive is set to single density.Putting in a DD/256 disk an trying to read it
will just produce errors and switch it to DD/256 mode)
When you use the "I" command from DUP,this is what you're sending.
Remember that MyDOS can read 1050 DOS disks but it doesn't understand the weird
VTOC of DOS 1050 disks.(in understands single density,though)
And DOS totally doesn't understand MyDOS 1050 disks.

XIO 253 allows you to specify what density you want.This is what the "P"
command does.But I don't know how it works and MyDOS doesn't support it.
(you can do the same thing through MyDOS's XIO 254)

Net-Tamer V 1.09 - Test Drive

1615. Re: Xformer cable... can anyone get it working?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-01 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ue0t2fmi3@triglav.iwaynet.net>
Source record: 70524

On 1997-08-25 gooch@erols.com said:
>I got mine to work only after messing around for quite awhile.
>Problem #1 - Won't work under Windows 95. You need to create a boot
>disk or run an older version of DOS from disk

Why don't you just exit back to DOS?
Still,you should keep a copy of MS-DOS 6.22 around.The batch files of
MS-DOS 6.22 are incompatible with MS-DOS 7.Some of the features were left out.

Net-Tamer V 1.09 - Test Drive

1616. Re: Monitor chaos - run away!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <340b664d.0@news.comet.net>
Source record: 70436

In article <01bcb71a$45434340$2051c4ce@loosecannonhome>, "Loose Cannon"
<loosecannon@jumpnet.com> says:
>
> Essentially, I think it all comes down to this...
>
> 1) Either I take the composite out of the Atari and find
>a way to separate the video and audio info and then pipe them into
>separate RCA phono jacks on the monitor or...

That is what I did. Into three RCA phono jacks. Remember to color
code the jacks. :-)

Works great.

GFH

1617. Atari History

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <340b669e.0@news.comet.net>
Source record: 70437

What was the name of the (to be in theory, not in fact)
hit Atari game which Sears got a two week marketing
jump on? Was it ET?

GFH

1618. XFormer Cable Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5ug2q7$5q9@sjx-ixn7.ix.netcom.com>
Source record: 70438

I just finished building the PC Xformer cable, and I can't get it to work.
Xformer says it can't calibrate the drive.

I'm using a stock 1050 drive under MSDos6.22/NDos. Should my printer
port be setup to something other than "bi-directional printer port", ECP
perhaps? What drive letter should the 1050 be set to? Do I need a disk
in the drive? etc.. etc.. not very well documented. =)

Actually, I'm just looking for a way to interface the 1050 to the PC
and some C code to drive it. I want to write Atari disks from Unix, but first
I thought I would try the Xformer. And yes, it is built correctly.

Karl

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
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1619. BASIC floating point routines in ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <EFv7LD.H9s.0.sheppard@torfree.net>
Source record: 70439

Anyone know of a code library for ACTION! which implements the floating point arethmetic functions of SQR(), COS(), SIN(), and ATAN(), that are normally only available when running some form of BASIC?

I've more or less figured out a quick 'n' dirty SQR routine, but I'm not sure the math is completely sound, although when the algorithm is tested against BASIC XE's SQR() function, they come up as being off by only a fraction.

Anyone care to guess why OSS (who created Atari BASIC), didn't include the above mentioned fucntions into the REAL.ACT code library that comes with the ACTION! Toolkit?

Later...

1620. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0209971110210001@199.166.204.230>
Source record: 70440
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5udaui$9tk$1@shell5.ba.best.com>, rdell@best.com (Richard
Dell) wrote:

> OK, OK ... something convinced me to grab the files before
> they vanish, so I now have all the files from section 11 and
> 12 of the CI$ ATARICOMPUTING forum, though I have to kludge them
> together into one place (section 11 was grabbed with Qmodem at work,
> while section 12 was grabbed with Tapcis, a much smarter CI$ aware program).
> I will have to write a parsing program to split out the file descriptions
> into the individual description for each file that Tapcis does to get them
> consistant, but that shouldn't be too much trouble. 1800 files in section 12,
> I haven't yet looked into the section 11 stuff yet.

Thank you thank you thank you thank you thank you!!

How large is it in total? I have a friend that has a few programs that
were not released, and I think he'd like to add them.

Maury

1621. Looking for large piles of Atari 8 bit software!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: bojay1997@aol.com
Message-ID: <19970902185401.OAA05416@ladder01.news.aol.com>
Source record: 70441

Hello, I am looking to buy piles of old Atari 8 bit disks. If you have a large collection of old atari software you're not using anymore, please e-mail me and I'll make an offer on your used disks. Thanks.

Bojay

1622. N. NJ - FREE Atari 8-bit and ST

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: fxites@aol.com
Message-ID: <19970902185500.OAA12622@ladder02.news.aol.com>
Source record: 70442

FREE STUFF IN NORTHERN NEW JERSEY:

Hello All,

I am planning a move into a very small house, leaving the rather large house of my childhood behind. I have several small collections of items which may be of interest to users on this newsgroup. I'm sorry that some of the items are off-topic, but it was much easier for me to make one post to several areas.

If you are interested in picking these items up, please write me an email, fxites@aol.com. I am offerng the items for free, but I certainly would not mind if you felt like making an even trade with any small items that you wish to part with.

Anyhow, here's the stuff:

BASEBALL CARDS...

A small collection of assorted, loose baseball cards, dated between 1987 and 1993. I have not priced each card, but I would estamate that the book value of all the cards would be between $50 and $60. Take them or leave them. If you pick one up, you take them all. Why not? They are FREE!

COMIC BOOKS...

An even smaller collection of comic books, assorted dates. I have several loose, tear-up copies of older comics that were great fun to read, but have no collectable value, as well as two Spawn #1, and the entire Spawn series thru about #20, in addition to other slightly less valuable recent comics. I would estamate that the value of these comics is under $50, but I would really like to hear trade offers for them. If all else fails, I'll let them go for free.

ATARI STUFF...

Many assorted bits and pieces for Atari 8-bit computers, as well as an Atari ST computer with monitor. I was given a very generous collection of Atari items by a member of the Atari Elect this past year. I have had time to figure out which items are of use to me and which are not. I would be happy to see these items go to a good home. If you are in the Northern New Jersey area and can pick up several boxes of stuff before the 23rd of September, they are yours.

STUFF THAT I WANT...

IF you have any carts for the Atari 2600, 7800, 5200, Lynx, Jaguar, or any Atari ST hardware (midi perhaps!?) that you would like to offer in exchange

for any of these items above, please let me know. My first priority is getting all of these wonderful items into a good home, but if I can hook myself up with a few new toys of my own, that would be great.

Please email if you are interested.
-Jon

And the #1 most frequently asked Atari 2600 question is... <drumroll>
"What kind of power adapter do I need for my 2600?"
The answer? 9 volt DC @ 500 mA with a 1/8 inch, possitive-tipped plug!

1623. Re: BASIC floating point routines in ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970902143036.5713B-100000@fissure.scar>
Source record: 70443

On Tue, 2 Sep 1997, Jeffery Thomas wrote:

>
> Anyone know of a code library for ACTION! which implements the floating
> point arethmetic functions of SQR(), COS(), SIN(), and ATAN(), that are
> normally only available when running some form of BASIC?
>
> I've more or less figured out a quick 'n' dirty SQR routine, but I'm not
> sure the math is completely sound, although when the algorithm is tested
> against BASIC XE's SQR() function, they come up as being off by only a
> fraction.
>
> Anyone care to guess why OSS (who created Atari BASIC), didn't include
> the above mentioned fucntions into the REAL.ACT code library that comes
> with the ACTION! Toolkit?

Don't forget those OSS people are the same dudes that made Atari Basic
have rounding errors in a lot of its math routines. (Those with an OLD
Atari Basic CXL4002 rev A cart can testify to the 2^2 not equaling 4. It
goes to 3.99999999996 or something odd like that.... and it taking
forever. I remember some old type in listings in COMPUTE used to use the
^ function as pauses instead of using empty for/next loops! heheh

Alan

1624. Re: Tape Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <340c6577.0@news.carleton.edu>
Source record: 70444

In article <872804866@stackbbs.xs4all.nl>, bo.schreurs@stackbbs.xs4all.nl
(Bo Schreurs) wrote:

> A_> Wich one was better?? The 410 or the 1010(?). And are they both
> A_> compatible with the XL's?
>
>The XC11 is better <g>

Anyone know the difference between the XC11 and the XC12?

-Michael

1625. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <340c6780.0@news.carleton.edu>
Source record: 70445

In article <872508575.15660@dejanews.com>, archieb@msn.com wrote:

>With the latest trend of releasing old software for pc's and game console
>machines, I was hoping for a re-release of most, if not all, Synapse
>titles. Has anyone heard if Synapse is still around??

As someone else mentioned, Synapse was merged into Broderbund way back when.
Broderbund is still around (http://www.broderbund.com), so presumably
they still own the rights to all the Synapse titles.

-Michael

1626. Galahad and the Holy Grail

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5uhoc0$7nc$1@earth.execpc.com>
Source record: 70446

What is the purpose of this game? You ride around, look in some castles, but there doesn't seem to be any purpose. I think this game won a bunch of awards, but I don't know why. Is there some aspect to this game that I am missing?

--

=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

1627. Re: Info needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: "C. Eric Youngberg" <key@sprintmail.com>
Message-ID: <340C6F3C.21CC@sprintmail.com>
Source record: 70447

Loose Cannon wrote:
>
> I'm setting up the old Atari 8 bit and am trying to bring my feeble old
> 5.25" disks over to the PC.

> What's the best way to get data over to a PC (for CD-ROM burning
> longevity)? I'm planning to modem everything across, but there must be a
> program somewhere that will allow a PC 5.25" drive to read an Atari's disk
> format (at which point I could just copy the files in MS-DOS - yea, the
> copy-protected games wouldn't work very well, but I'd be able to get a lot
> of stuff.) Anyone know of such a program?

Try this page before looking at a program to read your disk:

http://seka.nacs.net/~classics/

The program is called Atari Peripheral Emulator (APE), is fast and works
well, and the interface is cheap/easy to build (or buy). There is
another program which I've had less success with, but will also do the
trick, called SIO2PC (current rev is 4.1), available from a number of
FTP sites.

gud luk :)

--
EY

1628. Re: Turbo Basic XL Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <340c63f8.0@news.carleton.edu>
Source record: 70448

In article <01bcb173$bb82d400$0e4badce@crc3.concentric.net>, "Fred Thompson"
<fhthomps@concentric.net> wrote:

>> I really wonder how someone could secure the rights to a freeware
>> program that is about 12 years old.
>
>Simple answer: They can't. Well, never say never. A COLLECTION of PD files
>CAN be copyrighted, so could an entire magazine or book even if parts of it
>are public domain.

But that's not what he said. He said freeware, which is NOT public domain
software. Freeware is freely distributable, _copyrighted_ software. And
copyrights associated with Atari software will not be expiring for many
years.

If someone released a program as freeware 12 years ago, he still owns the
rights to it now.

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1629. Re: XFormer Cable Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: Stephen Knox <gooch@pop.erols.com>
Message-ID: <340C6365.4523@pop.erols.com>
Source record: 70449

I got my XFormer cable to work under the following conditions:

1. Boot DOS from floppy (It came be done with Win95 DOS)

2. The drive id setting needs to be correct (ie, the switches
need to be set to the drive your trying to get XFormer to
recognize)

3. Your LPT port needs to be something standard (I forgot the
address)

4. Use a standard drive. My 1050 Happy drive didn't work. I
had to use an unmodified 1050 to get it to calibrate.

And most importantly, you CANT write to Atari disks. You can only read
with the code in 3.6 (Atleast all I get is write errors)

Later,
Steve

Robert S Ely wrote:
>
> Karl Heller wrote:
>
> > I just finished building the PC Xformer cable, and I can't get it to work.
> > Xformer says it can't calibrate the drive.
> >
> > I'm using a stock 1050 drive under MSDos6.22/NDos. Should my printer
> > port be setup to something other than "bi-directional printer port", ECP
> > perhaps? What drive letter should the 1050 be set to? Do I need a disk
> > in the drive? etc.. etc.. not very well documented. =)
> >
> > Actually, I'm just looking for a way to interface the 1050 to the PC
> > and some C code to drive it. I want to write Atari disks from Unix, but first
> > I thought I would try the Xformer. And yes, it is built correctly.
> >
> > Karl
> >
> > Karl Heller - Making the world safe once again.
> > ---
> > | heller@cdnow.com |
> > | >>> HTTP://CDNOW.COM <<< |
> > | Biggest, Fastest, Best... |
> > ---
>
> Karl,

> I don't think anyone has gotten it to work. Mine DOES go through the test
> properly, but nothing after that. I'm using PCXf3.60 and an XF-551. I've tried
> booting PCXf with SD 3.3, and AtariDOS 2.5. I should try MyDOS to see if that
> works better, but I don't have anything using MyDOS.
> Try this. With ALL equipment off, connect the XF Cable to your parallel port
> and then your 1050. Start the floppy then the PC. Boot PCXf 3.5 or higher version.
> Be sure to have a bootable floppy in the 1050 at PCXf boot. Make sure you have the
> correct switched set on the XFormer command line. (C:\PXCF360\XFORMER -X -S -J
> dos25.xfd d2: ,. This SHOULD boot PCXf with AtariDOS 2.5 as D1: and your 1050 as
> D2: with the sound and joystick on. This is according to the PCXf 3.60 docs. If
> you don't have PCXf 3.60. Get it at http://www.emulators.com . It's free and has
> the docs included. I helps if you have an old version with the printed manual.
>
> Hope this helps.
>
> --
> Robert S Ely --- Communications Systems Technician
> mailto:rsely@dhs.state.nj.us
> mailto:rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1630. Re: Sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: "C. Eric Youngberg" <key@sprintmail.com>
Message-ID: <340C70B5.4F04@sprintmail.com>
Source record: 70450

RACK2000 wrote:
>
> Does anyone know a RELIABLE site where i can buy the sio2pc cable?

Try this site:

http://seka.nacs.net/~classics/

You can get a discount on the cable with the program.

EY

1631. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <340C794E.89C33550@aol.com>
Source record: 70451

Actually, Bushnell wanted Syzygy, but apparently a roofing company already had the name. The next names were Sente and Atari. Apparently someone at the incorporation bereau liked Atari and it was chosen.

When Bushell left Atari he started a new arcade company called... Sente.

Curt

1632. ATR 8000 for Atari 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <340D07DD.291C@ccnet.com>
Source record: 70452

I just picked up another Atari 800XL.It came with a ATR 8000?It says ATR 8000,SWP Microcomputer Products.Also has a on/off switch in front. In the back it has a reset,power in,computer in,phripheral out,printer,floppy disk,rs-232.I have all the cables.It came with a IBM 5 1/4 floopy drive that i couldn't get to work.Tried it on my PC and it wouldn't read/write also.What is this device(ATR 8000)?Was it made to use standard PC floppy drives?Can anyone tell me about it?

Thanks

1633. Game Link II question (again!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5ug9hi$9vp$1@nuke.csu.net>
Source record: 70453

Alright... is programming raw SIO port access as easy as I think it is?

Output:

(1) Set SEROUT ($D20D) to the byte
(2) Set bit 4 (SEROR) of IRQEN ($D20E)

Input:

Similar, but more complicated... need to look into it.

Please get back to me with comments on this idea (ie, am I right or
wrong!?)

Thanks! :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1634. XFORMER Cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: trashman@aci.net
Message-ID: <5ugi0i$46i$0@208.136.114.117>
Source record: 70454

If anyone can build me one or point me to one who does or a company,
please contact me.

Seth Lee Straughan
TrashMan
trashman@aci.net
ICQ UIN - 212089

1635. Re: XFormer Cable Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <340C2BCA.B3A2B568@ix.netcom.com>
Source record: 70455

Karl Heller wrote:

> I just finished building the PC Xformer cable, and I can't get it to work.
> Xformer says it can't calibrate the drive.
>
> I'm using a stock 1050 drive under MSDos6.22/NDos. Should my printer
> port be setup to something other than "bi-directional printer port", ECP
> perhaps? What drive letter should the 1050 be set to? Do I need a disk
> in the drive? etc.. etc.. not very well documented. =)
>
> Actually, I'm just looking for a way to interface the 1050 to the PC
> and some C code to drive it. I want to write Atari disks from Unix, but first
> I thought I would try the Xformer. And yes, it is built correctly.
>
> Karl
>
> Karl Heller - Making the world safe once again.
> --
> | heller@cdnow.com |
> | >>> HTTP://CDNOW.COM <<< |
> | Biggest, Fastest, Best... |
> --

Karl,
I don't think anyone has gotten it to work. Mine DOES go through the test properly, but nothing after that. I'm using PCXf3.60 and an XF-551. I've tried booting PCXf with SD 3.3, and AtariDOS 2.5. I should try MyDOS to see if that works better, but I don't have anything using MyDOS.
Try this. With ALL equipment off, connect the XF Cable to your parallel port and then your 1050. Start the floppy then the PC. Boot PCXf 3.5 or higher version. Be sure to have a bootable floppy in the 1050 at PCXf boot. Make sure you have the correct switched set on the XFormer command line. (C:\PXCF360\XFORMER -X -S -J dos25.xfd d2: ,. This SHOULD boot PCXf with AtariDOS 2.5 as D1: and your 1050 as D2: with the sound and joystick on. This is according to the PCXf 3.60 docs. If you don't have PCXf 3.60. Get it at http://www.emulators.com . It's free and has the docs included. I helps if you have an old version with the printed manual.

Hope this helps.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1636. Re: Atari History

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <340c5165.2877180@news-west.sony.com>
Source record: 70456

It certainly was not E.T.

By that time Atari's and Sears partnership was not as "cozy" as it
once was. I doubt any game had a 2 week lead at Sears, but if one did,
my guess is that it was Space Invaders.

jj

On 2 Sep 97 01:06:38 GMT, georgeh@comet.net (George F. Hardy) wrote:

>What was the name of the (to be in theory, not in fact)
>hit Atari game which Sears got a two week marketing
>jump on? Was it ET?
>
>GFH

1637. I need a copy of DOS?? HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: Jeff Thomas <Yanni@mindspring.com>
Message-ID: <01bcb7d6$e0fa0fa0$360456d1@default>
Source record: 70457

I just bought an Atari 800 computer and 2 1050 disk drives.....Yep no DOS disk. It came with a ton of game disk but??? NO DOS. I had one of these computers as a child and would love to see one run again. Could anyone be so nice to send me a copy of DOS 3.0 on 5 1/4 for my Atari. Any help would be appreciated.

Yanni@mindspring.com

1638. Usage of Antic .atr's with emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: "B. Sturk" <bsturk@SPAMnh.ultranet.com>
Message-ID: <340C8184.33D8@SPAMnh.ultranet.com>
Source record: 70458

I downloaded some 90k ATR's that we're under a folder called antic, and
were dated by month. Could someone please help...I'd love to play
Warrior 3000!!! Thanks.
--
Brian Sturk SW/Engineer (remove SPAM to e-mail, Thanks!)

Curator of The Unofficial Borland C++ Builder Page
http://www.nh.ultranet.com/~bsturk
"Whatever happened to Pong?" Frank Black, The Pixies

1639. Atari magazine give away!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-02 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <340CBAC3.212FEA1C@worldnet.att.net>
Source record: 70459

I just learned of an (almost) local guy who's going to send his 8-bit magazine collection to the recycler if he doesn't hear from me tomorrow. Please send me email *now* if you're interested in paying shipping on all or most of his collection of COMPUTE!, Analog, and Antic magazines. Buyers local to Daytona Beach or Orlando FL: give me information and I'll tell you where to pick them up!

Please respond to potterj@real3d.com (not my address on worldnet).

Jeff Potter

1640. ****FOR SALE: ATARI GAME CARTRIDGES FOR MODEL 2600****

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: happyman@erols.com
Message-ID: <340cd123.81952655@news.erols.com>
Source record: 70375
Cross-posted to:
alt.atari,alt.atari.2600,rec.games.video.atari,rec.games.video.marke,rec.games.video.class,rec.collecting,comp.sys.atari.8bit

```
Soccer
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Phoenix
Football
River Raid
Berzerk
Asking price $3.00 ea plus shipping or best offer for the entire lot.
Contact happyman@erols.com
```

1641. wanted atari items for my collection

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bcb8b6$e356b380$2f1644c3@pamuller.imaginet.fr>
Source record: 70376

```
Hello, i'm a french ATARI collector, this is the listing of the hardware
i'm looking for:

-COMPUTERS:
-1200
-1200 XL
-1400 XL
-1450 XL
-600 XL
-800 XLF
-1450 XLD
-65 XE
-65 XEM
-65 XEP
-260 XE
-1040 STE + (with pc chip and hard disk)
-130 ST (prototype)
-260 ST
-520 ST
-2080 STF
-4160 STF
-MEGA ST
-MEGA ST2
-MEGA ST4
-STACY
-PC2
-PC3
-PC4
-PC5
-ABC 386
-ABC 386 SXN (notebook 80386 HD 20 MO)
-TT (protoype TT ... 16MHZ)
-TT
-TT 040
-ST BOOK
-ST PAD
-FALCON 040
-FALCON XE

-MONITORS:
-XM 128
-XC 1411
-SM 146
-SM 147
-SM 194
```

-PS 3000
-SC 1224
-SC 1426
-PCM 125
-PCM 145
-PCC 1415
-PCC 1424
-PCC 1425
-PTM 146
-PTC 1426
-TTM 194
-TTM 195
-TTC 1434

-DISK DRIVES:
-810
-815
-1055
-XC 35
-XF 521
-XF 551
-PCF 314

-HARD DISK:
-SH 104
-SH 205
-SR 144
-MEGAFILE 44
-MEGAFILE 60 (60 MO)

-TAPES READERS:
-410 (Japon)
-410 (Hong Kong)

-PRINTERS:
-820
-822
-825
-1025
-XTL 201
-XTM 201
-XTC 201
-XMM 801
-XDM 121
-SLM 406
-SMM 810
-SMM 824

-VIDEO SYSTEMS:
-pong
-super pong
-ulra pong

-video pinball
-stunt cycle
-touche me
-brain game
-2000: 2600 prototype
-2800 (japan)
-5200
-7800 pro system
-Prototype JAGUAR

-MISCELANEOUS:
-SPACE AGE joy
-SUPER JOYSTICK
-PCM1
-PCM2
-CX 52
-CX 53
-CX 55
-CX 852
-CX 853
-CX 801
-CX 801
-CX 70 (light pen, gamme 400-800)
-CX 81 (5 foot SIO cable)
-CX 86 (printer cable 850-825)
-CX 87 (modem 850 cable)
-CX 88 (terminal 850 cable (null modem))
-CX 89 (color monitor cable)
-CX 82 (monochrome monitor cable)
-850: (metal case version)
-CX 262 : switch box tv/computer
-CX 781 : power adaptator
-1090
-kit labo (kit temp and light)
-CASE ATARIEN 007
-ORG 400,500,700
-SUPPLY 12 V FOR LYNX
-CATBOX JAGUAR
-JAGLINK
-JAGUAR controller extension cable
-JAG switch box TV
-PRO Controller JAGUAR
-case for JAGUAR
-CALCULATOR ATARI CC91R
-CALCULATOR ATARI CC91G
-CALCULATOR ATARI CC180
-CALCULATOR ATARI CC181
-CALCULATOR ATARI CC190
-CALCULATOR ATARI DB2200
-CALCULATOR ATARI ST300

-CALCULATOR ATARI ST310
-CALCULATOR DMP 2000
-CALCULATOR DMP 2002

-MODEMS :
-830
-835
-XM 301
-1030

-FOR PORTFOLIO :
-HPC 102
-HPC 104
-HPC 201
-HPC 202
-HPC 203
-HPC 204
-HPC 205
-HPC 301
-HPC 501
-HPC 502
-PORTFOLIO System case

-FOR ST-BOOK :
-Adapt ST BOOK-ASCI
-Adapt ST BOOK-MIDI
-Battery Pack ST BOOK

and every item of the ATARI ADVERTISING...

1642. come to see my pages...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: redraven@infonie.fr
Message-ID: <873251807.997100@mars>
Source record: 70460

at :
http://www.infonie.fr/public_html/redraven/
Thanks

1643. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <340ce145.1555367@news.injersey.com>
Source record: 70461

On Tue, 26 Aug 1997 17:04:05 GMT, mclane@dellos.demon.co.uk (Paul
Irvine) wrote:

-
-Very true...A great favourite is Survivor which I have never seen on
-any sites. Its like a top view Chopper rescue in Space...
-

Well? Does anyone have this on disk that they can send to the site?
Theres a reason its not on a site - havent found it yet!

1644. Re: Galahad and the Holy Grail

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <340ce193.1632949@news.injersey.com>
Source record: 70462

On 2 Sep 1997 14:10:56 -0500, krieg@earth.execpc.com (Andrew Krieg)
wrote:

-What is the purpose of this game? You ride around, look in some
castles, but
-there doesn't seem to be any purpose. I think this game won a bunch
of
-awards, but I don't know why. Is there some aspect to this game that
I am
-missing?

If you are a 2600 Adventure nut, you would like it as the closest
thing on the 8 bit to that. That is, until Tony Ramos wrote 2600
adventure for the 8 bit........

1645. Atari 8-bit starter system?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: Christopher Kmiec <ckmiec@concentric.net>
Message-ID: <340CF4B0.20CBAEA8@concentric.net>
Source record: 70463

I would like to get into the Atari 8-bit programming, but I have never owned one before and I am wondering what do I need? I don't like the 65XE/130XE keyboard (assuming that it is the same as in the ST series), so I'm thinking about the 800XL...

Chris Kmiec

1646. Will pay $40 for Ultima 1 or 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19970903053001.BAA01650@ladder02.news.aol.com>
Source record: 70464

For complete copies in good condition. I prefer Atari 400/800 versions but will consider ST also.

Thank you,
Tom

1647. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <3411446f.4412267@news.demon.co.uk>
Source record: 70465

The other Day noone@nowhere.com (Yogi) wrote:

>On Tue, 26 Aug 1997 17:04:05 GMT, mclane@dellos.demon.co.uk (Paul
>Irvine) wrote:
>
>-
>-Very true...A great favourite is Survivor which I have never seen on
>-any sites. Its like a top view Chopper rescue in Space...
>-
>
>Well? Does anyone have this on disk that they can send to the site?
>Theres a reason its not on a site - havent found it yet!

I will post it later to Hackerz if it can go there...

For those getting it remember to set your emu to 800 OS or load a
translator on a 130 or 800XL...
--
Paul....

Windows 95: n. 32 bit extensions and a graphical shell for
a 16 bit patch to an 8 bit operating system
originally coded for a 4 bit microprocessor,
written by a 2 bit company, that can't stand
1 bit of competition.

1648. HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <873298793.7532@dejanews.com>
Source record: 70466

Regarding the thread from last fall: "HTML version: Mapping the Atari"...
did anything ever come out of this thread? Was an HTML version ever
produced?

There was alot of talk and then it just faded away...

cowpoke

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

1649. Re: Atari 8-bit starter system?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5uk1qp$skc@freenet-news.carleton.ca>
Source record: 70467

Christopher Kmiec (ckmiec@concentric.net) writes:
> I would like to get into the Atari 8-bit programming, but I have never
> owned one before and I am wondering what do I need? I don't like the
> 65XE/130XE keyboard (assuming that it is the same as in the ST series),
> so I'm thinking about the 800XL...

An 800XL is fine, but the 130XE would be easier to pop an extra 256K into. In
any case, start w/ a stock machine, but if your going to get way into
assembler, you will need an expanded machine.

If you already have a PC around, get a copy of APE which will make
your work easier since there will be no hassles w/ floppies. If you
dont have a PC you want at LEAST a DD drive like a Indus or USD 1050. Might
look into a MIO or Black Box.

There are some great assemblers for the 8-bit now, and some nice cross
assemblers for the PC that work good too. Depends on your style. Since I
can run the EXE right from the PC mirror w/ no transfers, it's been easier
for me to use a crossassembler on my 486.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1650. Re: ATR 8000 for Atari 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R0309971132370001@nntp.ix.netcom.com>
Source record: 70468

In article <340D07DD.291C@ccnet.com>, jandc@ccnet.com wrote:

>I just picked up another Atari 800XL.It came with a ATR 8000?It says
>ATR 8000,SWP Microcomputer Products.Also has a on/off switch in front.
>In the back it has a reset,power in,computer in,phripheral
>out,printer,floppy disk,rs-232.I have all the cables.It came with a IBM
>5 1/4 floopy drive that i couldn't get to work.Tried it on my PC and
>it wouldn't read/write also.What is this device(ATR 8000)?Was it made
>to use standard PC floppy drives?Can anyone tell me about it?
>
>Thanks

The atr8000 is a nifty box that gives you a serial port, a printer port, and the ability to use higher-capacity floppy drives with your Atari. There was a 64k version and, I believe a 16k version. The 64k version can be used as either a 64k print buffer or a CP/M computer in its own right.

The manual has instructions for how to cable various types of floppies to the ATR... Including 8" drives! :-) The unit shipped with MYDOS, which can deal with enhanced- and double-density drives...

I'd offer more, but my ATR (and its manuals) is in Texas and I'm in Washington state. :-)

1651. >> help BRUCE LEE on Xformer <<

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: imarkows@escape.ca
Message-ID: <340d23a3.1382567@news.escape.ca>
Source record: 70469

I cant get bruce to move , joystick does not move his (tried it on
both ports) what do I do?

1652. Re: Monitor chaos - run away!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <340eb647.2155780@news.inc.net>
Source record: 70470

On 1 Sep 1997 21:02:44 GMT, "Loose Cannon" <loosecannon@jumpnet.com>
wrote:

> Ok, who's got the info on how to hook up an Atari 800XL to a Commodore
>1084 or 1084S monitor? Basically, there's a 5-pin DIN (round plug) coming
>out of the Atari, and I need to get that over to the nine pin plug on the
>monitors. The monitors also have composite inputs, which I managed to get
>going but only by making an RF modulator and routing the composite out of
>the Atari through the TV, which then gave me separate video and audio RCA
>phono ports to plug into the monitor (and if I have to use a TV, it kind of
>defeats the purpose.)

Hello. Okay here's some relavent facts.

1) The 800XL's monitor port (5 pin DIN) has a composite video out and
a line level sound out put.

2) The 800XL's monitor port DOES NOT have Y-C or "chroma-luma" output
by default. There is a relatively easy mod that gives it this feature
though. I've done, but sorry I no longer have the info on how.

3) Those monitors you have may or may not support chroma-luma in the 9
pin port. If not, you must use the composite video input coupled with
the appropriate pin of the XL's monitor port. My guess is that the
monitors DO support chroma-luma.

4) You need to get some definative pin-out info on the equipent before
you too amitious about anything.

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

1653. Re: Monitor chaos - run away!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <340fb7f5.2586598@news.inc.net>
Source record: 70471

On 1 Sep 1997 22:54:58 GMT, bostone1@aol.com (Bostone1) wrote:

>The Atari din has the perfect outputs for your monitors. Besides a
>separated audio and composite signal, the din also has a separated chroma
>and lumina signal that can feed into the separated chroma and lumina inputs
>on some Commodore monitors. Which is which? I'll let someone else say or
>you can just spend a few bucks on a cable from B&C or wherever.
>Let us all know if you zap something :)

As far as I know, the chroma-luma was not internally hooked up in the
stock 800XL. The 800 had it, but for some reason Atari didn't "wire
it up" inside the XL. I had to do a simple mod to gain that feature.
Did your XL have it already? Anybodyelse knopw any=thing about this?

Cheers,

Jon

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

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Unsolicited commercial advertising is NOT Welcome here

1654. New DGS WWW address

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: DGS <dgs@clara.net>
Message-ID: <5ukeu6$a21$1@eros.clara.net>
Source record: 70472

Just wanted to let you all know that our WWW page can now be accessed in the following ways:

http://www.dgs.clara.net

or, if that doesn't work you can always use the old method:

http://home.clara.net/dgs

The first method is easier, but only works with new browsers (Explorer 3, AOL, Netscape 2 and above are OK). If you have an old-ish browser use the second format.

If you don't know who we (DGS) are, let me tell you. We supply Atari 8-bit Commercial and PD software, including Quick programming language, and lots of specialist software from the UK and Germany. We can ship to any country, and we can accept payments in US$. See our WWW site for all our catalogues, and free download demos of some of our products. No WWW access? No problem! E-Mail us and we'll E-Mail you the catalogues.

Dean Garraghty.
DGS
E-Mail: dgs@clara.net

1655. WTB/WTT: Atari 8 Bit Crystal Castles

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: violet6@earthlink.net
Message-ID: <violet6-0309972012390001@ip84.perthamboy2.ny.pub-ip.psi.net>
Source record: 70473

Any of y'all got a spare? Let me know...I can do cash, but also have a
bunch of 2600/etc. stuff for trade as well...

Thanks,
Scott

1656. Re: Looking for large piles of Atari 8 bit software!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-03 00:00:00 UTC
From: "Charles D. Koontz" <denzil@ftc-i.net>
Message-ID: <340E1271.239C3697@ftc-i.net>
Source record: 70474

Hello,
My name is John Powell. I believe that I could help you in your quest for floppies for the Atari 8-Bit. I have about 400 or more floppies full of programs for my computer. I am willing to sell these if you want to make an offer.
I also have all kinds of hardware for the same systems that atari made. The list is really large but I have just about all you would ever need in hardware.

I am at a friends house here in South Carolina. I will only be able to use his email address til Sept. 11th. After that, you will have to contact me via snail mail at:

John Powell
10650 Galena Street
Dallas, TX 75228
or call: 214-327-8855

I will be waiting to hear from you.

1657. Re: ATR 8000 for Atari 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970903201924.23030C-100000@fissure.scar>
Source record: 70377

On Tue, 2 Sep 1997, Jay Colen wrote:

> I just picked up another Atari 800XL.It came with a ATR 8000?It says
> ATR 8000,SWP Microcomputer Products.Also has a on/off switch in front.
> In the back it has a reset,power in,computer in,phripheral
> out,printer,floppy disk,rs-232.I have all the cables.It came with a IBM
> 5 1/4 floopy drive that i couldn't get to work.Tried it on my PC and
> it wouldn't read/write also.What is this device(ATR 8000)?Was it made
> to use standard PC floppy drives?Can anyone tell me about it?

The ATR8000 is a very old (very rare to my knowledge) interface for the 8bit that allows you to use hard disks, modems and printers. I am not sure if it could use a standard 5.25 IBM drive. I would look at some of the Atari 8bit HOME pages that Michael Current posts monthly. I think you can find all the information you need on ALL Atari hardware...

Alan
University of Toronto
Computer Science & Economics & Management

1658. Re: Tape Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <5ul0f1$sac@sjx-ixn10.ix.netcom.com>
Source record: 70378

In article <340c6577.0@news.carleton.edu>, "Michael Current" <mcurrent@carleton.edu>
wrote:
>In article <872804866@stackbbs.xs4all.nl>, bo.schreurs@stackbbs.xs4all.nl
>(Bo Schreurs) wrote:
>
>> A_> Wich one was better?? The 410 or the 1010(?). And are they both
>> A_> compatible with the XL's?
>>
>>The XC11 is better <g>

The XC11 is better than the 1010?

Odd..

>
>Anyone know the difference between the XC11 and the XC12?

Other than the physical size? =)

>
>-Michael

Karl Heller - Making the world safe once again.

| heller@cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

1659. FS: Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <EFyuE0.KI5.0.bloor@torfree.net>
Source record: 70379

I have the following items for sale:

Epson LX-86 printer, 9-pin dot matrix, works and looks great. Includes Apeface parallel printer interface for connection to the Atari 8bit. Also includes extra ribbon. $22

Okidata Microline 182 printer. 9-pin dot matrix. The plastic cover over the DIP switches is missing, but the printer works. I've been trying to sell this thing for almost a year now. If it doesn't sell this time I'll probably donate it to Goodwill. Last chance, folks. $5

Atari software:

Flight Simulator II cartidge. Label torn. $5

Print Shop, in original box with manual and reference card. $5

Print Shop Companion, in original box, with manual and ref. card. $5

Print Shop, disk only. $3

Print Shop companion, disk only, $3

Print Shop Graphics Library #1. $3 each, I have two of them.

Print Shop Graphics Library #2. $3

Print Shop Graphics Library #3. $3

Note: the above 3 graphics disk include reference cards.

Christian Scenes & Symbols, graphics disk for Print Shop. $3

F15 Strike Eagle, in original box with manual. $4

Silent Service, in original box with manual. $4

Bank St. Writer, disk only. $3 each, I have two of these.

Atari BASIC cartridge Revision A. $3

Synfile+, in original box, with manual and reference card. $5

Syncalc, disk only. $3

Choplifter, disk only. $3

Letterperfect (400/800) with xeroxed manual. $4

B/Graph with xeroxed manual. $4

Books:

Inside Atari BASIC $3

I will consider trades for C64/128 software.

Prices do not include shipping. All prices are in US dollars.
I am in Dayton, Ohio.
--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

1660. Re: Tape Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: a_non_y_mouse@webtv.net
Message-ID: <5ulgk8pem1@newsd-113.bryant.webtv.net>
Source record: 70380

What the H#!! is an X11???

-mouse

1661. Re: XFormer Cable Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <340EC993.93093E2@ix.netcom.com>
Source record: 70381

Stephen Knox wrote:

> I got my XFormer cable to work under the following conditions:
>
> 1. Boot DOS from floppy (It came be done with Win95 DOS)
>
> 2. The drive id setting needs to be correct (ie, the switches
> need to be set to the drive your trying to get XFormer to
> recognize)
>
> 3. Your LPT port needs to be something standard (I forgot the
> address)
>
> 4. Use a standard drive. My 1050 Happy drive didn't work. I
> had to use an unmodified 1050 to get it to calibrate.
>
> And most importantly, you CANT write to Atari disks. You can only read
> with the code in 3.6 (Atleast all I get is write errors)
>
> Later,
> Steve
>
> Robert S Ely wrote:
> >
> > Karl Heller wrote:
> >
> > > I just finished building the PC Xformer cable, and I can't get it to work.
> > > Xformer says it can't calibrate the drive.
> > >
> > > I'm using a stock 1050 drive under MSDos6.22/NDos. Should my printer
> > > port be setup to something other than "bi-directional printer port", ECP
> > > perhaps? What drive letter should the 1050 be set to? Do I need a disk
> > > in the drive? etc.. etc.. not very well documented. =)
> > >
> > > Actually, I'm just looking for a way to interface the 1050 to the PC
> > > and some C code to drive it. I want to write Atari disks from Unix, but first
> > > I thought I would try the Xformer. And yes, it is built correctly.
> > >
> > > Karl
> > >
> > > Karl Heller - Making the world safe once again.
> > > ---
> > > | heller@cdnow.com |
> > > | >>> HTTP://CDNOW.COM <<< |

> > > | Biggest, Fastest, Best... |
> > > ---
> >
> > Karl,
> > I don't think anyone has gotten it to work. Mine DOES go through the test
> > properly, but nothing after that. I'm using PCXf3.60 and an XF-551. I've tried
> > booting PCXf with SD 3.3, and AtariDOS 2.5. I should try MyDOS to see if that
> > works better, but I don't have anything using MyDOS.
> > Try this. With ALL equipment off, connect the XF Cable to your parallel port
> > and then your 1050. Start the floppy then the PC. Boot PCXf 3.5 or higher version.
> > Be sure to have a bootable floppy in the 1050 at PCXf boot. Make sure you have the
> > correct switched set on the XFormer command line. (C:\PXCF360\XFORMER -X -S -J
> > dos25.xfd d2: ,. This SHOULD boot PCXf with AtariDOS 2.5 as D1: and your 1050 as
> > D2: with the sound and joystick on. This is according to the PCXf 3.60 docs. If
> > you don't have PCXf 3.60. Get it at http://www.emulators.com . It's free and has
> > the docs included. I helps if you have an old version with the printed manual.
> >
> > Hope this helps.
> >
> > --
> > Robert S Ely --- Communications Systems Technician
> > mailto:rsely@dhs.state.nj.us
> > mailto:rely@ix.netcom.com
> > ====|||====Atari 8-bit user since 1982====|||=====
> > ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \===

Steve,
This infor is NOT in the docs for PCXf 3.60! Thanx. I'll try this myself.

Michael Current and Bill Kendrick. Please add this info to the FAQ for emulators. Thanx!

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1662. Syncalc XE version?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.970904082421.660B-100000@user1.ptd.net>
Source record: 70382

Question, did anybody ever crack the copy protection on the
130xe version of Syncalc. I use it alot, and have two originals
here, but would sure like to have a back up.......

Paul Clark

1663. Re: >>help RESCUE ON FRACTULUS <<

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <873366376_OASIS_@pcc-uky.campus.mci.net>
Source record: 70383

In article <340d22e7.1194290@news.escape.ca>
imarkows@escape.ca (Erik) said:-

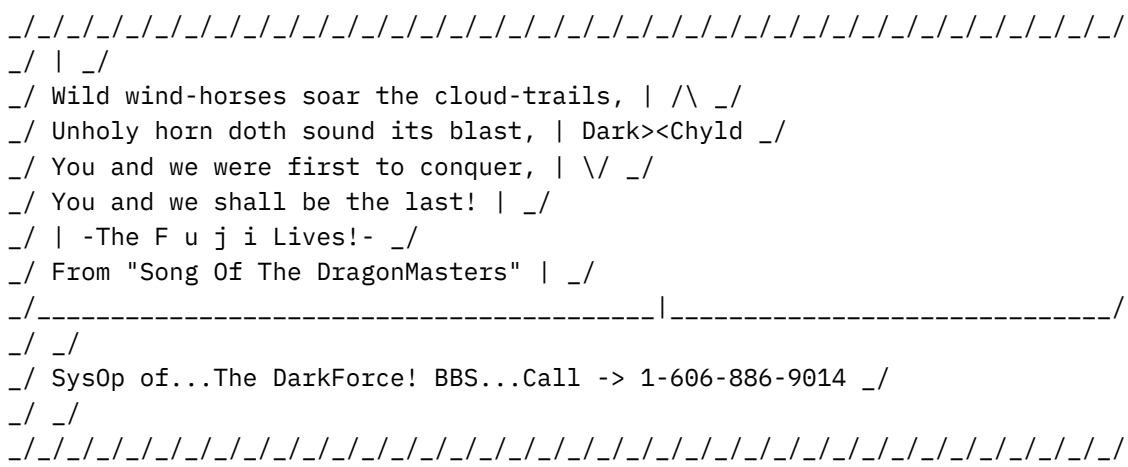
>Im playing this game on xformer emulator and im using joystick to
>steer the ship BUT how do I land to pick up pilots ,what key do I use
>or what?

Boy, does this question get asked a -lot-...! <smile>

Okay, fly along till you see a "blip" in your LR scope (right hand, middle
of screen) Line up the "blip" with the center of this scope, and keep head
-ing towards it. When you are so close, the LR will flash and beep rapidly.
At this time, press <L> to land. Then, it will say "Pilot in range" Press
<S> to turn your Systems off. The pilot will run up to your ship and pound
on the door. Press <A> to open the Airlock. Once he is onboard, press <A>
again to close the Airlock, then <S> to turn systems back on, then <option>
to take off... Have fun! :)

PS Beware! Not all pilots are all
that they appear to be...! :)

--



1664. Re: Strange? 38K on an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <340ec853.1812799180@news.aatech.com>
Source record: 70384

On 4 Sep 97 06:39:07 GMT, davepat@total.net (David A. Paterson) wrote:

>In an article dated 4 Sep 1997 03:44:48 GMT, someone named PBjurman says...

>>Well, in BASIC on my Atari 400, I typed the command ?FRE(0) and it gave me
>>the number 29,886. Adding 8,000 for the extra 8K that BASIC takes up, that
>>would be about 38K. Is this correct? I've never heard of people having
>>that much RAM on a 400 before. Thanks for your help!

>>P.S. If I really do have that much RAM, does that mean I'll be able to run
>>some neat programs on disk that I couldn't if I only had 16K? If so, which
>>ones?

>It's probably a 48k 400. Upgrades to 48k aren't uncommon.

I'd guess it has 32K in it. fre(0) on a 48K or 40K Atari 400/800 (no
DOS loaded) returns something around 37902 bytes.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1665. WTB/T: 1050 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.970904095903.597769557A-100000@conrad.appstate.edu>
Source record: 70385

I am looking for a power supply for an Atari 1050 disk drive. If you have one for sale, please e-mail me. I also have a few 8-bit cartridges if anyone is interested in a trade. Thanks.

ccee88oo
C8O8O8Q8PoOb o8oo
dOB69QO8PdUOpugoO9bD
CgggbU8OU qOp qOdoUOdcb ....
6OuU /p u gcoUodpP ....
\\\\// /douUP ... ...
. \\\\///. . ...
.. |||/\ . . ..
.. |||\/ ... .
. ||||| . .. Thomas Main ..
.........//|||||\.............................main@appstate.edu.........

1666. Video Game Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: Neil Gordon <pepper@freenet.edmonton.ab.ca>
Message-ID: <Pine.A41.3.95.970904094829.91814A-100000@fn2.freenet.edmonton.ab.ca>
Source record: 70386

```
Welcome to Peppers Sept Auction which includes

Turbo Graphics/PC Engine 6 items
Sega Master 17 items
Lynx System 1 item
NES & Famicom 8 bit Games 115 items
Atari 400/800 8 items
Atari 2600 Boxed Games 55 items
Atari 7800 Boxed Games 4 items
Intellivision Boxed Games 26 items
CD-I by Philips 51 items

E-Mail me to subscribe to this auction or updates could be viewed at
http://www.freenet.edmonton.ab.ca/~pepper

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Turbo Graphics PC Engine
------------------------------------------------------------------------
Chase H.Q. Card,Case,Inst. PC Engine $10 wotan1
Legendry Axe Card,Case,Inst. PC Engine $10 min
Moto Roader Card,Case,Inst. PC Engine $10 min
Strip Fighter II Card,Case PC Engine $15 brian.e.hi
Tatsunoko Fighter Card,Case,Inst. PC Engine $10 gfranks

Turbo Grafx 16 System with Controller, TV connector, Power Supply
1 game Keith Courage, Original Box $20 min

Sega Master Games
------------------------------------------------------------------------
Aerial Assault Complete $10 ccoffin
Black Belt Complete $5 eddie
Captain Silver Complete $20 ccoffin
Castle of Illusion Cart,Box $5 ccoffin
Cyborg Hunter Cart,Box by Activision $5 ccoffin
Double Dragon Cart,Box $5 ccoffin
F-16 Fighter Card $5 min
Golfamania Complete $25 rgood
Great Baseball Complete $5 eddie
Great Ice Hockey Complete $5 ccoffin
James Buster Douglas Boxing Cart,Box $10 gfranks
Lemmings Complete $20 gfranks
Monopoly Complete $5 min
```

Penguin Land Complete $5 doleman
Shinobi Complete $5 russkumro
Wonder Boy Cart,Box $5 min

Sega Master System with 2 games Safari Hunt/Super Hang On
Laser Gun, 1 Controller and Power Supply $20 ccoffin

Lynx

Lynx Color Handheld with lynx Bag, 1 game Paperboy, Power Supply
Comlynx Cable, Manual $35 min

Nintendo 8 bit Games

A Boy And His Blob cart $5 min
Adventure Island cart $5 min
Astyanax cart/box $5 min
Athletic World cart $5 min
Back To The Future cart/box $5 min
Bard's Tale cart $5 min
Bart vs The Space Mutants cart $5 min
Battle Chess cart $5 min
Black Bass cart/box $5 awwatkin
Bo Jackson Baseball cart/box $5 min
Captain Skyhawk cart/box $5 min
Casino Kid cart/box $5 min
Casino Kid 2 cart/box $5 min
Castlequest cart/box $5 min
Caveman Games cart $5 min
Championship Bowling cart $5 min
Cheetamen 2 new $10 min
Cool World cart $5 min
Cybernoid cart/box $5 min
Destination Earthstar cart/box $5 min
Dick Tracy cart $5 Min
Dragon Warrior 2 cart $10 min
Dragon Warrior 4 cart/Inst $15 jbamodio
Dr. Mario cart $5 min
Exodus Ultima cart $5 min
Fantasy Zone cart/box $5 wotan1
Faxanadu cart $5 min
Festers Quest cart $5 min
Fox's Peter Pan And The Pirates cart/box $5 min
Friday The 13th cart/box $5 min
Game Action Replay new $16 kcassidy
Guardian Legend cart $5 min
Hatris cart $5 combee
Hook cart $5 min
Ice Hockey cart/box $5 min
Imortal cart/Inst. $5 min
Iron Sword W&W 2 complete $5 min

Jeoparty 25 Anniversary cart $5 min
Kings Of The Beach cart/box $5 min
Kirby's Adventure complete $5 btantra
Lolo cart $5 min
Lolo 2 cart $5 min
Lolo 3 cart $5 doleman
Loopz cart $5 min
Low G Man cart/box $5 min
Major League Baseball cart/box $5 min
Mario Is Missing cart/box $10 min
Metroid cart $5 min
Mike Tyson Punch Out cart $5 btantra
Monster In My Pocket cart $5 min
Mule cart/box $5 min
NES Football complete $5 min
NES Open cart $5 min
Othello cart $5 min
Pipe Dream cart/Inst. $5 combee
Quattro Adventure 4in1 cart/Inst. $5 min
Quattro Sports 4in1 cart $5 min
Rampage cart $5 min
RoboWarrior cart/box $5 min
Rocket Ranger cart/box $5 min
Rodger Clemens MVP Baseball cart/box $5 min
Romance of The Three Kingdoms cart $5 min
Shockwave cart/box $5 min
Skull & Crossbones cart/box $5 min
Seasame Street Countdoun cart $5 min
Shadow of the Ninja cart $5 min
Snakes Revenge cart/box $5 min
Soccer cart $5 min
Star Tropics cart $5 min
Street Fighter 2010 cart $5 min
Super Contra cart/Inst. $5 min
Super Glove Ball cart/box $5 min
Super Mario Bros. 2 cart/Inst. $5 min
Super Mario Bros 3 cart/Inst $5 btantra
T.M.N.Turtles complete $5 min
Target:Renegade cart/box $5 min
Tetris cart/Inst. $5 min
Time Lord complete $5 min
Tiles of Fate cart/box $5 min
Urban Championship cart/box $5 min
Werewolf The Last Warrior cart/box $5 min
Wheel of Fortune family cart $5 min
Wheel of Fortune Junior edition cart $5 min
Wheel of Fortune Vana White cart/box $5 min
Where's Waldo cart $5 min
Wrath of the Black Manta cart/box $5 min
Xevious The Avenger cart/box $5 min

Yoshi's Cookie cart $5 combee
Zoda's Revenge Star Tropics 2 box/Inst. $5 min
10-Yard Fight cart/box $5 min

58 in 1 Honey Bee Not Required $60 btantra
Adv. Island Galaxian Galaga Fancy Brosk
Grading Star Force Galaxian Sky Destroyer
Star Soldier Kung-Fu Pac-Man Ice Climber
Nuts & Milk Ninja 1 Karateka Star Soldier
Legendry Pipeline Exerion Circus Troup
Tetris 2 Mahjong 2 Wrestle Super Pac-Man
Mahjong 4 Battle City Pin Ball Super Mario Bros
Twin Bee Lode Runner Golf Formation Z
Ninja 2 Lode Runner 2 Chess Super Tank
City Conect Donkey Kong Pooyan Balloon Fight
B-Wings Donkey Kong Jr. 1942 Donkey Kong 3
Spartan Mappy Goonies Popeye
Super Arabian Excite Bike Antarctic F-1 Race
Lunar Ball Road Fighter Bomber Man Front Line
Base Ball Macross

NES Instruction Bundle - 21 Instructions,+Posters/Ect - $5 d0p
Donkey Kong Classics, King of the Ring, Kung-Fu Heroes, NFL, XMen,
Rambo, Punch Out, Indy Heat, Double Dragon, HydLide, Golf Power,
Spy Hunter, Dash Galaxy, Chiller, Gun Smoke, Best of the Best Karate,
Ninja Gaiden, Dragon Strike, Paperboy, R.C. Pro AM 2, Tecmo cup,

Books:

How to win at Nintendo Games#3 $2 d0p
How to win at Nintendo $2 d0p
How to win at Game Boy Games $2 ccoffin
How to win at Super Mario Bros. Games $2 ccoffin
Gamepro Hot Tips-Sports Games $2 min
Ultimate Unathorized Nintendo Game Strategies also vol. 2 $2 d0p
Beyond the Nintendo Masters $2 d0p
Gamepro Hot Tips-Adventure games $2 d0p
Mastering Nintendo Video Games 2 $2 d0p
Nintendo Game Secrets 2 $2 d0p
Strategies for Nintendo Games $2 d0p

Items:
Game Genie by Camerica New $5 min
NES Satellite Complete $5 min
Python 2 New $5 min

Famicom:
Bug $5 d0p
Rainbow Islands $5 calbrown
Star Soldier $5 min
Super Mario 3 $5 calbrown
Teenage Mutant Ninja Turtles $5 min

Unknown? Famicom Cart $5 wotan1

Honey Bee Converter $20 wotan1

21 in 1 Requires Honey Bee $10 wotan1
Super Mario Bros Mario Bros Battle City F1 Race
Road Fighter Excite Bike Base ball Pinball
Mahjong 2 Exerion Star Force Galaga0
Knights in Fight Kung-Fu Donkey Kong 3 Pacman
Ice Climber Circus Charlie Duck Hunt Contra
Wild Gunman

108 in 1 Honey Bee Converter Included $50 min
Adventure Island Grading Star Soldier Baseball
Wild Gunman Legendry Tetris Golf
Super Mario Bros Twin Bee Ninja 2 Chess
City Conection B-Wings 1942 Spartan
Bomber Man Frontline Lunar Ball Pinball
Lode Runner Mashjong 2 Kung-Fu Ninja 1
Lode Runner 2 Mashjong 4 Nuts & Milk Macross
Star Force Mr Mary Donkey Kong Mappy
Donkey Kong Jr. Donkey Kong 3 Excite Bike F1 Race
Road Fighter Ice Climber Formation Z Galaga
Karateka Balloon Fight Sky Destroyer Pacman
Battle Tank Galaxian Exerion Pooyan
Aradian Nights Antarctic Duck Hunt Popeye
Circus Charlie other titles are variations

Atari 400/Ect.

Centipede Cart only $2 min
Crystal Castles Cart only $12 s006jwc
Mr. Cool Cart only $12 cmoore
Pac-Man Cart only $2 min
Pole Position Cart only $2 min
Serpentine New $10 min
Spy Hunter Complete $10 min

Atari 65XE System with Original Box, Manual, 2 Controllers
Power Supply, TV Connector $20 min

Atari 2600

Beat Em & Eat Em Complete $25 min
Chess (taiwan) Complete Pal $10 min
Chuck Norris/Artillery Duel Complete No A.D inst $10 jaguar
Custer's Revenge Complete $25 min
Die Ratte und die Karotten New Pal $10 william.smith
Mission 3000 Cart,Box Pal $10 min
Phantom Tank/Phantom-Panzer Complete Pal $10 min
Pick N Pile Complete Pal $20 min
Asteroids Complete $2 min

Astroblast Complete $2 min
Basic Programming Complete $5 johnmk
Berzerk Complete $2 min
Big Bird's Egg Catch Complete $5 min
Break Out Complete $2 min
California Games Complete $2 min
Centipede New $2 min
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Crystal Castles Complete $2 tcarson
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Enduro Complete $2 min
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Frogger Complete $2 min
Galaxian Complete $2 min
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Karate New $10 min
Lock N Chase New $5 min
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Megamania Complete $2 tcarson
Mouse Trap New $5 min
Oink Complete $5 min
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Outlaw Complete $2 min
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Pitfall Complete $2 min
Pole Position Complete $2 min
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Sea Hunt New $10 min
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Space Invaders Complete $2 min
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Spider Man Complete $2 min
Star Raiders NO Pad Complete $2 min
Task Force New $10 min
Tennis Complete $2 min
Yars Revenge Complete $2 min

Atari 2600 Manual package 37 Manuals $5 min
28 differnet catalogs Frogger Donkey Kong
Swordquest Earthworld Decathlon Sky Diver
2 Dif. Owners Manuals Pitfall Frogger

Atari 2600 Comic Bundle 7 Comics $5 min
Swordquest 1 & 2 Comics
Atari Force Comics 1,2,4,5

Centipede Comic

Atari 2600 System with original Red Box 1 Controller, Power Supply
2 Games Asteroids & Missile Command $20 min

Atari 2600 Gemini System with 1 Controller, Power Supply
2 Games Space Invaders & Missile Command $20 min

Atari 7800 Complete & New - Pal -

Double Dragon By Hes New $20 min
Kung Fu Master By Hes New $20 min
Super Skateboardin By Hes New $20 min
Title Match Pro Wrestling By Hes New $20 min

Intellivision - all boxes and instructions are in French/English -
---
Adv. Dungeons & Dragons Complete $2 min
Adv. Dungeons & Dragons TOT New $5 gfranks
Armor Battle Complete $2 min
Boxing Complete $2 min
Carnival Complete $2 pete2049
Checkers Complete $2 min
Donkey Kong Complete $2 pete2049
Frog Bog Complete $2 min
Major League Baseball Complete $2 min
NASL Soccer Complete $2 min
NBA Basketball Complete $2 min
NFL Football Complete $2 min
Night Stalker Complete $2 min
PGA Golf Complete $2 min
Reversi Complete $2 min
Sea Battle Complete $2 min
Skiing Complete $2 min
SNAFU Complete $2 min
Space Armada Complete $2 min
Space Battle Complete $2 min
Space Hawk Complete $2 min
Star Strike Complete $2 min
Sub Hunt Complete $2 min
Tron Deadly Discs Complete $2 min
Vectron Complete $2 min

Intellivision 21 Manuals Pack $5 pete2049
Adv. Dungeons & Dragon Burgertime Triple Action Football
Adv. Dungeons & Dragon TOT Astrosmash Star Strike Utopia
Lock N Chase Donkey kong Night Stalker Tennis
Owners Manual Nasl Soccer 4 Catalogs Sea Battle
Voice Synthesis Module inst. Space Battle

CD-I by Philips - All Shrinkwrapped Unless stated -
****

A Revolution in Color $5 Min
Act College Search 92 $5 Min
Alice In Wonderland $5 Min
Andrew Lloyd Webber $5 Min
Art of the Czars $8 Min
Berenstain Bears on their own $8 Min
Best of Baby Songs DV $8 Min
Burn Cycle $5 Min
Caesars World of Boxing DV $8 Min
Cartoon Jukebox $8 Min
CD Shoot Opened $5 Min
Compton's Interactive Encyclopedia Opened $3 Min
Dragon's Lair DV $10 Min
Eric Clapton DV $8 Min
Flintstones/Jetsons Timewarp $10 Min
Flowers of Robert Mapplethorpe $5 Min
Food of France $5 Min
French Impressionists $8 Min
Full Swing Opened $4 Min
Getting Ahead: Making Time $4 Min
Getting Ahead: Money At Work Opened $4 Min
Gifts to Behold $5 Min
Goal $4 Min
Golf My Way DV Opened $5 Min
Golf Tips Opened $4 Min
Grand Prix Special $5 Min
Great American Golf 1 Opened $5 Min
Great American Golf 2 $5 Min
Great British Golf $5 Min
Harvest of the Sun $5 Min
How the Camel Got His Hump $8 Min
International Tennis Open $5 Min
Jazz Guitar $5 Min
Jigsaw Opened $8 Min
Kether Opened $5 Min
Max Magic $10 Min
Mystic Midway Rest in Pieces $10 Min
NFL Football Trivia Challenge $5 Min
Paint School I $8 Min
Peter Gabriel all about US DV $8 Min
Rembrandt $8 Min
Sailing $8 Min
Sandy's Circus Adv. $8 Min
Space Ace DV Opened $5 Min
Tennis Our Way DV $5 Min
The 7th Guest DV $10 Min
Time-Life Astrology $5 Min
Time-Life Photography $5 Min
TR-I No World Order Opened $5 Min
Wimbledon Challenge $4 Min

Zelda: The Wand of Gamelon $10 Min

Rules:
There will be two parts in this auction.
1st part of this auction will end Sept 10/97
On Sept 11/97 All items will go from G1 to G2 to Sold
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items are tested and work, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet.edmonton.ab.ca/~pepper
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

1667. Atari Neophyte Creates Web Page!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: Cliff Colman <compufreaq@hotmail.com>
Message-ID: <873405442.4393@dejanews.com>
Source record: 70387

I'm new to the fabulous world of Atari 8 bit computing. I just acquired 2 Atari 8 bit computers about a month ago, and I've had fun ever since.Found some really helpful info in this newsgroup and on the web.I didn't realize the 8 bits still had such a big following. I just created my first web page http://www.geocities.com/TimesSquare/Lair/1378/atarishr.htm Feel free to check it out. It's not really much to look at, but I'm still learning about HTML. I would welcome any constructive criticism to make my web site better.Thankz in advanze :)

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1668. Re: hardware hackers 800 memory

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5uml97$dq9@freenet-news.carleton.ca>
Source record: 70388

Robert Erickson (dperw@MAIL.UTEXAS.EDU) writes:
> okay,
>
> question for hardware hacks....i have an 800. it has a 10k os rom,
> a 16k cart ram, and a 32k mosaic ram, for a total of 48k.
>
> if i plug in an additional 16k cart, will the machine recognize
> the additional memory?
>
> i tried this but when i check it seemed to only register 48k???

I think the extra card would just decode into the same space as the top 16k
of your 32K card.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1669. Re: Strange? 38K on an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EFzuLt.CED@iglou.com>
Source record: 70389

In message <19970904034400.XAA17755@ladder01.news.aol.com>,
pbjurman@aol.com (PBjurman) wrote:
>Well, in BASIC on my Atari 400, I typed the command ?FRE(0) and it gave me
>the number 29,886. Adding 8,000 for the extra 8K that BASIC takes up, that
>would be about 38K. Is this correct? I've never heard of people having
>that much RAM on a 400 before. Thanks for your help!
>
I don't think any 400s were built with more than 16k, but there were memory
expansion boards which would give a total of 48k. After Basic and DOS you
would have about 29000 to 32000 bytes free.

>P.S. If I really do have that much RAM, does that mean I'll be able to run
>some neat programs on disk that I couldn't if I only had 16K? If so, which
>ones?
>
With that much memory, you can run anything that doesn't require an XL or XE.

--
Bill Marcum bmarcum at iglou dot com
"Someone forgot to put the shoggoth out. There's ichor all over the floor."

1670. Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <873398860snz@spheroid.demon.co.uk>
Source record: 70390
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.c64,comp.sys.atari.8bit

Hi all,

Excuse this interruption from an alien lifeform, but it's all meant in
the friendliest spirit.

I live in the UK and belong to an Amstrad CPC user group who are having
a get-together (very informal) at the Bescott Football Stadium in
Walsall (near Birmingham) from 10am-4pm on September 14th 1997.

If users of any other computers would like to come along, you'd be very
welcome. We're all in the same ghetto, but some of us are looking over
the walls!

Ticket prices are 4 English pounds (or if you're really broke, just put
a contribution in the bucket by the door).

Transport may be possible on a "shared expenses" basis if you're in need
or can offer places.

If you'd like further details e-mail me at:

brian@spheroid.demon.co.uk

--
Brian Watson
::
:: Protext Robot Software Pipeline Parados 8BIT IEBA WACCI Publicity ::
::

1671. Re: Atari 8-bit starter system?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5un2f3$8ql$1@nuke.csu.net>
Source record: 70391

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: There are some great assemblers for the 8-bit now, and some nice cross
: assemblers for the PC that work good too. Depends on your style. Since I
: can run the EXE right from the PC mirror w/ no transfers, it's been easier
: for me to use a crossassembler on my 486.

What cross-assembler do you use? What're the requirements to run it?
Do you run APE and the xass. at the same time (swapping between the two
or multitasking)?

Thanks! :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1672. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: u5a77@teach.cs.keele.ac.uk
Message-ID: <5un8a2$a0r$4@cfs2.kis.keele.ac.uk>
Source record: 70392
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.c64,comp.sys.atari.8bit

Paul White (paulwhite@thezxfiles.demon.co.uk) wrote:
: >A week before the third NSSS? I can't afford going to both on my
: >wages!!! I think I'd rather pop over and see what's going on with the
: >Spectrum than the Amstrad!
: >
: >No offence intended!
:
: I'd love to pop down and have a nosey but I'm moving house that weekend.
: No I am really!

Errrr.... Quick....
Hummmmm.... Excuse... Quick believable excuse....
Errrr....

My goldfish needs polishing!

D'oh!
--

```
-------------------------------------------------------------------------------
|u5a77@teach.cs.keele.ac.uk| "I'm alive!!! I can touch! I can taste! |
|Andrew Halliwell | I can SMELL!!! KRYTEN!!! Unpack Rachel and |
|Principal subjects in:- | get out the puncture repair kit!" |
|Comp Sci & Electronics | Arnold Judas Rimmer- Red Dwarf |
-------------------------------------------------------------------------------
|GCv3.1 GCS/EL>$ d---(dpu) s+/- a- C++ U N++ o+ K- w-- M+/++ PS+++ PE- Y t+ |
|5++ X+/++ R+ tv+ b+ D G e>PhD h/h+ !r! !y-|I can't say F**K either now! :( |
-------------------------------------------------------------------------------
```

1673. Emulator game CDs from the UK

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: Rocketship Services <rocketship@dial.pipex.com>
Message-ID: <01bcb97b$984f96c0$47fc82c1@dh69>
Source record: 70393
Cross-posted to: alt.binaries.emulators.cbm,alt.binaries.emulators.misc,alt.binaries.games,alt.binaries.mac.games,comp.sys.atari.8bit,comp.sys.atari.st

COMPLAINTS: see 'NOTES' section below.

EVERYONE ELSE:
Ever wanted CD backups of your legitimately-owned software for protection or to use with emulators, but been wary of sending awkward sums of money to dodgy-sounding geezers in the USA?

NOW - send awkward sums of money to dodgy-sounding geezers in BRITAIN!, with the added security of Recorded Delivery! Yes!

Why spend endless hours downloading at horrendous BT rates? (To download the entire contents of the Mega Drive CD, for example, even if they were available - which they're not - would cost over £122, rising to nearly £300 if you were
daft enough to try it in the daytime. Plus, of course, you'd have to physically sit there actually doing it for around three weeks rather than just
sticking a stamp on an envelope and waiting a bit).

When on the other hand, you could buy the CD from us for half the price of one new game and SAVE AT LEAST £100 on the cost of the calls alone, plus the COLOSSAL AMOUNT OF TEDIOUS EFFORT.

We now have available a number of CDs packed full of classic games for your entertainment and peace of mind. Prices listed are for (1) UK delivery, (2) delivery within the EC (including most of Eastern Europe and the Irish Republic), and (3) other overseas delivery (Australasia, Canada, USA etc), and are for Air Mail service, with (International) Recorded Delivery for added security.

CD 1 - THE 16-BIT COLLECTION

Games for the Amiga (300 approx)
Games for the Atari ST (500 approx)
No lists available yet, but ask about specific title(s).
Price: UK £22
EC £27
Non-EC £30

CD 2 - THE MEGA DRIVE COLLECTION

860 games.
List available.
Price: UK £22
EC £27

Non-EC £30

CD 3 - THE SNES COLLECTION (1)

940 games.
List available.
Price: UK £25
EC £30
Non-EC £32

CD 4 - THE SNES COLLECTION (2)
620 games.
List available.
Price: UK £22
EC £27
Non-EC £30

CD 5 - THE RETRO COLLECTION
Amstrad CPC (200 games)
Apple II/e (200)
Atari XL (100)
BBC Micro (160)
CBM 64 (10,000+)
Color Genie (105)
Dragon 32 (154)
MSX (182)
Oric-1/Atmos (77)
Spectrum (2,600)
TI-99/4a (30)
VIC-20 (400)
ZX81 (800)

No lists available, but ask about specific title(s).
Price: UK £22
EC £27
Non-EC £30

CD 6 - THE CONSOLE COLLECTION

Atari VCS (500)
Atari 5200 (54)
Colecovision (138)
NES (400)
Odyssey 2 (17)
PC Engine (250)
Sega Master System (95)
Vectrex (27, also includes PCX screen overlays)

No lists available, but ask about specific title(s).
Price: UK £22
EC £27
Non-EC £30

CD 7 - THE HANDHELD COLLECTION
Game Boy (375)
Game Gear (100)
Lynx (60)

No lists available, but ask about specific title(s).
Price: UK £20
EC £25
Non-EC £28

SPECIALS
Both SNES CDs £40 - save £7 (EC £45, Non-EC £50)
Any 3 CDs £55 - save up to £14 (EC £60, Non-EC £65)
Any 5 CDs £85 - save up to £21 (EC £92, Non-EC £97)
All 7 CDs £120 - save £28 (EC £130, Non-EC £135)

For ordering details or more info, contact us at
rocketship@dial.pipex.com

Thank you for your attention.

NOTES:

1. All prices include Recorded Delivery within the UK, or Air Mail and International Recorded Delivery for overseas addresses. Delivery is within 14 days of receipt, to allow for cheque clearance etc.
2. All games are in emulator-compatible formats. (All files are also unzipped except C64, Mega Drive and SNES, so you can run games directly from the
CDs without having to take up hundreds of Mb of hard drive space.)
3. Particular games may not work on current versions of emulators.
4. This is solely a back-up service for legitimate owners of the software included on these CDs. If you do not own an original copy of any of the games, you are expressly forbidden by copyright law to make ANY use of the copies of those games on the CDs. So don't do it.
5. Rocketship Services accepts no responsibility whatsoever for illegal or inappropriate use of the contents of these CDs.
6. No emulators are included on the CDs.
7. The prices listed above are to cover the costs of raw materials, equipment, time and secure postage. If you think they're excessive or profiteering, feel free to try doing it yourself cheaper.
8. It is the opinion of Rocketship Services that all the formats and titles listed
above are commercially dead, and that the sale of these CDs imposes no financial loss on the copyright holders. No correspondence on this subject will be entered into.
9. Any order of CD(s) will be taken to imply full acceptance of these terms.

1674. Re: Atari 400 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: jack@threeindians.ScPoAmM
Message-ID: <34124363.28082314@news.mv.net>
Source record: 70394

On 27 Aug 97 14:07:28 GMT, georgeh@comet.net (George F. Hardy) wrote:

>In article <34036DD9.76F@mail.cadvision.com>, The Advisory Group
<tagcgy@mail.cadvision.com> says:
>>
>>Hi! I have just acquired a venerable 400 for my collection (love that
>>membrane keyboard) but it didn't include a power supply. A look through
>>the docs that I got didn't reveal any specs on the power requirements.
>>Can anybody tell me what kind of adaptor I need to feed my 400?
>
>9 volts AC. Rated output 31 VA (about 3.5 amps). NOT DC!!!!!!

Should run fine with the same power supplies that run the 800 & 810.

Jack
--
I hate finding SPAM in my mailbox (it gets all green and stuff).
Please remove the SPAM from my address before sending.

1675. Game Link II questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <5unmsb$b5r@bgtnsc02.worldnet.att.net>
Source record: 70395

Bill Kendrick (and the rest of the gang),

I've been looking over my source code to Maze of Agdagon. The Game Link II protocol was a little like Bill Wilkinson imagined it was. Every 1/60th second, the Host node sends out a message to one of the other nodes (or itself) telling that node "after you receive this, broadcast your telemetry to all of us." Then the Host and all other nodes would sit back and listen for it. Each node could transmit to all others. The Host would rotate which node to select each "jiffy" and so all 4 or 8 would be covered in a short amount of time. Each node would send back a 4 word packet, describing all relevant information, including a one-bit "I am/am not done drawing the last picture yet." After all nodes told the Host they were done, the next jiffy the Host would send out a "all right everybody, swap your display list pointers, and show your pictures; start drawing the next picture with the new telemetry."

The Host would time out on any node which never answered, and eventually would stop waiting for its handshakes (try it sometime, you can unplug any other node, and the others will continue on until you plug him back in). It would also reconnect once-missing nodes. Although something would eventually go wrong during long 4-player sessions, and the Host would lock up.

Unlike most serial routines, MOA's were designed to run in the background, so the main program didn't just "sit and wait" for the serial transmission to occur. There was some handshaking between the main loop and the interrupts, as would always be necessary.

So I put it to you: if you want help from me, what kind of activity do you plan for the interrupt service? Will you have a fixed packet size? Can it have a known location in memory, which the interrupts just grab and then perform a handshake with your main routine? Or would you want the messages sent on the serial bus to be entirely on demand, where your main routine "sits and waits" for a handshake line to be cleared? What do your receiving nodes do?

You must code your output complete and input ready routines in assembler or something fast. If you don't read a serial input buffer before the next bit comes over the SIO bus, the data is scrambled and a framing error is reported. Similarly if you send data out and don't wait for it to be shift out correctly before you send another word, it will get scrambled. POKEY isn't as forgiving as the modern UARTs with FIFOs!

Jeff Potter

1676. New Lower Prices! Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5unh3s$7ag$1@kelly.teleport.com>
Source record: 70396
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my
Web Page, please E-Mail me at bensmith@teleport.com.

I've added more Items to my Catalogs, such as several large boxes full
of Atari ST Software. All of them Complete in Boxes with Documentation.
Some are still UNOPENED and SHRINKWRAPPED. As well as an Atari SM125
Mono Monitor with a Built in Monitor stand and an Atari Laser Printer.
For the Classic Atari 8 Bit Line Added Hardware was a U.S. Doubler Disk
Drive plus a modified 800xl with a built in Translator on a switch that
will run older Software without a Translator Disk Plus Lots more new
8 Bit Disk SoftWare for $5 each.

Following is only a partial list of what's in my Computer HardWare &
SoftWare Catalogs. Everything mentioned on this list is on this list
because I have multiples of these Items and I thought I'd list them for
you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got
HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers,
Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the
Monitor Power Directors to Manage & Protect your Equipment. And
Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore
CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives,
Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct
Connect Printer Interfaces. HardWare specifically for the Atari ST: SLM
804 Laser Printers, Spectre GCR Macintosh Emulators, Color & MonoChrome
Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes,
Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk
Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST
and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of
Antietam, Flight Simulator II and Scenery Disks,
Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space
Eggs, Space Journey Math Educational Software, Target Practice, Temple
of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons &
Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the
Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The
Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World
Championship Karate. Productivity Software for the Classic Atari 8 Bit:
Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak,
Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc.

Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is. Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest

to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

1677. Intellivision and Atari 8bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: thomasj@execpc.com
Message-ID: <340F6395.208A@execpc.com>
Source record: 70397
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.classic

I want to get rid of the follow items. I need room in my basement.

Intellivision - All are in original box, have manual and 2 overlays
unless noted.

Advanced Dungeons & Dragons - No manual
Astrosmash
Las Vegas Poker & Blackjack
Major League Baseball
NBA Basketball
Space Armada - Manual cover is ripped
Sub Hunt
Demon Attack
Swords & Serpents

Take all Intellivision items and shipping for $40 OBO.

Atari 8bit

MPP-1000C 300 baud modem with original box, power supply, owner's manual
and smart terminal cartridge (PCB is loose). Plugs into joystick port.
Cost: FREE. Just pay for shipping: $3.00 for USPS 2-3 day priority
mail.

Atari 1027 Letter Quality Printer with original box, power supply, SIO
cable, owner's guide, oil, extra ink roll. $20 + 6 shipping.

Compute's second book of Atari, 12/86 Antic, Atari 8-bit extra from
ANALOG. $7 + 3 shipping.

Write for details.

1678. Re: LAST CHANCE EVER, they're going to the crusher!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: Rory McMahon <mcmahon@impulsedata.net>
Message-ID: <5uns9r$7ek$2@usenet76.supernews.com>
Source record: 70398

Re: LAST CHANCE EVER, they're going to the crusher!!!

Hmm.. there still might be enough room for you..... :)

>no.spam@springnet1.com (Anonymous) wrote:
>
>> ATARI Equipment, MUST SELL!!!
>>
>>ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks,
>>TV
>>connector, original cost $599.00, Joysticks $19.95 each, asking $50.00
>>or best offer. These SELL AT Video 61 for $49.95 used.
>>
>>ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
>>manual, power supply, connecting cables, oil, original cost $399.95.
>>Also have a non-working 1027, can be fixed at any Atari service
>>center,
>>both printers cost new $399.95 each, asking $100.00 for both of them.
>>Again, these sell, each $49.95 at Video 61.
>

1679. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: rdell@best.com
Message-ID: <5unrl0$j8k$1@shell5.ba.best.com>
Source record: 70399
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <maury-02099711102100001@199.166.204.230>,
Maury Markowitz <maury@softarc.com> wrote:
>In article <5udaui$9tk$1@shell5.ba.best.com>, rdell@best.com (Richard
>Dell) wrote:
>
>> OK, OK ... something convinced me to grab the files before
>> they vanish, so I now have all the files from section 11 and
>> 12 of the CI$ ATARICOMPUTING forum, though I have to kludge them
>> together into one place

done

>
> Thank you thank you thank you thank you thank you!!

welcome

>
> How large is it in total? I have a friend that has a few programs that
>were not released, and I think he'd like to add them.
>
total of 3159 files downloaded ... about 43 megs total with a separate
description file for each downloaded file, and a single collected
catalog file. Pkzip choked on it my first attempt though .. I'll try
again. I would really like to get a single file or three to simplify
and speed backing up.

--
Richard Dell

1680. Re: Synapse

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: jhague@dadgum.com
Message-ID: <jhague-0409972131380001@c66-rizzo.blarg.net>
Source record: 70400

"Michael Current" <mcurrent@carleton.edu> wrote:
>
> As someone else mentioned, Synapse was merged into Broderbund way back when.
> Broderbund is still around (http://www.broderbund.com), so presumably
> they still own the rights to all the Synapse titles.

Actually, I'm not sure if Broderbund truly absorbed Synapse or if Synapse simply sold the rights to specific products. I talked to Steve Hales (Fort Apocalypse, Slime, Dimension X) for "Halcyon Days: Interviews with Classic Computer and Video Game Programmers," and he almost made it sound like Option B. The "specific products" would have included the interactive fiction products Synapse was working on.

The Halcyon Days URL is http://www.dadgum.com/halcyon.html, BTW.

--
James Hague
Dadgum Games
Grab the Bumbler Bee-Luxe demo from http://www.dadgum.com

1681. Re: Atari 8-bit starter system?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: bwanga@cats.uc*sc.edu
Message-ID: <bwanga-0409972211150001@tsb-58.ucsc.edu>
Source record: 70401

In article <340ec5c0.0@news.comet.net>, georgeh@comet.net (George F. Hardy) wrote:

>In article <5uk1qp$skc@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA (Steven J. Tucker) says:
>>
>>There are some great assemblers for the 8-bit now, and some nice
>>cross assemblers for the PC that work good too. Depends on your
>>style. Since I can run the EXE right from the PC mirror w/ no
>>transfers, it's been easier for me to use a crossassembler on my 486.
>
>IMHO, poor advice. Write your program in your favorite C and
>the hand program for the Atari. Atari code must be very tight.
>Crossassembled code is much larger, perhaps 20 times for the
>6502. While 'much larger' is not an overly-great handicap in
>the world of PCs today, it is very damaging to the more limited
>Atari computers.

A cross assembler will emit exactly the same code as an assembler running on the Atari. Assembly language maps 1:1 to machine language, so whether or not the assembler is running on the same CPU type as the target CPU is irrelevant.

Perhaps you were thinking of compiled C... once again it doesn't make a difference whether the C compiler is a crosscompiler on different hardware or a compiler running native on the Atari. All that matters is how good its code optimization is. (This would tend to favor the cross compiler, which will have more memory and CPU speed resources to throw at the task of optimizing.)

Perhaps you were thinking of C versus assembly. I have hand built several computers using the 68HC11, an 8-bit microcontroller with an instruction set fairly similar to the 6502. I tend to program them in C exclusively, because it's not critical to wring the maximum performance out of the 68HC11 for the things I'm doing. The difference in efficiency between C and assembly for the 68HC11 is not even close to 20 times.

Crossplatform development is probably a good way to go on the Atari at this time; at the very least you get to use a nicer text editor, display, and disk, and a faster CPU to assemble or compile the program.

--
-Tim Seufert, bwanga@cats.uc*sc.edu
The * is to fool automated email address grabbers. Remove it if you wish to send me email. No unsolicited commercial junk mail!

1682. 800/5200 ROMS! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-04 00:00:00 UTC
From: Rick Rukavina <boatswain@earthlink.net>
Message-ID: <340F94DF.361A@earthlink.net>
Source record: 70402

I am trying to find the ROMS that allow PC version of Rainbow to
work....I cant seem to find these ROMS anywere OP_400, OP_800, etc.

Anyone know of where I can get these? Or can someone send them to me?

thanks

boatswain@earthlink.net

1683. Re: BASIC floating point

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: Jeff.Thomas@823.to.gryn.org
Message-ID: <b1b_9709060121@tor250.org>
Source record: 70325

94>Don't forget those OSS people are the same dudes that made Atari Basic
94>have rounding errors in a lot of its math routines. (Those with an OLD
94>Atari Basic CXL4002 rev A cart can testify to the 2^2 not equaling 4. It
94>goes to 3.99999999996 or something odd like that.... and it taking
94>forever. I remember some old type in listings in COMPUTE used to use the
94>^ function as pauses instead of using empty for/next loops! heheh

Yikes, I never heard of that one. I was trying to decifer some of the assembler source for these routines, contained in a Compute! book about Atari BASIC, and written by the OSS guys. Maybe I should just ignore it. :-)

So far the best I can get with finding the square root is to use the n^0.5 formula. I've found references to the Newtonian method of solving it, but it seems as if that method is a shot in the dark, and would take too much processing time to be practical.

The SIN, COS, and ATN stuff is another story. Based on what I'm rediscovering about trigonomety, finding the SIN, COS, etc requires knowing two things about a triangle, so how can a function with one input parameter solve the problem when all the math books say you need two!? :-) Obviously I have more reading to do.

I'm also writting my own floating point package to access the Atari OS floating point routines. I find REAL.ACT to be akward, and the Toolkit documentation is a little abstract about how to use the functions.

Later...

SLMR 2.1a Backup not found: (A)bort (R)etry (P)anic

1684. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: david@spamme&youdie.net
Message-ID: <340f7704.1631766@news.clara.net>
Source record: 70403
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.c64,comp.sys.atari.8bit

On Thu, 04 Sep 97 18:47:40 GMT, Brian@spheroid.demon.co.uk (Brian Watson) wrote:

>Hi all,
>
>Excuse this interruption from an alien lifeform, but it's all meant in
>the friendliest spirit.
>
>I live in the UK and belong to an Amstrad CPC user group who are having
>a get-together (very informal) at the Bescott Football Stadium in
>Walsall (near Birmingham) from 10am-4pm on September 14th 1997.
>
>If users of any other computers would like to come along, you'd be very
>welcome. We're all in the same ghetto, but some of us are looking over
>the walls!
>
>Ticket prices are 4 English pounds (or if you're really broke, just put
>a contribution in the bucket by the door).
>
>Transport may be possible on a "shared expenses" basis if you're in need
>or can offer places.

A week before the third NSSS? I can't afford going to both on my wages!!! I think I'd rather pop over and see what's going on with the Spectrum than the Amstrad!

No offence intended!

1685. Re: Sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: blm@worldnet.att.net
Message-ID: <340f69d9.158502492@netnews.worldnet.att.net>
Source record: 70404

webmaster@cat-inc.com (Steven Posey) wrote:

>It's a good, low-tech project, that's maybe even a little bit of fun,
>if you're into that kind of thing. Just make sure you've got a
>multi-tester to check your wiring :-)
>
>BTW: Whoever made the plans for the cable should include the pinout
>diagram that's included with the 130XE manual. If no one has it
>available, I could send a copy to the one responsible for making the
>plans, if you'd just let me know.

I'm pretty handy with a soldering iron -- where can I find a copy of
the plans?

TIA,

Bairman

1686. Gem Drop nearly complete!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5unv9mgq1@nuke.csu.net>
Source record: 70405

Well, scoring and a simple high-score system have been added, the graphics
for the character that you play are done (he looks upset when the screen
gets really full, then returns to happy as you make the screen safer),
and the simple "game over" and "next level" effects are done.

I just tried compiling it with the standard Action! runtime library,
but unfortunately I got an error 61 ("out of symbol space") :)
Looks like I'll need to trim down my mass collection of global variables. ;)
I'll also be stripping unused stuff out of the Action! RT library, as
well, to save Symbol space as well as (and most importantly) saving RAM.

It's a very playable game. There are currently 20 levels. At level 15,
the game changes slightly (4 more objects to deal with, making getting
matches a lot harder!)

Honestly, I couldn't beat level 15 at ALL until I tweaked it to make
it a little easier. I was impressed at how difficult it got all of
a sudden. :)

For a rundown of ALL the game details, check the website!

http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/

Enjoy!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1687. Re: Game Link II questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5unvs2gq2@nuke.csu.net>
Source record: 70406

Jeff Potter (jdpotter@worldnet.att.net) wrote:

: I've been looking over my source code to Maze of Agdagon.

Cool! Thanks! :)

: The Game Link II protocol was a little like Bill Wilkinson imagined
: it was.
<snip>

Yeah.. as network protocols go. Personally, with what I need, I'm only
interested in two machines communicating with each other.

<snip>
: So I put it to you: if you want help from me, what kind of activity do
: you plan for the interrupt service? Will you have a fixed packet size?
: Can it have a known location in memory, which the interrupts just grab
: and then perform a handshake with your main routine? Or would you want
: the messages sent on the serial bus to be entirely on demand, where your
: main routine "sits and waits" for a handshake line to be cleared? What
: do your receiving nodes do?

Umm.. err... uhh... duh.. :) Let me think. The latter seems simpler,
and sufficient for what I imagine my first project being. (Perhaps,
as a test, a 2-player 2D maze game.)

: You must code your output complete and input ready routines in assembler
: or something fast.

Fortunately, I'm learning 6502 assembly (finally!)...

: If you don't read a serial input buffer before the next bit comes over
: the SIO bus, the data is scrambled and a framing error is reported.
: Similarly if you send data out and don't wait for it
: to be shift out correctly before you send another word, it will get
: scrambled. POKEY isn't as forgiving as the modern UARTs with FIFOs!

Well, even in Action!, even >I< can write interrupts. :)

I learn best from example (and stolen code). Could you (or someone)
provide assembly language code which, for example, does this:

Send the value of my STICK0 to the other computer
Receive a value from the other computer and, I dunno, set the border
color (COLPF4) to that value

So, my joystick would control the other computer's screen, and vice-versa.

No protocol stuff.. just bytes of data.

This simple example would be the best way, I think, for me to learn this.
I could be wrong, but when I learned to do MUX programming stuff,
the first thing I did was port the chat program to Action! to get used
to how the code worked.

Thanks! And thanks for your time so far, Jeff! Very much appreciated!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1688. Re: Atari 8-bit starter system?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: cv436@torfree.net
Message-ID: <EG0qps.D0y.0.queen@torfree.net>
Source record: 70407

Christopher Kmiec (ckmiec@concentric.net) wrote:
: I would like to get into the Atari 8-bit programming, but I have never
: owned one before and I am wondering what do I need? I don't like the
: 65XE/130XE keyboard (assuming that it is the same as in the ST series),
: so I'm thinking about the 800XL...

The 130XE keyboard is nothing like an Atari ST keyboard. The XE has much more substance behind it when you strike the key. I do find that it lacks a certain sensitivty to keystrokes though. The best 8-bit keyboad I have used was on the 600xl. Very sensitive to the touch without being totally wishy-washy.

For doing programming you'll need to decide whether you want to suffer with Atari BASIC, or else get something with a little more kick. Turbo BASIC is a good freeware version of the BASIC programming language, and darn fast to boot. There's also lots of PD assemblers, and at least two versions of C. CC65 seems to be a very thorough version of C but it's big, and seems to be lacking high level function libraries. None the less it produces real executable files, rather than pseudo compiled code that Turbo BASIC does. The UMICH archive has lots of programming files in the 8bit\languages directory you might want to look there.

If you can get you hands on it, there's also the language products produced by OSS. MAC/65, BASIC XL/XE, and ACTION!, are all excellent programming languages. BASIC XL/XE currently lacks a proper compiler though. I've heard mumurs about a runtime package for BASIC XL, but I've never actually found a copy of it. ACTION! is pretty nice, it's kind of like PASCAL, the authors say it's got a bit of ALGOL in it too. Only frustrations I've had with it so far is that the floating point routines in the Toolkit are a pain, and don't include support SQR, COS, SIN, ATAN. Which normally you need Atari BASIC running to access. This isn't a big problem since one can write their own function library as a replacement. ACTION! produces real executable code by including a runtime source code file along with your own program. MAC/65 is a very well done macro assembler, which includes a built in debugger. Very fast, only draw back is that the editor uses line numbers. Assembler lets you be the ultimate control freak with the machine, but it's a lot of work juggling memory with the three main registers in the 6502. 16 bit integer math is a real trip when first learning how to do it. Of course with a macro assembler, once you figure it out, you just write a macro for it to automate things slightly.

Okay so finally you'll need some specs on how to program the dang thing. If you can get it Mapping The Atari is a must have book. If you can't find that, the System Reference Manual which is available on the World

Wide Web is a very excellent substitute. The rest is dependent on which programming language you want to use. I can recommend many different books on the topic of assembly, and BASIC programming. You should also take a peek at the new ANTIC Magazine Online website which is carrying reprints of one of the great 8-bit magazines.

That should help you get an idea for what you'll need for programming the 8-bit.

Hope this helps...

TTYL...

1689. Re: Atari 8-bit starter system?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5uo60f$jr1@freenet-news.carleton.ca>
Source record: 70408

George F. Hardy (georgeh@comet.net) writes:
> In article <5uk1qp$skc@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA (Steven J. Tucker) says:
>>
>>There are some great assemblers for the 8-bit now, and some nice
>>cross assemblers for the PC that work good too. Depends on your
>>style. Since I can run the EXE right from the PC mirror w/ no
>>transfers, it's been easier for me to use a crossassembler on my 486.
>
> IMHO, poor advice. Write your program in your favorite C and
> the hand program for the Atari. Atari code must be very tight.
> Crossassembled code is much larger, perhaps 20 times for the
> 6502. While 'much larger' is not an overly-great handicap in
> the world of PCs today, it is very damaging to the more limited
> Atari computers.

Cross-assembled code takes up the same amount of space. Did I say anything
about using C? A poor response, IMHO.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1690. Re: Atari 8-bit starter system?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5uo6hs$k12@freenet-news.carleton.ca>
Source record: 70409

William Kendrick (kendrick@zippy.sonoma.edu) writes:
> Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
>
> : There are some great assemblers for the 8-bit now, and some nice cross
> : assemblers for the PC that work good too. Depends on your style. Since I
> : can run the EXE right from the PC mirror w/ no transfers, it's been easier
> : for me to use a crossassembler on my 486.
>
>
> What cross-assembler do you use? What're the requirements to run it?
> Do you run APE and the xass. at the same time (swapping between the two
> or multitasking)?

I use a table driven assembler called TASM, a very nice package. You can
get it at simtel in the msdos/crossasm directory as tasm301.zip. It
includes tables for other processors, and has some pretty nice features.

It really small and fast, I bet it would run on even a 8088/286. The registered
version w/ manual is still available, and its well worth the cash. If
i'm working on something I usually just shell out of APE to an editor, make
the project, exit and try it out.

Makes things alot easier to debug imho since the turn around time on changes
to the code is less than 10 seconds from start of compile to actual testing.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1691. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <873442791snz@spheroid.demon.co.uk>
Source record: 70410
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.c64,comp.sys.atari.8bit

In article <4BbQQAA9EyD0EwXQ@thezxfiles.demon.co.uk>
paulwhite@thezxfiles.demon.co.uk "Paul White" writes:

> In article <340f7704.1631766@news.clara.net>, Daveykins
> <david@spamme&youdie.net> writes
> >On Thu, 04 Sep 97 18:47:40 GMT, Brian@spheroid.demon.co.uk (Brian
> >Watson) wrote:
> >
> >>Hi all,
> >>
> >>I live in the UK and belong to an Amstrad CPC user group who are having
> >>a get-together (very informal) at the Bescott Football Stadium in
> >>Walsall (near Birmingham) from 10am-4pm on September 14th 1997.
> >
> >A week before the third NSSS? I can't afford going to both on my
> >wages!!! I think I'd rather pop over and see what's going on with the
> >Spectrum than the Amstrad!
> >
> >No offence intended!
>
> I'd love to pop down and have a nosey but I'm moving house that weekend.
> No I am really!
>
Ah, excuses, excuses!

;-)
--
Brian Watson
::
:: Protext Robot Software Pipeline Parados 8BIT IEBA WACCI Publicity ::
::

1692. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <873443244snz@spheroid.demon.co.uk>
Source record: 70411
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.c64,comp.sys.atari.8bit

In article <4BbQQAA9EyD0EwXQ@thezxfiles.demon.co.uk>
paulwhite@thezxfiles.demon.co.uk "Paul White" writes:

> In article <340f7704.1631766@news.clara.net>, Daveykins
> <david@spamme&youdie.net> writes

> I'd love to pop down and have a nosey but I'm moving house that weekend.
> No I am really!
>
Pah! Excuses excuses...

;-)
--
Brian Watson
::
:: Protext Robot Software Pipeline Parados 8BIT IEBA WACCI Publicity ::
::

1693. Re: (Was Amstrad..) replies ad nauseum

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <873463743.14152@dejanews.com>
Source record: 70412
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit
Body handling: HTML body converted to readable text

In article <873443244snz@spheroid.demon.co.uk>,
Brian@spheroid.demon.co.uk (Brian Watson) wrote:
>
> >
> Pah! Excuses excuses...
>
> ;-)
> --

Brian, thank you so much for your multiple informative postings to all of these newsgroups. Without people like you, we would have absolutely nothing to talk about here.

The problem was obviously not with your mailer/reader since each reply you sent out was different. That means you must have typed in each reply.

Ok, so do you have anything constructive to add to any of the discussions going on in these newsgroups? You must have some questions...maybe you're too shy to ask. Since you are acting like a newbie, I'll point you in the right direction. There are several newsgroups (even books by now) which discuss newsgroup etiquette, try news.newusers.questions, news.announce.newusers, news.groups.questions, or even news.answers.

Good luck. Sheesh!

cowpoke

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1694. Re: (Was Amstrad..) replies ad nauseum

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <3410098c.25663901@allnews.infi.net>
Source record: 70413
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

>Ok, so do you have anything constructive to add to any of the discussions
>going on in these newsgroups?

This incredibly asnine and ridiculous post was completely unnecessary
and certainly makes "cowpoke" out to be a jerk of the highest order...
Mr. Watson had nothing but the highest intent in posting his
invitation to the various newsgroups - a sanctimonious group thrashing
such as this is simply ludicrous. At best you should have vented your
spleen by e-mail instead of on Usenet.

Frankly Mr. Cowpoke, I found your one bilious post to be much more
odious than the errant posts of Mr. Watson...

Dave Bertschy

1695. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0509971106180001@199.166.204.230>
Source record: 70414
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5unrl0$j8k$1@shell5.ba.best.com>, rdell@best.com (Richard Dell) wrote:

> total of 3159 files downloaded ... about 43 megs total with a separate
> description file for each downloaded file, and a single collected
> catalog file.

Amazing isn't it? That an entire platform's files fits into a ZIP disk....

Is this the A8 files only, or 16bit too? Is this every file uploaded to CIS _ever_, or do they remove old files after some time?

> I would really like to get a single file or three to simplify
> and speed backing up.

Perhaps I can help? I have a ZIPper on my Mac that I find to be much more reliable than the ones on the PC, notably on large files like this.

Maury

1696. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: Jason <tmr@cosine.demon.co.uk>
Message-ID: <9709051242.AA00iew@cosine.demon.co.uk>
Source record: 70415
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.c64,comp.sys.atari.8bit

Brian Watson:
> Excuse this interruption from an alien lifeform, but it's all meant in
> the friendliest spirit.

Brian, I'd start running *now* if I were you... =-)

> I live in the UK and belong to an Amstrad CPC user group who are having
> a get-together (very informal) at the Bescott Football Stadium in
> Walsall (near Birmingham) from 10am-4pm on September 14th 1997.

Oh dear, I'm going to be in Wales with Sylvester McCoy and Sophie Aldred
to get shot at by Cybermen and Autons.

> If users of any other computers would like to come along, you'd be very
> welcome. We're all in the same ghetto, but some of us are looking over
> the walls!

Nah, we're okay. We had a ladder with us...
--
Jason =-)

```
_____________________________________________________________________
TMR / / / / / / /\
/ /__/ / / /__/ / / / /__/ Email: tmr@cosine.demon.co.uk / /
/ /\_/ / /__ / / / / __// Cosine Homepage: / /
/ /__/ / / / / / / / / / http://www.cosine.demon.co.uk / /
/_____/_____/_____/__/__/__/_____/_____________________________________/ /
\_____\_____\_____\__\__\__\_____\_____________________________________\/
```

1697. Re: (Was Amstrad..) replies ad nauseum

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <873482081snz@spheroid.demon.co.uk>
Source record: 70416
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In article <3410098c.25663901@allnews.infi.net>
dbert@pottsville.infi.net "Dave Bertschy" writes:

> >Ok, so do you have anything constructive to add to any of the discussions
> >going on in these newsgroups?
>
> This incredibly asnine and ridiculous post was completely unnecessary
> and certainly makes "cowpoke" out to be a jerk of the highest order...
> Mr. Watson had nothing but the highest intent in posting his
> invitation to the various newsgroups - a sanctimonious group thrashing
> such as this is simply ludicrous. At best you should have vented your
> spleen by e-mail instead of on Usenet.
>
> Frankly Mr. Cowpoke, I found your one bilious post to be much more
> odious than the errant posts of Mr. Watson...
>
> Dave Bertschy
>
>

Thanks for the defence, but don't bite his head off.

It was MY screwup.

Though a frequent poster to other newsgroups for a year or so, I had not
used the "multiple" option before as I had never had the need to.

Therefore I didn't know that everything was being echoed and echoed until
it happened the first time, and happened AGAIN when I tried to apologise
group by group.

Aargh!

From here on I am strictly sworn off the "multiples" option (I hope).
--
Brian Watson
::
:: Protext Robot Software Pipeline Parados 8BIT IEBA WACCI Publicity ::
::

1698. Re: Monitor chaos - run away!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: Chris Chiesa <lvt-cfc@servtech.com>
Message-ID: <3410555F.72CB@servtech.com>
Source record: 70417

Loose Cannon wrote:
>
> Ok, who's got the info on how to hook up an Atari 800XL to a Commodore
> 1084 or 1084S monitor? Basically, there's a 5-pin DIN (round plug) coming
> out of the Atari, and I need to get that over to the nine pin plug on the
> monitors. The monitors also have composite inputs, which I managed to get
> going but only by making an RF modulator and routing the composite out of
> the Atari through the TV, which then gave me separate video and audio RCA
> phono ports to plug into the monitor (and if I have to use a TV, it kind of
> defeats the purpose.)

This has probably already been said, but -- that seems to be INCREDIBLY
ROUNDABOUT.

For one thing, the "composite out of the Atari," is just that:
composite. What
YOU'VE described doing WITH "the composite out of the Atari," suggests
that what
you REALLY took out of the Atari was "RF," NOT "composite."

Composite video, perfectly ready to plug DIRECTLY into the RCA "video"
jack on
the back of your 1084 / 1084S monitor, comes right out on that 5-pin DIN
thingie
you're talking about (unless you're using an Atari 400, which I believe
lacks
some or all of the outputs other than the "TV/RF").

I don't know the pinout, myself -- but on the other hand I've always
done it by
trial-and-error MYSELF, and have never blown up a monitor by so doing.

On the other hand, I do have an ulterior motive for responding here
today, which
is this: my 1084S DID give up the ghost (though NOT, I assure you, as a
result of
being (mis)used with the Atari!) and I desperately want to REPLACE it.
Anybody
have one for sale??? I'm going to be posting a message to that effect
to misc.
wanted and a couple of other places, shortly, but thought I might as
well mention
it while we're already on the subject. Thanks in advance for any
responses (e-mail
if you can, even if you also post; my news-reading interface here is
flaky at best

and has been WORSE than flaky for the past two or three weeks. I rarely see even
my OWN articles, let alone the FOLLOWUPS to them. I'll happily return the favor
if YOU should happen to request it of me someday).

Chris Chiesa
lvt-cfc@servtech.com

1699. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_873453070@rtfm.mit.edu>
Source record: 70418
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1700. Re: POKE question

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: Chris Chiesa <lvt-cfc@servtech.com>
Message-ID: <34106A5E.7579@servtech.com>
Source record: 70419

Just to pound one more nail into the coffin of fine-scrolling...

On the 400/800, any "fine-scrolling" would have to be implemented by the user, doing his own ML/assembly programming. That program would indeed have to set the "enable vertical fine scrolling" bit in every Antic opcode in the Display List. The program would then ALSO have to reproduce the E: device's "scroll text" behavior, adding code to stuff successive values into the "vertical fine scrolling AMOUNT" register before, or should I say BETWEEN, the standard operation of "shifting all the display data in memory by 40 bytes." In short, as in so many areas, the hardware capability was there, but the OS didn't take advantage of it.

On the XLs and later, though, the OS -- the E: device, specifically -- was modified so that it DID take advantage. If the crucial bit at address
652 is CLEAR when a GR.0 command is issued (the E: device is OPENed), the
new-and-improved E: device builds the "same old" Display List as on the earlier (400/800) computers, and performs "coarse-only" line scrolling as
in those earlier machines. If, however, the crucial bit is SET at that time, the new E: device builds a DIFFERENT Display List -- one byte longer,
as someone has said, for technical reasons I could explain if I had more time, and with the "vertical fine-scrolling enable" bit set -- and then performs the additional fine-scroll-amount successive-value-stuffing opera-
tion I described earlier, IN ADDITION to "old-style" or "coarse" scrolling.
I.e, on the newer machines the custom programming has been done FOR us, is
incorporated into the E: device, and as a result "the OS supports the hard-
ware's vertical fine-scrolling capability" in this case.

Questions that this suggests, whose answers I DON'T know, are:

- we know that the new-and-improved E: device "fine-scrolls" when e.g. we LIST a BASIC program; that is, when lines scroll UP. But I've never
noticed whether it also fine-scrolls when lines scroll DOWN, for in-
stance if you hit a bunch of SHIFT-INSERTs in the middle of a screen.

- Does the E: device's built-in fine-scrolling apply only to GR.0? Or would/does it also fine-scroll in the 4-line "text window" at the bot-
tom of the "graphical" GR. modes?

Have to run,
Chris Chiesa
lvt-cfc@servtech.com

1701. DGS Web page statistics

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: DGS <dgs@clara.net>
Message-ID: <5ups4v$j3j$1@eros.clara.net>
Source record: 70420

I just wanted to take this opportunity to thank the 295 people who have visited our Atari 8-bit Web site between 01-Aug-97 and 04-Sep-97.

However, out of these 295 visits, we have only received TWO orders. That's an order rate of a mere 0.67%. This is very surprising. According to our access log summary, 42 people have taken our ZIP file containing all the catalogues, 72 people have taken the main catalogue as a text file, 99 people have taken our 'used' list as a text file, 37 people have taken a list of PC CD-ROMs we have for sale, 46 people have requested to see information on our AMS 96 show video, and 13 people have downloaded the free product demos.

Surely out of all these people SOMEBODY wants SOMETHING??!!

One thing that really surprises me, is the fact that many people visit the site but then leave again without looking at any price lists, or downloading anything. I can't understand this at all?! How can folks decide we haven't got what they want when they haven't even seen what we have available?! I can only assume people leave because the site looks a bit boring. The sole purpose of the site is to allow people to have easy access to our catalogues whenever they want them. If you want nice pretty pictures and such like, you'll be disappointed!

In case you don't know what we do for the Atari 8-bit, here's a brief summary:

We sell PD and Commercial software for the Atari 8-bit, along with a variety of used hardware, software and magazines.

We have English language distribution rights to all Power Per Post products, including the QUICK programming language and Screen Aided Management 80 col. desktop system. We also distribute software on behalf of Rambit UK and Richard Gore.

Our 80K catalogue lists all 190+ PD disks and details all our Commercial software.

The list of used items is also available on the WWW site.

The catalogues are available as individual text files, or as a combined .ZIP file for easier downloading.

Demos of QUICK and Digi-Studio are also available for download from the WWW site.

We can ship to any country, and can accept payment in US$ at no extra cost to you. See the catalogues for full details.

WWW: http://www.dgs.clara.net

OR

WWW: http:// home.clara.net/dgs

Dean Garraghty.
DGS
E-Mail: dgs@clara.net

1702. Re: Speed of Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: jhague@dadgum.com
Message-ID: <jhague-0509971425030001@c19-camilla.blarg.net>
Source record: 70421

> Along those lines, I have the eternal wish that all 8-bitters of the
> time had - why oh why couldn't they (Atari) have taken the earlier
> versions of the classic arcade games and updated them to take
> advantage of the increased capability of the XE-class machines?

Some of those games, though, already seemed to be pushing the limits of the hardware. Joust, for instance. That the programmer managed to get so many birds on the screen was impressive in itself.

I did wonder why Atari kept re-releasing their classics though. How many times were Super Breakout and Missile Command released? They came out for the 800 around 1980, for the 5200 in 1982, for the XEGS in the mid 80s. Did anyone care anymore? Sega's getting the same way with Afterburner and Space Harrier.

--
James Hague
Dadgum Games
Grab the Bumbler Bee-Luxe demo from http://www.dadgum.com

1703. Re: Tape Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <34108B1B.87FC54B8@aol.com>
Source record: 70422

Hi,

X11??? Well X11 is a means by which an XWindows terminal can remote host into another (or a simple PC using a program such as Exceed use to Xterm)

Perhaps you mean an XC11 which was the first version of the Atari XE tape cassette recorder, there was a limited release of the XC12 cassette recorder as well

You might also be referring to the XC1411 which was a 14" color composite monitor that
Atari had designed and has shown at the 1985 CES but never sold. There are several of them floating around.

Curt

1704. Xfer to PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: Michel <michelvp@msn.com>
Message-ID: <01bcba59$f8ed7ae0$b15efac2@k6>
Source record: 70423

AM NOT ABLE TO XFER FILE FROM ATARI 800-850 WITH NULL MODEM
I USE HOME TERM ON ATARI AND HYPERTERMINAL ON PC
I SAW WHAT I TYPE ON KEYBOARD ON THE OTHER COMPUTER BUT XMODEM
DOESN T WORK
PLEASE HELP ME
THANK
michelvp@msn.com
--
Michel

http://www.geocities.com/ResearchTriangle/1769/

1705. Re: Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-05 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <873487846_OASIS_@pcc-uky.campus.mci.net>
Source record: 70424

In article <3410029F.4B83CF4E@siu.edu>
Tom Burke <tomii@siu.edu> said:-

>Shipping ti Riverside CA (from Southern Illinois) is $50... There's
>about 50 pounds of stuff, & it fills a box for a 17" monitor...
>
>So, let me know if you're interested, & even if you're not, give me an
>idea on what the heap is worth...
>
>Thanks...

Hmm...how are you shipping that? I think its a little high. Let me give you
an example. I just shipped a 46 pound monitor (including packaging) about
3/4's of the distance you mention via UPS Brown label and the total cost
INCLUDING the COD-CASH charge was $16.61... :)

--

```
_/_/_/
```

1706. Re: Galahad and the Holy Grail

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bcba77$dc8c7b80$2fe6d7cc@ast-adventure>
Source record: 70326

no, if I remember right, the goal was more like monty python and the holy
grail.. to get the grail..

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

James Hague <jhague@dadgum.com> wrote in article
<jhague-0409972123410001@c66-rizzo.blarg.net>...
> Andrew Krieg wrote:
> >
> > What is the purpose of this game? You ride around, look in some
castles, but
> > there doesn't seem to be any purpose. I think this game won a bunch of
> > awards, but I don't know why. Is there some aspect to this game that I
am
> > missing?
>
> The original APX catalog blurb talked about "making your own goals," etc.

> So I think the purpose is to explore and decide what you want to do. I
> believe it was originally designed as a kind of non-linear extension of
> Atari 2600 Adventure.
>
> --
> James Hague
> Dadgum Games
> Grab the Bumbler Bee-Luxe demo from http://www.dadgum.com
>

1707. Re: Okimate 10??

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2sovibzny.fsf@caligula.srv.net>
Source record: 70327

"Michael Current" <mcurrent@carleton.edu> writes:

> In article <5u33bc$8c6$1@newsd-113.bryant.webtv.net>,
> a_non_y_mouse@webtv.net (A-Non-Y Mouse) wrote:

> >Does the Okimate 10 need an adapter to hook up to the atari XL's? It
> >has two 13 pin ports, just like all the other atari periphirals I have
> >seen.
> I think there were various versions of the Okimate 10 released, each with a
> built-in interface for a particular computer platform.

Yes. In fact the interface was removable and interchangeable.
Okidata sold them seperately too, in case you switched computers or
something.

Brent

1708. Atari 8-Bit Computers: Frequently Asked Questions

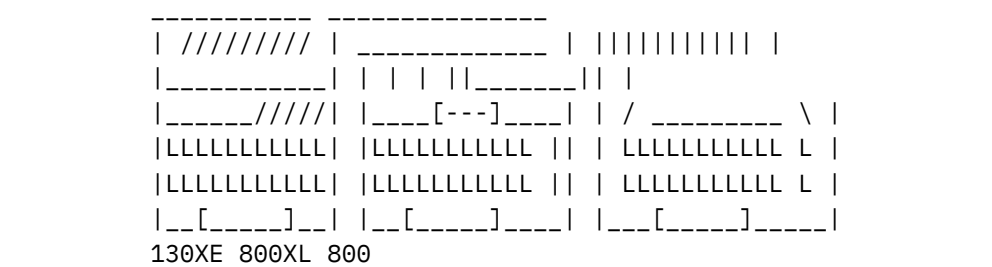
Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: Michael Current <mccurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_873540410@rtfm.mit.edu>
Source record: 70328
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

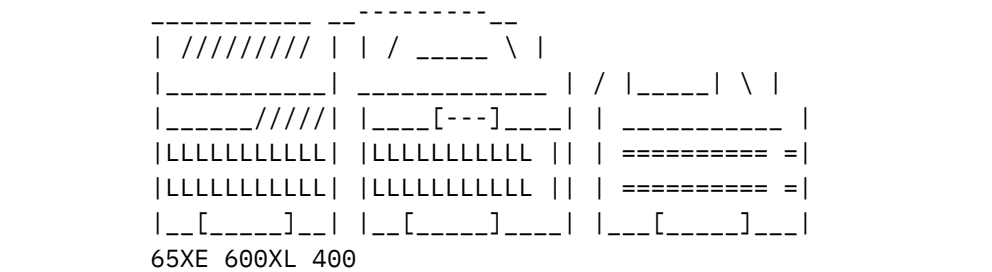
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: August 26, 1997

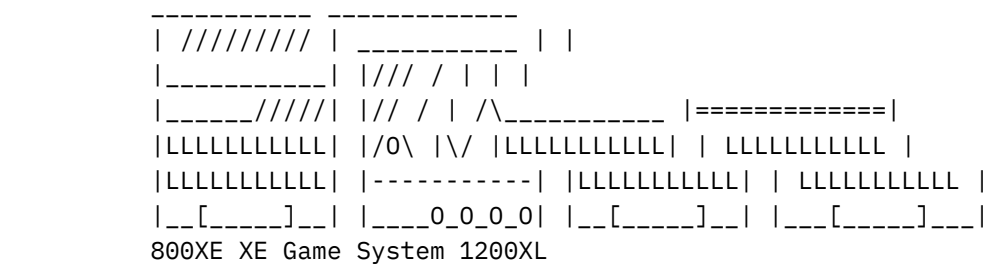
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List







Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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0.1) Table of contents

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Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit
computers.

1972
Atari Inc. is formed by Nolan Bushnell; created the first coin-operated arcade
video game with the introduction of Pong. The video game industry was launched
and has shaped pop culture ever since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), giving birth to home
video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using
the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400,
"Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA
Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now

heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing direct memory access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Today Atari Games is an indirect, wholly-owned subsidiary of the Midway Games division of WMS Industries.

WMS Industries Inc.
3401 N California Ave
Chicago IL 60618-5899
USA
http://www.wms.com/

Midway Games Inc. (a division of WMS)
http://www.midway.com/

Atari Games Corporation (a subsidiary of Midway Games)
http://www.atarigames.com/)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of direct memory access.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS Corp. subsidiary.
JTS Corporation, with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer market. JTS offers an innovative line of ultra-slim 3.0-inch disk drives that provide higher capacity and lower cost per megabyte than competitive alternatives in the portable computer market. The president and chief executive officer of JTS, Tom Mitchell, was formerly the president and chief operating officer of Conner Peripherals and co-founder, president and chief operating officer of Seagate Technology.

JTS Corporation
166 Baypointe Pkwy
San Jose CA 95134-1621
USA
Phone: 408-468-1800
Fax: 408-468-1619
mailto:info@jtscorp.com
http://www.jtscorp.com/

Atari Corporation (a JTS subsidiary)
http://www.atari.com/

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:

ANTIC Mode #	CIO/BASIC Graphics #	Type	Display Resolution (full screen)	Colors
2	0	Char	40 x 24	1 *
3	-	Char	40 x 19	1 *
4	12 ++	Char	40 x 24	5
5	13 ++	Char	40 x 12	5
6	1	Char	20 x 24	5
7	2	Char	20 x 12	5
8	3	Map	40 x 24	4
9	4	Map	80 x 48	2
A	5	Map	80 x 48	4
B	6	Map	160 x 96	2
C	14 ++	Map	160 x 192	2
D	7	Map	160 x 96	4
E	15 ++	Map	160 x 192	4
F	8	Map	320 x 192	1 *
F	9 +	Map	80 x 192	1 **
F	10 +	Map	80 x 192	9
F	11 +	Map	80 x 192	16 ***

* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16 luminances x 16 hues = 256 colors. (Four registers are for player-missile graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available. A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:

All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following text was written by Chris Crawford and appears in De Re
Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a (PIA). However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an
instruction set, a program (called the display list), and data. The display
list and the display data are written into RAM by the 6502. ANTIC retrieves
this information from RAM using direct memory access (DMA). It processes the
higher level instructions in the display list and translates these instructions
into a real-time stream of simple instructions to GTIA.

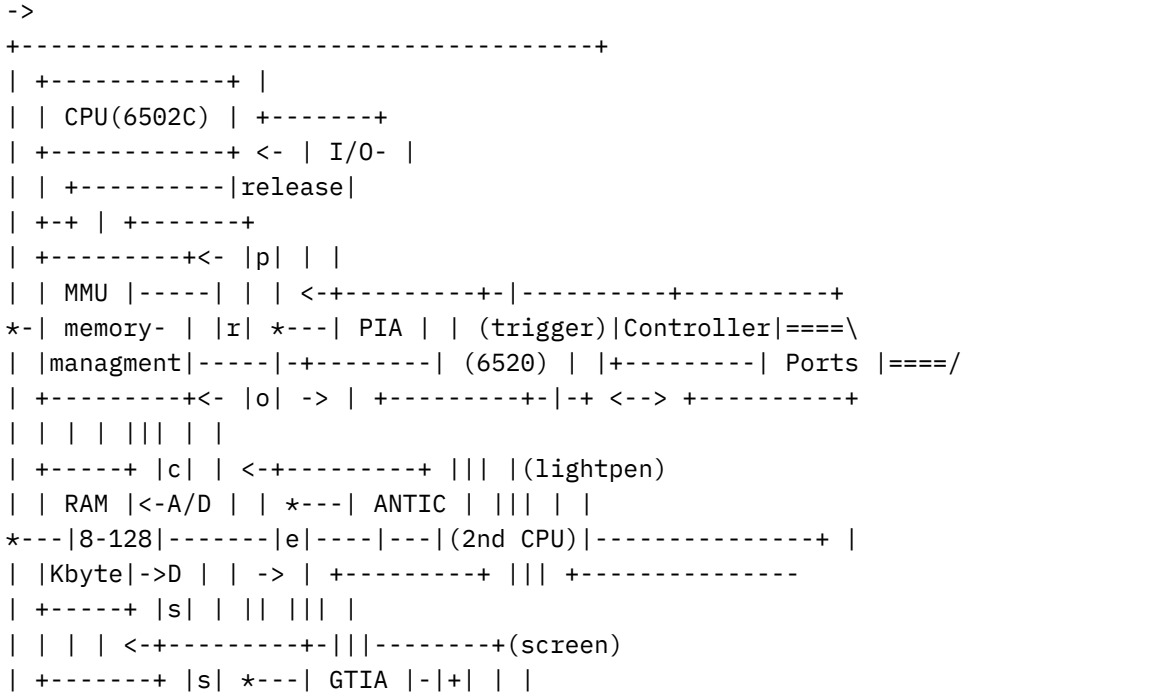
CTIA ("Color Television Interface Adapter") / GTIA ("George's Television
Interface Adapter") is a television interface chip. ANTIC directly controls
most of GTIA's operations, but the 6502 can be programmed to intercede and
control some or all of GTIA's functions. GTIA converts the digital
commands from ANTIC (or the 6502) into the signal that goes to the
television. GTIA also adds some factors of its own, such as color
values, player-missle graphics, and collision detection.

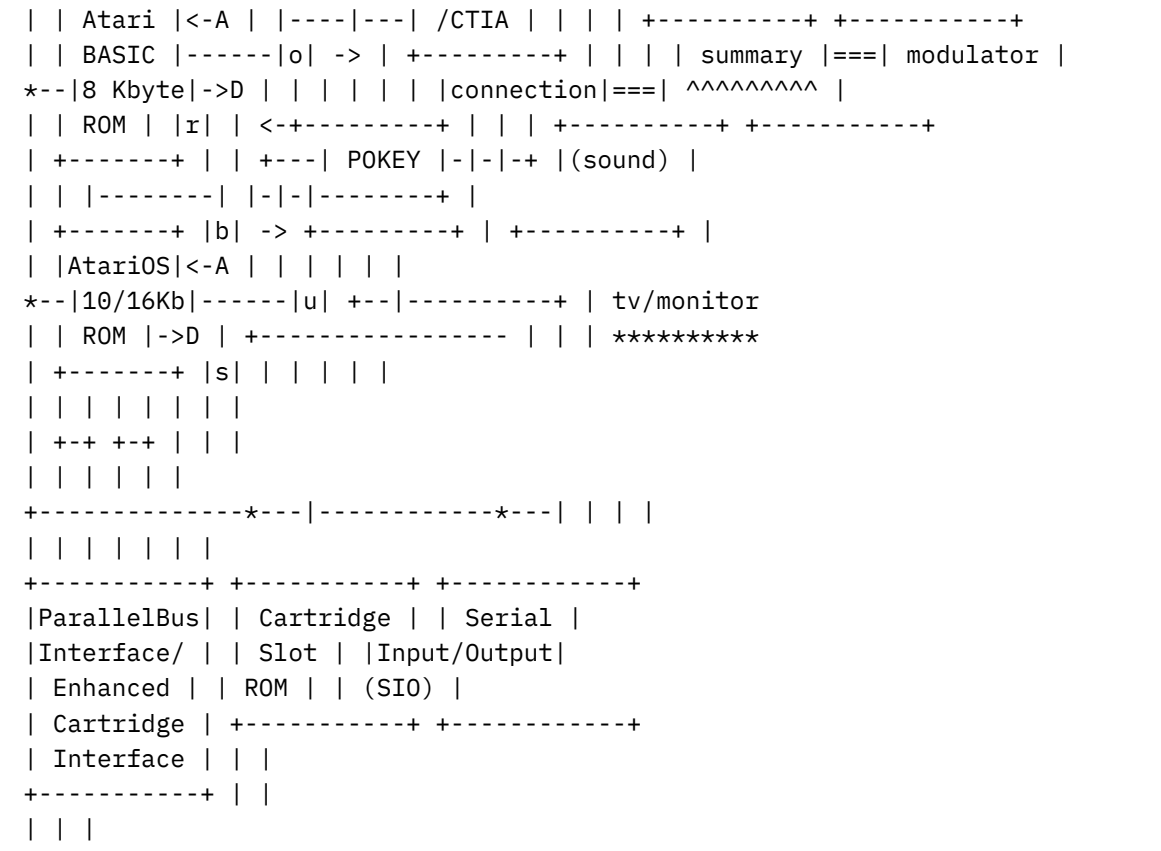
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.sb.sub.de (Peter))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800:8/16/48K,1200XL/800XL/65XE/800XE/XEGS:64K,600XL:16K,130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the

University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Opinionated discussions about Atari computers. Unmoderated.

news:comp.sys.atari.announce
Announcements related to Atari computers. Dead newsgroup?
Moderated by Yat Siu, mailto:lexicor@world.std.com

news:comp.sys.atari.programmer
Programming Atari computers. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.1) What is INFO-ATARI8?

INFO-ATARI8 is an e-mail list for discussion about the Atari 8-bit family of computers.

To subscribe to INFO-ATARI8, send a message to:
mailto:listserv@vm.marist.edu
that says:
subscribe info-atari8

INFO-ATARI8 is moderated by mailto:snyder10@MAILHOST.TCS.TULANE.EDU (Mike Todd)

INFO-ATARI8 was created on December 9, 1986.

Subject: 3.2) What is the Independent Atari 8bit Network?

Date: Fri, 29 Nov 1996 10:37:26 GMT
From: mailto:tomhunt@bright.net (Tom Hunt)

Closer To Home Enterprises is happy to announce the grand
opening of the IA8N's QWKNET. IA8N = Independent Atari 8bit Network.
This network is ran by a group of volunteers that are dedicated, hard
core 8bit owners.

I am seeking more individuals to join the network.
Individuals who join this network will receive weekly, or biweekly QWK
packets through internet email. These packets contain messages from
member 8bit bulletin boards and from individual members of the
network. These packets are ARCed and UU enocoded. Both ARC and UU
encoders are readily available for almost every type of computer
system, including the Atari 8bit.

Highlights from recent message threads include:

A member's recent pilgrimage to Poland to meet with
various developers. He reports about a new IDE interface
and Sparta Dos X clone for the 8bit.

Discussions about the new HIP graphic format. Announcment
of the release of the new HIP slideshow program, and
where to download it.

Discussion about David Hunt's (no relation) release of
Carina 2.7 into shareware, and where to download it.

Discussions about how to use the 8bit to access the internet,
including hot 8bit places to visit. There are tips about
which lynx servers are the best to use, how to do dns lookups,
and free telnet bbses.

Discussions about Larry Black's soon to be released ZSEND
program.

Message bases that are currently available are:

General
Internet
Programming
Hardware
User's Groups
Whine Base
Recipe
Pets

When an individual sends back a REPly packet to the network,
ARC must be used for compressing the packet. But UU, HEX, and MIME
encoding of REPlies is allowed.

The message bases have thousands of messages, many of which
contain information and references to programs that cannot be found
anywhere, even on the internet. So join the QWK Net today. This is
a FREE service to the 8bit community. Ask about a sample QWK packet,
so that you can see for yourself.

Send inquiries to: mailto:tomhunt@bright.net

"QWK Net, an Atari 8bit network, 100% managed, maintained, and
published via internet email on an Atari 8bit computer."

Subject: 3.3) What is the Classic Computers List?

The Classic Computers List is a discussion list for people who
collect/preserve/restore old computers of any kind. If you would like more
info you can find it at http://weber.u.washington.edu/~bcw/ccl.html .

If you don't have access to the web, then send an e-mail to
mailto:bill@booster.u.washington.edu (Bill Whitson, ClassicCmp ListOp).

On the web site you'll find information on how to subscribe in addition to the
two ClassicCmp FAQs. If you decide to subscribe, please read all three
documents first.

Subject: 3.4) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all
polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to
mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.5) What is ATARI8-L?

To subscribe, you should send the message for
mailto:majordomo@zwieracz.psych.uw.edu.pl with the line:

subscribe atari8-l <your mailing address>

in the body (not the subject) of the message.

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:kendrick@zippy.sonoma.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/ Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory. Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to have seen no uploads for years, but there are some files here that aren't on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Slovakian Archive?

This FTP site contains some demos, games, utils, zines from all the world.
Here you can also find some Slovak or Czech stuff.

Contact: mailto:mchorvat@econ.umb.sk (Marco, of GMG)

ftp://svs.scsss.sk/pub/atari/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British
Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:msteve@magnus.acs.ohio-state.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca

http://www.compdirect.com/each/

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:bernard@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

Beyond ....The Black Stump Atari Page
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/dungeon/

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://graf.fciencias.unam.mx:100/~mariano/atari.html

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://www.cc.utah.edu/~krw8466

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8-bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://intrepid.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:conradus@plearn.edu.pl
http://www.orient.uw.edu.pl/~conradus/atari.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

InfoMan's Atari Page
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:atari@mindspring.com
http://www.mindspring.com/~keita/agh.html

Phoenix Atari Connection
John Collins, mailto:irata@aztec.asu.edu
http://www.inficad.com/~bosco

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Captain Balde's Atari Bookmarks
Rich Tietjens, mailto:atari@teleport.com
http://www.teleport.com/~atari/

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

The Classics Exchange
David Wyn Davies, mailto:starwars@enterprise.net
http://homepages.enterprise.net/starwars/

The Fuji Federation
David Schmudde, mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fujihome.htm

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Games And Demos
Sven Gleich, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://iraul1.ira.uka.de/~s_tomczy/

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

The Atari Prototypes & Vaporwares Site
Curt Vendel, mailto:cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Page of all Atarians and M.E.C. Group (Masters of Electric City)
Dhor, mailto:dhor@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~dhor/atari/atari.html

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Ken's Atari 8-Bit Page
Ken Siders, mailto:ken_siders@compuserve.com
http://ourworld.compuserve.com/homepages/ken_siders/atari.htm

Cobra Team Home Page
Krzysztof Sieniawski, mailto:chris@superexpress.com.pl
http://chris.se.com.pl/

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:76702.1076@compuserve.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No

Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T XE v. 2.72 (128K) or Ice-T 1.1 (48K) by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.7 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.7 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.7 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it

]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:conradus@plearn.edu.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format

disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin

port.)

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go from
#1 on the right to #13 on the left on the 'long' side
and from #14 to #25 from right to left on the 'short'
side. #25 is closest to being under #13. A male
connector is the mirror image of this.

Most terminal programs allow a null connection, without a
carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about
30 feet long, is to use two female DB25 connectors and
some three or more conductor cable. Using the two DB25
female connectors allows unplugging your modem and
plugging in the null modem cable. This also avoids the
confusion of the wide variety of serial port jacks on
different computers. Almost all computers connect into
the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An
850 Interface Module, P:R:Connection, Multi I/O, Black
Box (by Computer Software Services) or similar device
that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a
male DB9 to male DB25 modem cable to connect to your
modem. So why not use this cable as your null modem
cable as well?

For higher speed connections, above about 9600 bps on the
8-bit, you need the flow control lines. You also need
a Multi I/O or Black Box, which use the PBI (parallel bus),
then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock

8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 11.5) What is SIO2PC?

Original text by Dave Paterson, mailto:davepat@total.net

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la US
Doubler).

All these functions are transparent at the Atari end; you never notice the
difference between SIO2PC and regular drives, except that the SIO2PC drives
are faster than any others (except Ramdisks and PBI interface drives).

Several different designs for the SIO2PC hardware are floating around. Best
contact the author for the latest details.

SIO2PC 4.13 is shareware by Nick Kennedy, mailto:nkennedy@cswnet.com

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Subject: 11.6) How can I convert my commercial boot tape into a cassette
image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a
way to store all software that has been recorded on cassette tapes on
the hard disk of your PC. I have written a program that is similar to
the SIO2PC utility written by Nick Kennedy. But this one is intended
for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free
disk space to work with. The sound card should be able to sample sound
at a sample rate of 44.100 Hz mono. The sample must be recorded into
a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file.
The .cas file is a digital cassette image file that only contains the
data that is on the cassette tape. Once you have that, you can throw
away the .wav file. The .cas files are typically 16 to 64K, so they
are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette
image) you do not need a sound card. You do need a SIO2PC cable or
similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives
of Umich by now. They have been put together in one zip file
wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file
format as of version 1.15 of APE. It looks real neat, so try that out
too! Thanks to Steven for adding a nice user interface for these
cassette images. He did a nice job. I am hoping other using are
willing to write some programs to get more enjoyment out of this
underrated storage medium.

My stuff is available totally free for personal use, so I hope you
enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@closer.brisnet.org.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,

chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps

CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps

- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (76702.1076@compuserve.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at
one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch
Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus
separate chroma (color) and luminance (brightness) signals which the best
composite video monitors can take advantage of. Popular examples of such

monitors include the Commodore 1702 and 1804 (and many others).

The pinout of the Monitor port is in the pinout section of this FAQ list.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the 800XL lacks separate chroma/lumi (can be added via hardware modification)

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\lumi signals

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/developer list). SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors

1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
600 600XL, all black case
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" floppy drives
1450XLD 1400XL plus 5.25" floppy drive
1600XL ????
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -Z-80 CPU, 64K RAM, CP/M 2.2 OS, 80 column display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this
information conflicts with the units you have.

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output). The
power (in watts) and current (in amperes) specifications of the original
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usable,
and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
========================
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:

Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34 : 1050
9V AC 0,5 A, CO#61516 : 1010
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)

2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on North American 600XL's)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5

6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5

No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14

1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very

popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

o Carina BBS -- a product of Shadow Software. See the Vendor list.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:offen300@hio.tem.nhl.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the
GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:offen300@hio.tem.nhl.nl

The following Operating Systems exist for the Atari 8-bit:

Rev. System(s) Models Size Part Nr(s)
~~~~~~ ~~~~~~~~~~ ~~~~~~~~~ ~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
A NTSC 400/800 10kB CO12499B, CO14599B, 12399B (*)
A PAL 400/800 10kB CO15199, CO15299, CO12399B
B NTSC 400/800 10kB (?)
B PAL 400/800 10kB (?) (*)
1 A NTSC/PAL 1200XL 16kB CO60616A, CO60617A
1 B NTSC/PAL 1200XL 16kB CO60616B, CO60617B (?) (*)
1 NTSC/PAL 600XL 16kB CO62024
2 NTSC/PAL XL/XE 16kB CO61598B
3 NTSC/PAL XE 16kB C300717
4 NTSC/PAL XEGS 16kB C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Breakout, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor.

Thanks to mailto:jlodoen@shell.portal.com (Jeff M Lodoen) for initial info.

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas.

The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around with the Omnimon board, I figured out how to use it to pirate software. In fact, it can be used to make most boot disks into binary files, and remove copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they refresh the screen 50 times a second doing 1/2 the lines each refresh so they effectively repaint the screen 25 times a second. NTSC is 525 lines/screen with a 60 times a second refresh - again only half the lines each refresh so a 30 times a second frame rate. This would change the amount of time available during vertical sync pulse, and the number of lines that need to be redrawn each time.

Subject: 13.12) What programming languages are available for the Atari?

Revision : 1.0
Date.... : 4/20/1997

==========
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include;
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- Assembler Interchange Format, Project description
Version 2.2, 2-2-1997, Freddy Offenga

If you like to help or if you've something to add already,
just contact me. There's still a lot work to be done....
Freddy Offenga, email-to: offen300@hio.tem.nhl.nl
==========
There are quite a lot! To get some structure in this section it's
divided into the following catagories;
a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

[D] = available on disk
[C] = available on cartridge

a) ASSEMBLER
- 130XE+ Makro Assembler v2.2, 1992 (Torsten Karwoth) [D]
Two pass 6502 assembler/editor. Supports extra RAM.
Highly compatible with Atmas II.
- Alfasm, Version 1.0, 1990 (Jeff Williams) [D]
Supports 65816 instructions (for the Turbo-816 upgrade
from DataQue Software). This assember is also known as
the Turbo-Assembler/16.
- Atari Assembler/Editor, 1981 (Atari) [C]
Two pass 6502 assembler/editor.
- Atari Macro Assembler, 1981 (Atari) [D]
Two pass 6502 assembler/editor.
- Atmas II Makroassembler, 1985 (Peter Finzel, Hofacker) [D]

Macro assembler with integrated editor and monitor.
- Bibo Assembler, 1986 (Compy-shop) [D]
- Datasm/65 assembler, Version 2.0, 1981 (DataSoft) [D]
Two-pass 6502 assembler.
- EASMD, Version 1.0, 1981 (OSS) [D]
- MAC/65 Macro Assembler, 1982 (OSS) [D/C]
Two pass macro assembler/editor.
- MAE, 1996 [D]
Supports 6502 and 65816 mnemonics.
- Nasm65 assembler, 1992 (Nat!) [D]
Highly portable cross assembler (written in C). Initially
made for the Atari ST. Highly compatible with MAC/65.
- PC-65 Assembler, Version 1.0 beta, 1996 (Jan Feenstra) [D]
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.
- Synassembler, 1982 (Steve Hales, Synapse Soft) [D]
Two pass 6502 assembler.
- ST-65 Assembler, 1991 (A. Stauffenberg, F.Offenga) [D]
A cross assembler for the Atari ST (written in 68000 asm).

b) BASIC
- Advan BASIC Compiler (Advan Language Designs)
- Atari 800 Basic, Version 1.0, 1981 (Microsoft) [D]
- Atari BASIC, Rev.C, 1983 (Atari) [C]
- Atari Microsoft BASIC II (Atari) [C]
- BASIC A+, Version 3.05, 1981 (OSS) [D]
- BASIC XL (OSS) [C]
- BASIC XE, 1985 (OSS) [C]
- Turbo Basic XL (Frank Ostrowski, Happy Computer) [D]
Interpreter, Version 1.5, 1985
Compiler, Version 1.1, 1985

c) C
- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65
- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]
- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

d) PASCAL
- Atari Pascal, Version 1.0, 1982 (APX-20102) [D]
- Draper Pascal, Version 1.5, 1983 (Norm Draper) [D]
- Kyan Pascal, 1986 (Kyan Software) [D]

Package includes; compiler, linker and assembler.

e) LISP
- INTER-LISP/65, Version 2.1, 1981 [D]
(Special Software Systems, DataSoft)

f) FORTH
- ValForth (Valpar International)
- Extended fig-Forth (APX-20029)
- fig-Forth, Version 1.1 [D]
- fun-Forth (APX-20146)
- Grafik-FORTH
- QS Forth (Quality Software)

g) PILOT
- Atari PILOT, 1980 (Atari) [C]

h) LOGO
- Atari LOGO, 1983 (LCSI, Atari) [C]

i) All the rest
- Action!, 1983 (OSS) [D/C]
- Quick, Version 2.0, 1990 (Raindorf Soft) [D]

Subject: 13.13) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List."

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

InfoMan (Trevor Holyoak), mailto:infoman@poboxes.com maintains a list called "Atari 8bit Support BBS's."

http://www.holyoak.com/atari/ATARIBBS.TXT

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rich Tietjens, mailto:atari@teleport.com maintains an Atari computer user group list at:

http://www.teleport.com/~atari/ugbbs.htm

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Unofficial Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

If you would like a text-only version you can send e-mail to:

mailto:kendrick@zippy.sonoma.edu

with the following as the subject:

send emulator faq

Note that the "better" version (which the text version is based on) is:

http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Unofficial Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

If you would like a text-only version you can send e-mail to:

mailto:kendrick@zippy.sonoma.edu

with the following as the subject:

send emulator faq

Note that the "better" version (which the text version is based on) is:

http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by David A. Paterson, mailto:davepat@total.net or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin, mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==========
End of atari-8-bit/faq
==========

1709. Atari Computer items

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5ureqleft1@news2.voicenet.com>
Source record: 70329
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
Atari Items for Sale plus shipping

Atari 800 Computer w/power supply..................... $59 added 6/21/97
Atari 1050 disk drive and power supply.............. $49 added 6/21/97
Ape Face Model XLP Digital Device.................... $39 added 6/21/97
Atari 850 Interface no power supply.................. $39
Atari XMM801 printer................................ $24
Atari 1020 Printer.................................. $15
Atari XM301 Modem................................... $15
Atari 410 Program Recorder (tape deck) ............. $14
Atari 400 Program Recorder (tape deck)............... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................ $ 8 each
Paddles (3 sets).................................... $12 each
WICO Command Control Joysticks - rough.............. $12 pair
DVE Printer Power Supply Model DV-2412A............. $10
50 5-1/4 diskettes ................................. $10
50 3-1/2 diskettes.................................. $12.50
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
Cranston Manor Adventure (no box)
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Sesame Street Astro-Glover (3-6)
```

Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations -- added 6/21/97
Success with Math - Quadratic Equations -- added 6/21/97
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Printer Driver Construction Set from APX
Summer Games - added 6/21/97
The Quest - added 6/21/97
Touchdown Football - added 6/21/97
Walt Disney Picture Show - Cave Lord

Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor
Basic Language Computing - added 6/21/97
Galaxian - added 6/21/97

Music Composer
Pacman - added 6/21/97

.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Clowns & Balloons for 400/800
Curse of Ra -- added 6/21/97
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Frogger
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
Sargon II -- added 6/21/97
Star League Baseball
States & Capitals
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs

....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown (2)
Atari Program Exchange - A guide to Effective Programming
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes First Book of Atari Games
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS -- added 6/21/97
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

1710. ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: jack <jarice@suffolk.lib.ny.us>
Message-ID: <34114CE2.1383@suffolk.lib.ny.us>
Source record: 70330

In cleaning the basement (like many others) I have found an ATR 8000 attached to 2 5.25 floppy drives and the owner's manual that I cannot test. I'll take the best offer plus the cost of shipping from NY

1711. wanted ATARI for my french collection

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bcbac4$e5b78fe0$1e1644c3@pamuller.imaginet.fr>
Source record: 70331

```
Hello, i'm a french ATARI collector, this is the listing of the hardware
i'm looking for:

-COMPUTERS:
-1200
-1200 XL
-1400 XL
-1450 XL
-600 XL
-800 XLF
-1450 XLD
-65 XE
-65 XEM
-65 XEP
-260 XE
-1040 STE + (with pc chip and hard disk)
-130 ST (prototype)
-260 ST
-520 ST
-2080 STF
-4160 STF
-MEGA ST
-MEGA ST2
-MEGA ST4
-STACY
-PC2
-PC3
-PC4
-PC5
-ABC 386
-ABC 386 SXN (notebook 80386 HD 20 MO)
-TT (protoype TT ... 16MHZ)
-TT
-TT 040
-ST BOOK
-ST PAD
-FALCON 040
-FALCON XE

-MONITORS:
-XM 128
-XC 1411
-SM 146
-SM 147
-SM 194
```

-PS 3000
-SC 1224
-SC 1426
-PCM 125
-PCM 145
-PCC 1415
-PCC 1424
-PCC 1425
-PTM 146
-PTC 1426
-TTM 194
-TTM 195
-TTC 1434

-DISK DRIVES:
-810
-815
-1055
-XC 35
-XF 521
-XF 551
-PCF 314

-HARD DISK:
-SH 104
-SH 205
-SR 144
-MEGAFILE 44
-MEGAFILE 60 (60 MO)

-TAPES READERS:
-410 (Japon)
-410 (Hong Kong)

-PRINTERS:
-820
-822
-825
-1025
-XTL 201
-XTM 201
-XTC 201
-XMM 801
-XDM 121
-SLM 406
-SMM 810
-SMM 824

-VIDEO SYSTEMS:
-pong
-super pong
-ulra pong

-video pinball
-stunt cycle
-touche me
-brain game
-2000: 2600 prototype
-2800 (japan)
-5200
-7800 pro system
-Prototype JAGUAR

-MISCELANEOUS:
-SPACE AGE joy
-SUPER JOYSTICK
-PCM1
-PCM2
-CX 52
-CX 53
-CX 55
-CX 852
-CX 853
-CX 801
-CX 801
-CX 70 (light pen, gamme 400-800)
-CX 81 (5 foot SIO cable)
-CX 86 (printer cable 850-825)
-CX 87 (modem 850 cable)
-CX 88 (terminal 850 cable (null modem))
-CX 89 (color monitor cable)
-CX 82 (monochrome monitor cable)
-850: (metal case version)
-CX 262 : switch box tv/computer
-CX 781 : power adaptator
-1090
-kit labo (kit temp and light)
-CASE ATARIEN 007
-ORG 400,500,700
-SUPPLY 12 V FOR LYNX
-CATBOX JAGUAR
-JAGLINK
-JAGUAR controller extension cable
-JAG switch box TV
-PRO Controller JAGUAR
-case for JAGUAR
-CALCULATOR ATARI CC91R
-CALCULATOR ATARI CC91G
-CALCULATOR ATARI CC180
-CALCULATOR ATARI CC181
-CALCULATOR ATARI CC190
-CALCULATOR ATARI DB2200
-CALCULATOR ATARI ST300

-CALCULATOR ATARI ST310
-CALCULATOR DMP 2000
-CALCULATOR DMP 2002

-MODEMS :
-830
-835
-XM 301
-1030

-FOR PORTFOLIO :
-HPC 102
-HPC 104
-HPC 201
-HPC 202
-HPC 203
-HPC 204
-HPC 205
-HPC 301
-HPC 501
-HPC 502
-PORTFOLIO System case

-FOR ST-BOOK :
-Adapt ST BOOK-ASCI
-Adapt ST BOOK-MIDI
-Battery Pack ST BOOK

and every item of the ATARI ADVERTISING...

1712. Re: Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: Tom Burke <tomii@siu.edu>
Message-ID: <3411641B.42A83C48@siu.edu>
Source record: 70332

Ronald J. Hall wrote:
>
> In article <3410029F.4B83CF4E@siu.edu>
> Tom Burke <tomii@siu.edu> said:-
>
> >Shipping ti Riverside CA (from Southern Illinois) is $50... There's
> >about 50 pounds of stuff, & it fills a box for a 17" monitor...
> >
> >So, let me know if you're interested, & even if you're not, give me an
> >idea on what the heap is worth...
> >
> >Thanks...
>
> Hmm...how are you shipping that? I think its a little high. Let me give you
> an example. I just shipped a 46 pound monitor (including packaging) about
> 3/4's of the distance you mention via UPS Brown label and the total cost
> INCLUDING the COD-CASH charge was $16.61... :)
>
>

Well, it was 3 day ground, but I honestly don't know how... I went
through Mail Boxes, etc. Next time, maybe I'll look into the postal
service... :)
--
tomii@siu.edu
tom@engr.siu.edu
tburkeii@aol.com
tgb2@siucvmb.siu.edu

Tom Burke
2520 New Era Rd #19
Murphysboro, IL 62966
(618) 549-3188

1713. Re: Galahad and the Holy Grail

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <5urtjl$4ms@bgtnsc02.worldnet.att.net>
Source record: 70333

Andrew Krieg wrote:
>
> What is the purpose of this game? You ride around, look in some
castles, but
> there doesn't seem to be any purpose. I think this game won a bunch of
> awards, but I don't know why. Is there some aspect to this game
> that I am missing?

I remember Galahad and the Holy Grail well. You had to locate the Grail
and return it to your starting screen. How many out there, like me,
completed this quest and can tell me what happens next?

Jeff Potter

1714. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: rdell@best.com
Message-ID: <5uru86ist1@shell5.ba.best.com>
Source record: 70334
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <maury-0509971106180001@199.166.204.230>,
Maury Markowitz <maury@softarc.com> wrote:
>In article <5unrl0$j8k$1@shell5.ba.best.com>, rdell@best.com (Richard
>Dell) wrote:
>
>> total of 3159 files downloaded ... about 43 megs total with a separate
>> description file for each downloaded file, and a single collected
>> catalog file.
>
> Amazing isn't it? That an entire platform's files fits into a ZIP disk....
>
> Is this the A8 files only, or 16bit too? Is this every file uploaded to
>CIS _ever_, or do they remove old files after some time?

A8 only .. libs 11 and 12 ... plus the St Transformer files from lib 5.
If I dig out an ancient CI$ listing from the old 8 bit forum, I should
have an idea if things were deleted .. I suspect yes, but perhaps someone
more active in the CI$ forums would know now.

>
>> I would really like to get a single file or three to simplify
>> and speed backing up.

Did, done .. single Pkzip file .. 24 megs or so. Pkzip bombed on my
system (choked perhaps) possibly due to my own system memory constrants,
but the file was there deleted, so I undeleted it and it looks valid
(passes the Pkzip -t).

>
> Perhaps I can help? I have a ZIPper on my Mac that I find to be much
>more reliable than the ones on the PC, notably on large files like this.

Thanks, but I worked around (see above) Thursday nite. I did notice the

--
Richard Dell
(any further posts and I'll edit the newsgroups line for just the 8 bit)

1715. Re: Atari 8-bit Mini Movies Online

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urumtgfm5@triglav.iwaynet.net>
Source record: 70335

On 1997-09-01 tomhunt@bright.net said:
>I have place around 10 atari 8-bit mini movies online at:
>http://closertohome.dyn.ml.org/movies/movies.html
>They are just animated gifs, containing scenes of some of the best
>A8 games. The first screen really isn't a movie, just an
>introduction. When you get there, just click on the NEXT link to
>go to the next movie in the series.

Too bad there's no animation format for the Atari like there is for the Amiga.
(IFF.ANIM)
The PC's GIF format is just too slow,Flick (FLI & FLC) format is better.

Is there a chance that we'll ever see ATASCII BBS movies?

Net-Tamer V 1.09 - Test Drive

1716. Re: Atari 8-bit starter system?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urun0gfm6@triglav.iwaynet.net>
Source record: 70336

On 1997-09-05 kenneth@spam.not.sayeth.i said:
>On Fri, 5 Sep 1997 04:49:02 GMT, cv436@torfree.net (Jeffery Thomas)
>wrote:
>>The 130XE keyboard is nothing like an Atari ST keyboard. The XE
>>has much more substance behind it when you strike the key. I do
>>find that it lacks a certain sensitivty to keystrokes though. The
>>best 8-bit keyboad I have used was on the 600xl. Very sensitive
>>to the touch without being totally wishy-washy.

The 130XE keyboard is ultra-cheap.Just two plastic sheets with keys LYING on
top of them.

>Most vote for the 1200 keyboard, though I never used one. I like
>the Atari 800 (non-XL) keyboard.
>>For doing programming you'll need to decide whether you want to
>>suffer with Atari BASIC, or else get something with a little more
>>kick. Turbo BASIC is a good freeware version of the BASIC
>>programming language, and darn fast to boot. There's also lots of
>>PD assemblers, and at least two versions of C. CC65 seems to be a
>>very thorough version of C but it's big, and seems to be lacking
>>high level function libraries. None the less it produces real
>>executable files, rather than pseudo compiled code that Turbo
>>BASIC does. The UMICH archive has lots of programming files in

Since BASIC already stores files as compiled (but not assembled) code,I would
think that the TurboCompiler would actually produce assembled programmes.
Of course you need the run-time just as a C programme needs a run-time
library to run.
(at least in UNIX and the Amiga)
The use of run-time libraries is what makes the Atari,Amiga and Linux great.

Remember that BASIC just stores special codes instead of the actual text of
your BASIC programme.The PC's BASIC kind've does this but spaces take up room,
so many programmes are written WITHOUT SPACES.Also varrible names are stored as
text rather than as a index value.AtariBASIC stores them as a 1-byte
(high-bit set) value.So the trick of storing often used numbers as varribles
to save space has to be done with 1-character names.

Net-Tamer V 1.09 - Test Drive

1717. Re: BASIC floating point routines in ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urun6gfm9@triglav.iwaynet.net>
Source record: 70337

On 1997-09-02 EFv7LD.H9s.0.sheppard@torfree.net said:
>Don't forget those OSS people are the same dudes that made Atari
>Basic have rounding errors in a lot of its math routines. (Those
>with an OLD Atari Basic CXL4002 rev A cart can testify to the 2^2
>not equaling 4. It goes to 3.99999999996 or something odd like
>that.... and it taking forever. I remember some old type in
>listings in COMPUTE used to use the ^ function as pauses instead of
>using empty for/next loops! heheh

The authors didn't have time to de-bug BASIC,acording to their book.

Net-Tamer V 1.09 - Test Drive

1718. Re: Game Link II questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urun8gfm10@triglav.iwaynet.net>
Source record: 70338

On 1997-09-04 jdpotter@worldnet.att.net said:
>You must code your output complete and input ready routines in
>assembler or something fast. If you don't read a serial input
>buffer before the next bit comes over the SIO bus, the data is
>scrambled and a framing error is reported.

huh?
Once a byte is received you have until another BYTE is received.

>Similarly if you send data out and don't wait for it to be shift out
>correctly before you send another word, it will get scrambled.

Normally you'd just have a interupt driven routine output data so you'd never
have to worry about that.The interupt will sound when there's room for another
byte.
(the POKEY input/output buffers are each 2 bytes,as compared to Apple floppy
controllers which actually has a 1-byte buffer)

>POKEY isn't as forgiving as the modern UARTs with FIFOs!

Well all serial-shifting chips have buffers.Wouldn't make much sense otherwise.
As I remember,the UART works pretty much like a POKEY chip.

This whole message sounds like you're talking about polled I/O.
Does this Gamelink cable work like the 850 interface or something?

Net-Tamer V 1.09 - Test Drive

1719. Re: Monitor chaos - run away!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urundgfm12@triglav.iwaynet.net>
Source record: 70339

On 1997-09-03 ssilicon@antispam.lax.net said:
>Hello. Okay here's some relavent facts.
>1) The 800XL's monitor port (5 pin DIN) has a composite video out
>and a line level sound out put.

Which is all you really need.

>2) The 800XL's monitor port DOES NOT have Y-C or "chroma-luma"
>output by default. There is a relatively easy mod that gives it
>this feature though. I've done, but sorry I no longer have the
>info on how.

It DOES have lumna,just no chroma.

>3) Those monitors you have may or may not support chroma-luma in
>the 9 pin port. If not, you must use the composite video input
>coupled with the appropriate pin of the XL's monitor port. My
>guess is that the monitors DO support chroma-luma.

Why would you WANT seperate chroma/lumna signals?
Wouldn't that defeat artefacting for games like Ultima and Lode Runner???
The only use I can see is pluging the lumna signal into a monochrome composite
monitor in case you're calling up the Internet on one of those 80-col
programmes.(and no,simply turning the colour know down will NOT work)
I get a nice 80-col text display on my Apple using a monochrome composite
monitor.But the Apple only sends a lumna signal in text mode and supports
640x200 text mode.But it still gave a better display than a colour monitor.

Net-Tamer V 1.09 - Test Drive

1720. Re: POKE question

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urunggfm13@triglav.iwaynet.net>
Source record: 70340

On 1997-09-05 lvt-cfc@servtech.com said:
>Just to pound one more nail into the coffin of fine-scrolling...
>On the XLs and later, though, the OS -- the E: device, specifically
>-- was modified so that it DID take advantage. If the crucial bit
>at address
>652 is CLEAR when a GR.0 command is issued (the E: device is
>OPENed), the

Uh,652 is a temporary jump vector.you must mean 622.

>new-and-improved E: device builds the "same old" Display List as on
>the earlier (400/800) computers, and performs "coarse-only" line
>scrolling as
>in those earlier machines. If, however, the crucial bit is SET at

That bit being 0.

>Questions that this suggests, whose answers I DON'T know, are:
>- we know that the new-and-improved E: device "fine-scrolls" when e.
>g. we LIST a BASIC program; that is, when lines scroll UP. But I've
>never
>noticed whether it also fine-scrolls when lines scroll DOWN, for in-
>stance if you hit a bunch of SHIFT-INSERTs in the middle of a
>screen.

It only works when the WHOLE screen scrolls.Otherwise it would have to clear a
bunch of bits in the display list so that only the lines below the cursor
smooth-scrolled.And it would simply be anoying when editing.

>- Does the E: device's built-in fine-scrolling apply only to GR.0?
>Or would/does it also fine-scroll in the 4-line "text window" at the
>bot-
>tom of the "graphical" GR. modes?

Yes,it does.It just sets the smooth-scroll bit for the last 4 lines of the
screen.Aparently non-scrolling lines have priority over scrolling lines.

Net-Tamer V 1.09 - Test Drive

1721. Re: (Was Amstrad..) replies ad nauseum

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urumngfm2@triglav.iwaynet.net>
Source record: 70341
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On 1997-09-05 cowpoke1@hotmail.com said:
>a newbie, I'll point you in the right direction. There are several
>newsgroups (even books by now) which discuss newsgroup etiquette,
>try news.newusers.questions, news.announce.newusers, news.groups.
>questions, or even news.answers.
>Good luck. Sheesh!
>cowpoke

Ah,"Newsgroup etiquette",the ultimate in nerd-dom.

It seems to me that he couldn't see his own messages.I hope he knows that readers like Tin read the whole list of messages at once.Rather than Waffle which doesn't buffer the message subjects/authors.So he may have to "re-fresh" the list of messages.

Net-Tamer V 1.09 - Test Drive

1722. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urumpgfm3@triglav.iwaynet.net>
Source record: 70342
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.c64,comp.sys.atari.8bit

On 1997-09-05 tmr@cosine.demon.co.uk said:
>Brian Watson:
>> Excuse this interruption from an alien lifeform, but it's all
>>meant in the friendliest spirit.
>Brian, I'd start running *now* if I were you... =-)
>> I live in the UK and belong to an Amstrad CPC user group who are
>>having a get-together (very informal) at the Bescott Football
>>Stadium in Walsall (near Birmingham) from 10am-4pm on September
>14th 1997.
>Oh dear, I'm going to be in Wales with Sylvester McCoy and Sophie
>Aldred to get shot at by Cybermen and Autons.

I wonder if Star Trek has ripped off of the Autons yet?

>> If users of any other computers would like to come along, you'd
>>be very welcome. We're all in the same ghetto, but some of us are
>>looking over the walls!
>Nah, we're okay. We had a ladder with us...

Or just get Ace! to blast a hole through it!

Net-Tamer V 1.09 - Test Drive

1723. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urumlgfm1@triglav.iwaynet.net>
Source record: 70343

On 1997-08-27 rbjones@therightside.demon.co.uk said:
>URLs for Atari Games wanted, Jellystone is down again ?
>Any more would be appretiated.

Well ftp.hackerz.com and myst.slcc.edu come to mind.
(and Lynx doesn't download unknown extentions as binary.Try the RETURN key
instead of "D".If RETURN just views the file instead of showing the
"Download/Cancel" menu,then Lynx this's it's a "text" file
(a meaningless term for Atarians!) and will corrupt the file)

>I miss some of the old Atari 800XL Games. Anyone have :
>Chuckie Egg
>Chuckie Egg 2
>Bubble Trubble
>Rainbow Walker
>Rally Speedway
>in .ATR format ? If so, post them in the binaries groups... dont
>post them here.

And please post them as DCM.There is ABSOLUTELY no reason to ever post ATRs.
They're bigger and take longer to download.You can convert a DCM to ATR with a
Atari with DISKCOMM or a PC with DCMtoATR.

Net-Tamer V 1.09 - Test Drive

1724. Re: Atari 130XE/7800 RGB??

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urumrgfm4@triglav.iwaynet.net>
Source record: 70344

On 1997-08-31 brad@pianosa.demon.co.uk said:
>Whilst reading the rubbish I usually find here, Stephen Anderson
>wrote something interesting about Re: Atari 130XE/7800 RGB??,
>Hello Stephen,
>>> >Does anybody know if there is any chance to get an RGB signal
>>out of an I have a picture here of such a concersion. I haven't
>had the time to look
>I dunno about anybody else, but you sent this to me twice, Stephen.
>Once in this ng, and also by e-mail. It's not even in a format I
>can view, without ftp'ing the relevant datatype.

Datatypes?
Are you using a Amiga?

I can view this on the PC using DISPLAY,a programme from the Taiwan-Net.
You can FTP it from NCTUCCCA.edu.tw.
I don't know about Amiga "datatypes".I only had release 1.3.

Net-Tamer V 1.09 - Test Drive

1725. Re: Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urun2gfm7@triglav.iwaynet.net>
Source record: 70345

On 1997-08-28 not@home.here(LawrenceStaveley) said:
>In article <3409f47d.181160043@news.inc.net>, ssilicon@antispam.lax.
>>>net wrote: Bumbling user? I don't think so pal. I've been at this
>for years. >
>>Still, you bumbled.
>Nope, I used the same software I used for years. Nobody else
>complained. Just you. I wouldn't consider using English in
>Engalnd/America/Australia, French in France or German in Germany,
>so just the same, it's not a 'bumble' to use an english character
>set in England, is it?
>>I don't think it's a bit much at all, especially in light of the
>>fact that there are so many different character sets used around
>>the world which you so kindly reminded us. Using an ANSI set is a
>>good way for people to have a common set of characters. Windows
>>has enough bugs and problems that it doesn't need people like you
>>to artificially attack it at every oportunity. Is that light
>enough for ya'?

Good golly!
Surely everyone knows that you NEVER EVER NEVER put 8-bit text into a USENET message.Only pure ASCII.

>Yes, Windows has enough bugs. I was trying to point that out in a
>lighthearted way. And I don't artificially attack Windows. I really
>do hate it. I hate it because a neat OS like Atari DOS fits into
>about 8k, GemDOS (ST) fits into 192k and Windows eats up about 60+
>megs doesn't do much extra that a few utils and would do, and does
>it all a lot more inneficiently. Yes, I could use another O/S, but
>what (realisitcally speaking) would run on it. At least with
>Windows your (fairly) compatible, even if some nit picking moron
>comlpains about a character set.

Actually I'm using a PC and I STILL have problems.

Net-Tamer V 1.09 - Test Drive

1726. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urun4gfm8@triglav.iwaynet.net>
Source record: 70346

On 1997-08-30 rdell@best.com(RichardDell) said:
>In article <5u33gn$c5a$5@triglav.iwaynet.net>, <dklugh@iwaynet.
>net> wrote: >
>>A 8088 is a 16-bit chip.We're talking about Z80s,a enhanced
>>version of the 8080.
>>What were you doing that gave you such a speed advantage of a
>16-bit CPU? >
>Actually, the 8086 is the 16 bit processor .. the 8088 was 16 bit
>internal, but 8 bit on the bus ... which slows things down by about
>a factor of two.

In simpler terms,the 8088 is a 16-bit CPU made to work with ordinary memory.
(the 8086 needed special "16-bit" memory)
What I'd like to know is if the TI-99 really had 16-bit memory.
(even if it was only 256 bytes)

>In my opinion, the 4 M-hz Z-80 machines were about the equal (or
>slightly better ... depending on code) of the IBM-PC at 4.77 MHz.
>But when the IBM-PC came out, the Z-80 was at 6 MHz, and I vaugely
>recall 8 MHz versions were in the mill.
>The same thing happened in the Motorola camp, the 68000 was the 16
>bit upgrade from the 8 bit 6809, which had the 68008 16 bit
>internal/8 bit bus version, which underpreformed compared to the
>same generation 6809 (2 MHz version).

But even using 8-bit memory,wouldn't moving 2 bytes on a 8088 involve less work
since less op-codes have to be read in each time a memory-move loop executes.
(which is a lot for Apples and PCs in games)

Then again,simpler is faster in some cases.

Net-Tamer V 1.09 - Test Drive

1727. Re: I need a copy of DOS?? HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5urunagfm11@triglav.iwaynet.net>
Source record: 70347

On 1997-09-02 Yanni@mindspring.com said:
>I just bought an Atari 800 computer and 2 1050 disk drives.....Yep
>no DOS disk. It came with a ton of game disk but??? NO DOS. I
>had one of these computers as a child and would love to see one run
>again. Could anyone be so nice to send me a copy of DOS 3.0 on 5
>1/4 for my Atari. Any help would be appreciated.

Actually you want DOS 2.5.Everyone forgot all about DOS 3.
DOS 2.5 comes with a programme to copy DOS 3 files to DOS 2 disks.
It also comes with a DISKFIX programme to repair damaged files.
Actually everyone is using SpartaDOS and MyDOS.Someone should really write a
DOS FAQ.

Net-Tamer V 1.09 - Test Drive

1728. Re: Game Link II questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <3411AEDB.54AF1A72@worldnet.att.net>
Source record: 70348

dklugh@iwaynet.net wrote:
>
> On 1997-09-04 jdpotter@worldnet.att.net said:
> >You must code your output complete and input ready routines in
> >assembler or something fast. If you don't read a serial input
> >buffer before the next bit comes over the SIO bus, the data is
> >scrambled and a framing error is reported.
>
> huh?
> Once a byte is received you have until another BYTE is received.

Hmmm... you might be right, it's been so long since I've actually done it. But it is still not very forgiving. You couldn't use a BASIC routine to grab the data.

> This whole message sounds like you're talking about polled I/O.
> Does this Gamelink cable work like the 850 interface or something?

No, you'd be handling the I/O with interrupt routines which are activated by the arrival of input data, or the completion of output data.

Jeff Potter

1729. Re: DGS Web page statistics

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: Jason Whorton <chesster@pcl.net>
Message-ID: <01bcbbc2$e86c6a40$731bb9ce@default>
Source record: 70349

>
> Surely out of all these people SOMEBODY wants SOMETHING??!!
>
Hello. I just checked out your page briefly. As soon as I saw it was in
England, I was out of there. I can't afford shipping from England. I live
in the USA. I imagine several people found the same experience as me.

Thank you,
Jason Whorton

1730. Re: Atari 8-bit starter system?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <3411b770.40460569@news.inc.net>
Source record: 70350

On 6 Sep 1997 16:00:32 GMT, dklugh@iwaynet.net wrote:

>Since BASIC already stores files as compiled (but not assembled) code,I would
>think that the TurboCompiler would actually produce assembled programmes.

You are starting from an incorrect premise here. BASIC does not do
any compiling. All it does is "tokenize" the program. BASIC is an
INTERPRETED language. This means that all converting to machine code
are done on the fly AS the program is executed.

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

1731. Re: (Was Amstrad..) replies ad nauseum

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <873580404snz@spheroid.demon.co.uk>
Source record: 70351
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In article <5urumngfm2@triglav.iwaynet.net> dklugh@iwaynet.net writes:
>
> It seems to me that he couldn't see his own messages.I hope he knows that
> readers like Tin read the whole list of messages at once.Rather than Waffle
> which doesn't buffer the message subjects/authors.So he may have to "re-fresh"
> the list of messages.

...or strangle the ****s at birth.
--
Brian Watson
::
:: Protext Robot Software Pipeline Parados 8BIT IEBA WACCI Publicity ::
::

1732. VINTAGE COMPUTER FESTIVAL

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: siconic@jasmine.psyber.com
Message-ID: <5usiadanr1@news.psyber.com>
Source record: 70352

```
Announcing the First Annual Vintage Computer Festival!
------------------------------------------------------

Mark your calendars! The first ever public celebration of vintage
computers will take place at the Alameda County Fairgrounds in Pleasanton,
California this October 25th and 26th.

The Vintage Computer Festival (VCF) is the first event of its kind
anywhere in the world. This two day festival will feature presentations
and workshops by notable computer industry figures and vintage computer
hobbyists. There will also be an on-site, hands-on vintage computer
exhibition. Experiment with the classic computers of yesteryear!

Each year a computer from the past is placed in the Vintage Computer
Spotlight. This year we focus on the Apple ][. To celebrate the 20th
anniversary of this classic, we will be giving away an original Apple ][
personal computer! Each person who attends the VCF is automatically
entered into the drawing!

Both seasoned and new computer collectors will enjoy workshops and
panels to share ideas and learn about finding, acquiring, restoring,
and enjoying vintage computers.

The VCF also features the Vintage Computer Flea Market. Find those old
computers, peripherals, manuals, and programs you've been looking for!
The flea market is the ideal way for new comers to the field to start
their own collection or for seasoned collectors to add to their existing
stash.

Celebrate the good old days of computing! Attend the First Annual Vintage
Computer Festival!!!

When: October 25-26th, 9:00AM - 5:00PM daily

Where: Alameda County Fairgrounds, Pleasanton, California

Admission: Pre-registered ($SAVE$)

Individual: $15
Family: $24 (two adults and four children)

Benefits of pre-registration include:

o Access to speakers, workshops, flea market and
exhibition
o Pre-paid parking

To pre-register, send a check or money order to:
```

Vintage Computer Festival
4275-29 Rosewood Drive #161
Pleasanton, California 94588

Please make checks payable to "Vintage Computer Festival"

At-the-door

o Speakers, Workshops, Flea Market and Exhibition

Individual: $10.00
Family: $16.00

o Flea Market and Exhibition only

Individual: $5.00
Family: $10.00

Please note: "At-the-door" rate is for a one day pass
only and does not include parking.

For more information including the latest list of speakers and workshops
please check out:

http://www.siconic.com/vcf

or send e-mail to:

mailto:vcf@siconic.com

SEE YOU AT THE VINTAGE COMPUTER FESTIVAL!!!

1733. Video Game Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: Neil Gordon <pepper@freenet.edmonton.ab.ca>
Message-ID: <Pine.A41.3.95.970906215851.66012C-100000@fn2.freenet.edmonton.ab.ca>
Source record: 70353

```
Welcome to Peppers Sept Auction which includes

Turbo Graphics/PC Engine 6 items
Sega Master 17 items
Lynx System 1 item
NES & Famicom 8 bit Games 115 items
Atari 400/800 8 items
Atari 2600 Boxed Games 55 items
Atari 7800 Boxed Games 4 items
Intellivision Boxed Games 26 items
CD-I by Philips 51 items

E-Mail me to subscribe to this auction, or check out my web page for
current updates. http://www.freenet.edmonton.ab.ca/~pepper

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Turbo Graphics PC Engine
------------------------------------------------------------------------
Chase H.Q. Card,Case,Inst. PC Engine $11 bassman
Legendry Axe Card,Case,Inst. PC Engine $10 min
Moto Roader Card,Case,Inst. PC Engine $10 chris@bru
Strip Fighter II Card,Case PC Engine $16 jjacquet
Tatsunoko Fighter Card,Case,Inst. PC Engine $11 bassman

Turbo Grafx 16 System with Controller, TV connector, Power Supply
1 game Keith Courage, Original Box $20 min

Sega Master Games
------------------------------------------------------------------------
Aerial Assault Complete $10 ccoffin
Black Belt Complete $5 eddie
Captain Silver Complete $20 ccoffin
Castle of Illusion Cart,Box $5 ccoffin
Cyborg Hunter Cart,Box by Activision $5 ccoffin
Double Dragon Cart,Box $6 rob
F-16 Fighter Card $5 min
Golfamania Complete $25 rgood
Great Baseball Complete $5 eddie
Great Ice Hockey Complete $5 ccoffin
James Buster Douglas Boxing Cart,Box $10 gfranks
Lemmings Complete $20 gfranks
Monopoly Complete $5 s0217875
```

Penguin Land Complete $7 doleman
Shinobi Complete $6 rob
Wonder Boy Cart,Box $5 rob

Sega Master System with 2 games Safari Hunt/Super Hang On
Laser Gun, 1 Controller and Power Supply $20 ccoffin

Lynx

Lynx Color Handheld with lynx Bag, 1 game Paperboy, Power Supply
Comlynx Cable, Manual $35 min

Nintendo 8 bit Games

A Boy And His Blob cart $5 min
Adventure Island cart $5 min
Astyanax cart/box $5 min
Athletic World cart $5 min
Back To The Future cart/box $5 min
Bard's Tale cart $5 min
Bart vs The Space Mutants cart $5 min
Battle Chess cart $5 rfulton
Black Bass cart/box $5 awwatkin
Bo Jackson Baseball cart/box $5 min
Captain Skyhawk cart/box $5 min
Casino Kid cart/box $5 schuyler
Casino Kid 2 cart/box $6 schuyler
Castlequest cart/box $5 min
Caveman Games cart $5 min
Championship Bowling cart $5 min
Cheetamen 2 new $10 min
Cool World cart $5 min
Cybernoid cart/box $5 min
Destination Earthstar cart/box $5 min
Dick Tracy cart $5 Min
Dragon Warrior 2 cart $12 schuyler
Dragon Warrior 4 cart/Inst $17 schuyler
Dr. Mario cart $5 min
Exodus Ultima cart $5 min
Fantasy Zone cart/box $6 jrjeskey
Faxanadu cart $5 min
Festers Quest cart $5 min
Fox's Peter Pan And The Pirates cart/box $5 min
Friday The 13th cart/box $5 min
Game Action Replay new $16 kcassidy
Guardian Legend cart $5 min
Hatris cart $5 combee
Hook cart $5 min
Ice Hockey cart/box $5 min
Immortal cart/Inst. $5 doleman
Iron Sword W&W 2 complete $5 min

Jeoparty 25 Anniversary cart $5 min
Kings Of The Beach cart/box $5 min
Kirby's Adventure complete $5 btantra
Lolo cart $5 min
Lolo 2 cart $5 min
Lolo 3 cart $8 doleman
Loopz cart $5 min
Low G Man cart/box $5 min
Major League Baseball cart/box $5 min
Mario Is Missing cart/box $10 schuyler
Metroid cart $5 min
Mike Tyson Punch Out cart $6 rfulton
Monster In My Pocket cart $5 min
Mule cart/box $5 schuyler
NES Football complete $5 min
NES Open cart $5 min
Othello cart $5 min
Pipe Dream cart/Inst. $6 rfulton
Quattro Adventure 4in1 cart/Inst. $5 jrjeskey
Quattro Sports 4in1 cart $5 min
Rampage cart $5 rfulton
RoboWarrior cart/box $5 min
Rocket Ranger cart/box $5 min
Rodger Clemens MVP Baseball cart/box $5 min
Romance of The Three Kingdoms cart $5 schuyler
Shockwave cart/box $5 min
Skull & Crossbones cart/box $5 min
Seasame Street Countdoun cart $5 min
Shadow of the Ninja cart $5 min
Snakes Revenge cart/box $5 min
Soccer cart $5 schuyler
Star Tropics cart $5 jjacquet
Street Fighter 2010 cart $5 min
Super Contra cart/Inst. $5 min
Super Glove Ball cart/box $5 min
Super Mario Bros. 2 cart/Inst. $5 min
Super Mario Bros 3 cart/Inst $5 btantra
T.M.N.Turtles complete $5 min
Target:Renegade cart/box $5 min
Tetris cart/Inst. $5 min
Time Lord complete $5 aa852
Tiles of Fate cart/box $5 min
Urban Championship cart/box $5 min
Werewolf The Last Warrior cart/box $5 min
Wheel of Fortune family cart $5 min
Wheel of Fortune Junior edition cart $5 min
Wheel of Fortune Vana White cart/box $5 schuyler
Where's Waldo cart $5 min
Wrath of the Black Manta cart/box $5 min
Xevious The Avenger cart/box $5 jpollock

Yoshi's Cookie cart $5 combee
Zoda's Revenge Star Tropics 2 cart/box/Inst $5 jjacquet
10-Yard Fight cart/box $5 min

58 in 1 Honey Bee Not Required $60 btantra
Adv. Island Galaxian Galaga Fancy Brosk
Grading Star Force Galaxian Sky Destroyer
Star Soldier Kung-Fu Pac-Man Ice Climber
Nuts & Milk Ninja 1 Karateka Star Soldier
Legendry Pipeline Exerion Circus Troup
Tetris 2 Mahjong 2 Wrestle Super Pac-Man
Mahjong 4 Battle City Pin Ball Super Mario Bros
Twin Bee Lode Runner Golf Formation Z
Ninja 2 Lode Runner 2 Chess Super Tank
City Conect Donkey Kong Pooyan Balloon Fight
B-Wings Donkey Kong Jr. 1942 Donkey Kong 3
Spartan Mappy Goonies Popeye
Super Arabian Excite Bike Antarctic F-1 Race
Lunar Ball Road Fighter Bomber Man Front Line
Base Ball Macross

NES Instruction Bundle - 21 Instructions,+Posters/Ect - $6 btantra
Donkey Kong Classics, King of the Ring, Kung-Fu Heroes, NFL, XMen,
Rambo, Punch Out, Indy Heat, Double Dragon, HydLide, Golf Power,
Spy Hunter, Dash Galaxy, Chiller, Gun Smoke, Best of the Best Karate,
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Books:

How to win at Nintendo Games#3 $2 d0p
How to win at Nintendo $2 d0p
How to win at Game Boy Games $2 ccoffin
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Famicom:
Bug $6 ken@camp
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Star Soldier $5 min
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Unknown? Famicom Cart $7 wotan1

Honey Bee Converter $20 wotan1

21 in 1 Requires Honey Bee $13 wotan1
Super Mario Bros Mario Bros Battle City F1 Race
Road Fighter Excite Bike Base ball Pinball
Mahjong 2 Exerion Star Force Galaga0
Knights in Fight Kung-Fu Donkey Kong 3 Pacman
Ice Climber Circus Charlie Duck Hunt Contra
Wild Gunman

108 in 1 Honey Bee Converter Included $50 shaggy
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Wild Gunman Legendry Tetris Golf
Super Mario Bros Twin Bee Ninja 2 Chess
City Conection B-Wings 1942 Spartan
Bomber Man Frontline Lunar Ball Pinball
Lode Runner Mashjong 2 Kung-Fu Ninja 1
Lode Runner 2 Mashjong 4 Nuts & Milk Macross
Star Force Mr Mary Donkey Kong Mappy
Donkey Kong Jr. Donkey Kong 3 Excite Bike F1 Race
Road Fighter Ice Climber Formation Z Galaga
Karateka Balloon Fight Sky Destroyer Pacman
Battle Tank Galaxian Exerion Pooyan
Aradian Nights Antarctic Duck Hunt Popeye
Circus Charlie other titles are variations

Atari 400/Ect.

Centipede Cart only $3 zzyzx97
Crystal Castles Cart only $12 s006jwc
Mr. Cool Cart only $12 cmoore
Pac-Man Cart only $2 sseago9073
Pole Position Cart only $2 sseago9073
Serpentine New $10 min
Spy Hunter Complete $10 sseago9073

Atari 65XE System with Original Box, Manual, 2 Controllers
Power Supply, TV Connector $22 zzyzx97

Atari 2600

Beat Em & Eat Em Complete $25 min
Chess (taiwan) Complete Pal $10 min
Chuck Norris/Artillery Duel Complete No A.D inst $10 jaguar
Custer's Revenge Complete $25 min
Die Ratte und die Karotten New Pal $10 william.smith
Mission 3000 Cart,Box Pal $10 min
Phantom Tank/Phantom-Panzer Complete Pal $10 aa852
Pick N Pile Complete Pal $20 min
Asteroids Complete $2 min

Astroblast Complete $2 min
Basic Programming Complete $5 johnmk
Berzerk Complete $2 aa852
Big Bird's Egg Catch Complete $5 sthorpe
Break Out Complete $2 aa852
California Games Complete $2 sthorpe
Centipede New $3 s006jwc
Combat Complete $2 min
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Frogger Complete $2 min
Galaxian Complete $2 min
Ice Hockey blue label Complete $5 sthorpe
Karate New $10 min
Lock N Chase New $5 sthorpe
Maze Craze Complete $2 tcarson
Megamania Complete $2 tcarson
Mouse Trap New $5 sthorpe
Oink Complete $5 sthorpe
Othello Complete $2 sthorpe
Outlaw Complete $2 nigefan
Pac-Man Complete $2 min
Pitfall Complete $2 min
Pole Position Complete $2 min
Realsports Baseball Complete $2 sthorpe
River Raid Complete $2 sthorpe
Sea Hunt New $10 min
Skate Boardin Complete $5 combee
Skiing Complete $2 aa852
Slot Racers Complete $2 aa852
Snoopy and the Red Baron Complete $12 piano
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Spider Droid New $10 min
Spider Man Complete $2 aa852
Star Raiders NO Pad Complete $2 sthorpe
Task Force New $10 min
Tennis Complete $2 sthorpe
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Atari 2600 Manual package 37 Manuals $5 rudypike
28 differnet catalogs Frogger Donkey Kong
Swordquest Earthworld Decathlon Sky Diver
2 Dif. Owners Manuals Pitfall Frogger

Atari 2600 Comic Bundle 7 Comics $5 rudypike
Swordquest 1 & 2 Comics
Atari Force Comics 1,2,4,5

Centipede Comic

Atari 2600 System with original Red Box 1 Controller, Power Supply
2 Games Asteroids & Missile Command $20 min

Atari 2600 Gemini System with 1 Controller, Power Supply
2 Games Space Invaders & Missile Command $20 min

Atari 7800 Complete & New - Pal -

Double Dragon By Hes New $20 min
Kung Fu Master By Hes New $20 min
Super Skateboardin By Hes New $20 min
Title Match Pro Wrestling By Hes New $20 min

Intellivision - all boxes and instructions are in French/English -
---
Adv. Dungeons & Dragons Complete $2 min
Adv. Dungeons & Dragons TOT New $5 gfranks
Armor Battle Complete $2 min
Boxing Complete $2 min
Carnival Complete $3 s0217875
Checkers Complete $2 s0217875
Donkey Kong Complete $3 s0217875
Frog Bog Complete $2 s0217875
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NASL Soccer Complete $2 s0217875
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NFL Football Complete $2 min
Night Stalker Complete $2 min
PGA Golf Complete $2 s0217875
Reversi Complete $2 s0217875
Sea Battle Complete $2 s0217875
Skiing Complete $2 s0217875
SNAFU Complete $2 s0217875
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Adv. Dungeons & Dragon TOT Astrosmash Star Strike Utopia
Lock N Chase Donkey kong Night Stalker Tennis
Owners Manual Nasl Soccer 4 Catalogs Sea Battle
Voice Synthesis Module inst. Space Battle

CD-I by Philips - All Shrinkwrapped Unless stated -
****

A Revolution in Color $5 Min
Act College Search 92 $5 Min
Alice In Wonderland $5 Min
Andrew Lloyd Webber $5 Min
Art of the Czars $8 Min
Berenstain Bears on their own $8 Min
Best of Baby Songs DV $8 Min
Burn Cycle $5 Min
Caesars World of Boxing DV $8 Min
Cartoon Jukebox $8 Min
CD Shoot Opened $5 Min
Compton's Interactive Encyclopedia Opened $3 Min
Dragon's Lair DV $10 Min
Eric Clapton DV $8 Min
Flintstones/Jetsons Timewarp $10 Min
Flowers of Robert Mapplethorpe $5 Min
Food of France $5 Min
French Impressionists $8 Min
Full Swing Opened $4 Min
Getting Ahead: Making Time $4 Min
Getting Ahead: Money At Work Opened $4 Min
Gifts to Behold $5 Min
Goal $4 Min
Golf My Way DV Opened $5 Min
Golf Tips Opened $4 Min
Grand Prix Special $5 sseago9073
Great American Golf 1 Opened $5 Min
Great American Golf 2 $5 Min
Great British Golf $5 Min
Harvest of the Sun $5 Min
How the Camel Got His Hump $8 Min
International Tennis Open $5 Min
Jazz Guitar $5 sseago9073
Jigsaw Opened $8 Min
Kether Opened $5 Min
Max Magic $10 Min
Mystic Midway Rest in Pieces $10 Min
NFL Football Trivia Challenge $5 sseago9073
Paint School I $8 Min
Peter Gabriel all about US DV $8 Min
Rembrandt $8 Min
Sailing $8 Min
Sandy's Circus Adv. $8 Min
Space Ace DV Opened $5 Min
Tennis Our Way DV $5 Min
The 7th Guest DV $10 Min
Time-Life Astrology $5 Min
Time-Life Photography $5 Min
TR-I No World Order Opened $5 Min
Wimbledon Challenge $4 sseago9073

Zelda: The Wand of Gamelon $10 Min

Rules:
There will be two parts in this auction.
1st part of this auction will end Sept 10/97
On Sept 11/97 All items will go from G1 to G2 to Sold
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items are tested and work, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage
http://www.freenet.edmonton.ab.ca/~pepper
=-=

1734. Re: Atari 130XE/7800 RGB??

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: Stephen Anderson <stephen@raex.com>
Message-ID: <3411F87C.B0085CA6@raex.com>
Source record: 70354

dklugh@iwaynet.net wrote:

> On 1997-08-31 brad@pianosa.demon.co.uk said:
> >Whilst reading the rubbish I usually find here, Stephen Anderson
> >wrote something interesting about Re: Atari 130XE/7800 RGB??,
> >Hello Stephen,
> >>> >Does anybody know if there is any chance to get an RGB signal
> >>out of an I have a picture here of such a concersion. I haven't
> >had the time to look
> >I dunno about anybody else, but you sent this to me twice, Stephen.
> >Once in this ng, and also by e-mail. It's not even in a format I
> >can view, without ftp'ing the relevant datatype.
>
> Datatypes?
> Are you using a Amiga?
>
> I can view this on the PC using DISPLAY,a programme from the Taiwan-Net.
> You can FTP it from NCTUCCCA.edu.tw.
> I don't know about Amiga "datatypes".I only had release 1.3.
>
> Net-Tamer V 1.09 - Test Drive

I apologize for the trouble. I had this e-mailed to me quite some time back, and it took me a LONG time to be able to view it! I can view it with Fractal Paint. If you still want the document, I can convert it into a JPEG for you. It is quite large, though. I finally went back and viewed it again. It is a design for an Atari 800, and is a little hard to read. Just e-mail me if you are still interested.

Stephen Anderson
stephen@raex.com

1735. Re: APE & True DD disk backup probs..fairly long :((

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur77n$7th$2@triglav.iwaynet.net>
Source record: 70355

On 1997-08-26 mclane@dellos.demon.co.uk said:
>My problem is that I want to xfer them to the PC as images to add to
>the collection. I run APE (1 chip lead) and create an image (choice
>3 seems right??) install in bay 2 then run the supplied with APE my
>copier software. I then release bay 1 and turn on the real 8bit D1:
>drive and hit start..
>Once the copy is finished I swap the image around to bay 1 and it
>reads a few sectors then either (depending on multoboot or Alpha)
>makes a "burping/popping noise" or no I/O noise and sits there..
>Im sure its me but SD and ED disks (menu or not) DO copy & boot fine
>using the above method, its Just DD..Tried switching the drive
>between Laser & US doubler...same story
>Did mail Steven but since its holiday season I guess he must be
>taking time away (and good luck to him)...
>Any suggestions...(hopefully not stripping the programs off one by
>one and then imaging them which does work)

Do the boot menus use UltraSpeed or WarpSpeed?
You might turn off smart emulation (press "T"),that works when the programme is trying to use WarpSpeed.On the other hand,you may go into the configuration and turn off "Happy/Snchromesh".

If you need a Happy drive to run your boot disks then that might be the problem.Happy drives allow you to copy copy-protected software.But sometimes the copy will only work with a Happy drive.

Net-Tamer V 1.09 - Test Drive

1736. Re: POKE question

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur788$7th$7@triglav.iwaynet.net>
Source record: 70356

On 1997-08-28 kendrick@zippy.sonoma.edu(WilliamKendrick) said:
>Eplicon (eplicon@aol.com) wrote:
>: Three questions: what are the POKE commands to do the following:
>speed : up the cursor, turning on smooth scrolling (in GR. 0 mode),
>and to turn off : the keyboard sound?
>(1) Speed up cursor: POKE 730,1

Oh,I had to look that up in "Mapping the Atari" to understand what you were talking about.You poke in the number of jiffies (1/60th of a second for NTSC (USA and Japan),and 1/50th a second for PAL) in between each repeated character.The default of 6 (for NTSC,at least) means 10 characters per second.60 would be one per second,and 1 would be 60 per second.(doesn't work for 800)

>(2) Scrolling: Dunno offhand

POKE 622,255
GR.0

A second GR.0 will dis-able smooth scrolling.This WON'T work in Xformer. DUP does a GR.0 (that is,it re-opens the E: device).So to get smooth scrolling from the DOS menu,just POKE 622,255,then type DOS.
I don't think that SpartaDOS re-opens the screen,so you can just POKE 622,255:GR.0:DOS to get smooth scrolling there.
But SpartaDOS X won't work either way.I had to write a assembly programme that you have to run within the command processor.(doesn't work for 800)

>(3) Keyboard sound off: POKE 731,1 (,0 to turn back on)

Any non-zero number turns of key-click.(doesn't work for 800)

>(4) You didn't ask, but turn off disk I/O noise: POKE 65,0 (I
>think, 1=on)

Any non-zero number will work.RESET sets it to 3.(why?)

It sure is hard to type with a modern PC keyboard;no keyclick.I keep making mistakes.I miss my big old metal PC keyboard.

Net-Tamer V 1.09 - Test Drive

1737. Re: Yogi

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur78b$7th$8@triglav.iwaynet.net>
Source record: 70357

On 1997-08-27 hw2502@aol.com(Hw2502) said:
>hey people help!!!!!!!!!
>does anyone know where yogi web site of atari download is?

Try myst.slcc.edu or ftp.hackerz.com.

Net-Tamer V 1.09 - Test Drive

1738. Re: atari800---PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur78f$7th$9@triglav.iwaynet.net>
Source record: 70358

On 1997-08-30 asharkis@erols.com said:
>Michel wrote:
>> I AM NOT ABLE TO XFER FILE FROM ATARI 800-850 WITH NULL MODEM
>> I USE HOME TERM ON ATARI AND HYPERTERMINAL ON PC
>> I SAW WHAT I TYPE ON KEYBOARD ON THE OTHER COMPUTER BUT XMODEM
>> DOESN T WORK
>> PLEASE HELP ME
>> THANK
>> --
>> Michel
>> http://www.geocities.com/ResearchTriangle/1769/
>The fact that you can see what you type on both terms is a good
>sign -- it tells me that you have the null-modem hooked up
>correctly. I know that Hyperterminal can do XModem transfers
>properly, so I'm assuming that the terminal program you use on the
>Atari is at fault.
>Try BobTerm instead. Version 1.21 or 1.22 should work just fine.
>I use them all the time.

Do NOT use Xmodem.Use Y-modem.
X-modem is slow and buggy.Y-modem is fast and works.
Plus you can just tell BobTerm to send *.* files.
When it asks you whether to send each file or not,just type "A".
(for the file to send,type "D:*.*" or whatever drive you want)

Net-Tamer V 1.09 - Test Drive

1739. Re: looking for Atari 8-bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur78i$7th$10@triglav.iwaynet.net>
Source record: 70359

On 1997-08-26 a_non_y_mouse@webtv.net(A-Non-YMouse) said:
>Organization: WebTV Subscriber
>Mime-Version: 1.0 (WebTV)

I've heard of those WebTVs.How you're supossed to view grpahics made for a
640x480 (and 80 columns) on a 160x200 (20 columns) screen is beyond
me.

>Have your mom or dad take you to the local goodwill, salvation army,
>or St.Vincent De Paul stores once a week. I found my 600XL in the
>box, power supply, all original documentation, and a big thick book
>on atari basic, at my local salvation army store for $8.

But you'll probably not want a 600XL,since it only has 16k of RAM.
So does the 400.The 800 has 48k of RAM.The rest are 64k.That's what you want.
(but not a ST,that has nothing to do with Atari Home Computer Systems (HCS))
So look for a 800XL,130XE,65XE or XE game system (really a computer system).
There's a 1064 cartridge that plugs in the back of the 600XL to bring it up to
64k.Also the really old 400s and 800s had 8k.
The newer one came with 16k.You could get cartridges (different from the 1064)
that actually went INSIDE the 800 to increase it's memory up to 48k.
But,like I said,you want 64k.
The 130XE actually had 128k of RAM,but the keyboard was horrible.If it isn't
broken when you buy it,it soon will be.And you really only NEED 64k.

>Or, go to A LOT of grage sales. Its best to get to them early.
>When I was 10, I knew of all the sales in the neighborhood.
>If both of these methods fail, keep reading the atari newsgroups.
>There is a lot of stuff for sale on: news:alt.games.video.classic
>and news:rec.games.video.classic

But if you're looking for something like the Sega Genesis or Super Nintendo,
then you'll probably be disapointed.
If you're used to the 8-bit NES Nintendo,then you might like the Atari.
While NES games look more colourful,they're kind of simple minded.
(the NES only has 2k!)
Also the Atari is a COMPUTER,not a GAME SYSTEM.Since many computer games are
just made by guys in their bed room rather than game systems,where all games
are made by money-crazed power-mad Borg-like vicous robiotic imhuman businesses,
you tend to get more variety in games.Computers also have keyboards so no
ultra-complex button combinations like in Super-Nintendo's Wing Commander.
And the games have more to them than senseless violence.
(not that I have anything against senseful violence;I just love blowing away
Daleks in Doctor Who DOOM)

Net-Tamer V 1.09 - Test Drive

1740. Re: ** Using a 1200XL in Europe **

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur78l$7th$11@triglav.iwaynet.net>
Source record: 70360

On 1997-08-26 dangermouse@prodigy.nospam.net said:
>I successfully used a 1200XL in Europe for many years by
>using a 220V 1050 disk drive power supply to power the
>unit and an NTSC compatible television for a display.
>Many PAL televisions/monitors can also display a 60Hz NTSC
>signal in monochrome, although you will probably need a
>set with an A/V or Scart socket as I doubt a standard
>European set would be able to tune to UHF channel 3/4.

What is "UHF 3/4"?
In the US,we use VHF channel #3 or #2 to tune in to our Ataris.

Net-Tamer V 1.09 - Test Drive

1741. Re: Analog July '86 article needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur78n$7th$12@triglav.iwaynet.net>
Source record: 70361

On 1997-08-19 webmaster@cat-inc.com(StevenPosey) said:
>Now I want to see if Rick gets the thing built. (I briefly worked
>for a Radio Shack 2 years ago, and they're STILL peddling the
>Armitron to this day!)

I thought they had something called a "Super Armitron" or "Mega Armitron" or
something to that effect.I had the original.The thing could barely lift a cup!

Net-Tamer V 1.09 - Test Drive

1742. Re: NEW GAME - GemDrop

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur78r$7th$13@triglav.iwaynet.net>
Source record: 70362

On 1997-08-28 kendrick@zippy.sonoma.edu(WilliamKendrick) said:
>dklugh@iwaynet.net wrote:
>: You might look into Quick.
>I have Quick. I utterly hate the editor. 40 columns of text, max.
>In Action!, at least it SCROLLS!!! <:^(Also, Quick is good for

I hate editors where you have to scroll to see the whole line.Better to have
40-columns.
(they might have a special character at the end of a logical line like text
editors do)

>doing high-level plus assembly. I'd personally rather just do
>assembly.

Yeh.On the PC,they look at you funny if you talk about programming in assembly.

>: Doesn't CMC music slow down the game? Isn't that sampled sound?
>CMC is 3 voices of sythesized (ie, plain POKEY) sound. (3 is
>correct.. you get the 4th for whatever sound fx you want, I
>suppose).

It sure sounds like it's sampled!
Of course it may be "dynamic" FM sound like De Re Atari talks about.
It may change the POKEY registers so quickly and constantly that it may be
useless for a game.

>It shouldn't slow it down... it runs during VB time...

I'm pretty sure that a VB routines steals cycles from a "foreground" programme.
But even if it took up the whole VB time,I doubt it would slow down too much.
(how much of a jiffy does VBLANK take up?)

>: Only the Atari would have something wonderful like 20 column text.
>Hey man! Quite useful! :) Speedier than drawing the same stuff in
>a graphics mode! :)

Yeh,the Nintendo NES does it all the time.
(that's why you see a bunch of text if the cartridge doesn't go in right)

>: Double graphics mode games will slow it down as well.
>: (if by med-rez you mean 160x200)
>Yeah... 160x200.. I'll use IRG text (ie, 4-colored, aka GRAPHICS
>12). I'll flip (during VBI) between two and flip two fonts. I've
>done it before. It doesn't look TOO bad. :) It'd be better if it
>were mixed with DLI, too, to interlace it and make it less flickery,
>but perhaps I'll add an option for black/white mode. :)

Remember tat IRG is a FIVE colour mode.Instead of inverse,you get a 5th colour when you add 128 to the ASCII or internal code.The 5th replaces the 4th. (memory location 710 controls the 4th,711 controls the 5th)

Thus,if you were making a RPG,you might set up black,white,green,blue and dark blue as the colours.If you wanted to have shallow and deep water,you'd only have to define one character for both.You'd just use the "high bit" to make the shallow water character into the deep one.

>: hard to find Sega joysticks.(I can't find them;no toy stores
>around here)
>Wow... I just bought another one from, umm.. Babbages. That's
>really wierd. Aren't people still pushing Genesis'? Also, does

A week or so after I posted that,BlockBuster got TWO in.Both of them were the 4 button kind.One had turbo version of A,B and C.
I used a Genesis joystick on a Commodore and I think that it burnt it out! (it was my 8-button one)
The 2600 caused no trouble.Never tried the computer yet.

>the Saturn use the same style controller (at least in the type of
>plug it uses)?

Nope.Totaly unique,as far as I know.(which is a lot! My house is FULL)

>: And people chastise me for using a DEAD machine.Cheek!
>Heheh :) Tell 'em you've got a MOD editor, a GIF viewer, 4096
>colors, 80 column VT for your Internet needs, and.. umm.. what else
>cool do we have? Oh, MUX-based LANs, GameLink-II based networks,
>and oh yeah... cool genesis controllers! ;) (At least >I< do :))

Not to mention Bomberman ("DynaDemo") and Tetris ("The Wall").

Net-Tamer V 1.09 - Test Drive

1743. Re: Atari - the beginning of everything

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur77h$7th$1@triglav.iwaynet.net>
Source record: 70363

On 1997-08-27 almazzei@aol.com(ALMazzei) said:
>>Two more colours in adition to the ones we have.(in 320x200)
>The Apple II line didn't even have a 320x200 mode though... max.
>resolutions in graphics modes are 280x192x8 for hi-res and the

It really was 320x200.The reason it didn't use the whole screen was because the high bit of each byte was used to cause the other 7 pixels (1 bit per pixel) to have their colour clock shifted forward by 50ns.This caused the artefacted colours to be different.This meant that for every 7 pixel,you could choose between green&purple and orange&blue.
Of course,anywhere on the screen,putting two pixels beside each other gave you white,and the background was black.
(couldn't change foreground and background colour like on the Atari)
This is 6 colours/shades,not 8.

>highly overrated double hi-res of 140x192x16, which isn't really 16
>colours, as the Apple IIc+ and back only had 8, but in double
>hi-res they just took hi-res and made every other pixel
>horizontally a white one. It's an optical illusion, really... I

You're thinking of something else.You can't have a single white pixel in hi-res.Double hi-res is 560x192 (I thought Apple was 190 lines,though).
This is the same as 640x200,but I don't know why the screen is narrow in this case,if only so they didn't have to re-invent the whole graphics system.
Since each pixel was a quarter colour clock,artefacting was created with groups of 4 pixels instead of 2.So by different combinations of 4 pixels,you got 16 colours.

>agree though, for tiled games. The other cheesey thing about the
>Apple II's games (aside from the pathetic 1-bit sound) were the
>fact that it did not support sprite graphics until the IIgs (the

I don't thin that ANY Apple supports sprites.

>newer video chip). Did you ever wonder why the animations were so
>chunky and slow? Because it had to redraw the entire screen as fast
>as it could to simulate motion. Don't laugh, I still own Apple IIs.

It would only have to re-draw the monsters/ships/pieces and the part of the background that they passed over,not the whole screen.

>As far as the C64's graphics go, it did have a 320x200 mode, but at
>only 1 bit per pixel (2 colours max.).

And each 8x8 square (the size of a text character) could have a different foreground and background colour.(out of 16 colours/shades)
Even better at Ultima-type games than the Apple.

>I love my Ataris, my Apples and the Commodore I used to have, but
>I'd have to say all in all the Ataris are my favourite (why else
>would I be here...(?)).

1744. Re: Another gmae idea of mine- Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur77q$7th$3@triglav.iwaynet.net>
Source record: 70364

On 1997-08-28 kendrick@zippy.sonoma.edu(WilliamKendrick) said:
>I know it's been done, but I'd like to make a new Mah Jongg game.
>(I've always wanted to :))

You know when I bought my Laser XTE (a "turbo" XT),it came with that game.
But my GOD it was slow.You could actually see each tile being drawn out.
Even when I switched by XTE into turbo speed it was slow.
(turbo=twice the speed of a standard XT(4.77mhz))
Oh,and it was a EGA game.(640x350x16,planar)
In sumary,it was like one of those SLOW BASIC games.

>Features I plan include:
>(1) Different tile sets to play with
>(2) Tile set editor
>(3) Different levels (tile arrangements)
>(4) Level editor
>(5) Save your game and load it later
>It will most likely be in high-resolution (using character graphics,
>for speed) and will be joystick, keyboard or mouse controlled.

Well make sure you support the ATARI trackball,in adition to the ST.
(if they're not the same thing)

Net-Tamer V 1.09 - Test Drive

1745. Re: Atari 130XE/7800 RGB??

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur77u$7th$4@triglav.iwaynet.net>
Source record: 70365

On 1997-08-27 cvendel@aol.com said:
>Its a difficult hack. There is a 4050 chip at u20 which takes the
>signals from the GTIA and brings them out of the system. I've been
>playing with a Motorola TDA3030 at 3.5 mhz and I've gotten it to
>work on an IBM 8514 monitor, but there are still chroma issues that
>remain unresolved. The Antic and GTIA were just never intended
>for RGB use and to give the same colors as a composite signal.

Ah,I was just never that fanatical about the picture.I'm content with a
monitor.

>But there is hope! For $125 you can buy a TV to VGA adapter box,
>plug your Atari into the RF box and plug a VGA monitor into the
>other side.

Does that support artefacting?
(and not the kind where 320x200 becomes 160x200)
Artefacting is why the Apple's 280x190x2 mode gives you more than just
black&white.The Atari also have as 160x200 mode so it doesn't have to rely just
on artefacting like the Apple does.Still,games like Ultima and Lode Runner use
it (320x200) for a sharper picture.

Net-Tamer V 1.09 - Test Drive

1746. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur780$7th$5@triglav.iwaynet.net>
Source record: 70366

On 1997-08-26 brad@pianosa.demon.co.uk said:
>Whilst reading the rubbish I usually find here, Maury Markowitz
>wrote something interesting about Re: Atari fastest computer?,
>Hello Maury,
>>> Just a wild guess. But is the frequency 1/2 of the color
>>> burst crystal from TV sets? Probably the fall out are
>> This likely explains why the machines ran at a different speed
>in Europe
>That and the fact that the frequency of our ac supply is 50Hz, not
>60Hz. Knowing that some software took it's timing from locations 18,
>19, & 20, which looked at the supply frequency.....

The speed of the Atari CPU is half of the NTSC colour clock even if you're
using a PAL system.
The OS clock runs at the speed of your TV's vertical re-fresh.
(60 for NTSC,50 for PAL)

Net-Tamer V 1.09 - Test Drive

1747. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5ur783$7th$6@triglav.iwaynet.net>
Source record: 70367

On 1997-08-29 georgeh@comet.net(GeorgeF.Hardy) said:
>In article <19970829200901.QAA16314@ladder01.news.aol.com>,
>bostone1@aol.com (Bostone1) says: >
>>The 8088 is only 16 bit internally. It still has only an 8 bit bus.
>I didn't bother answering that post. Yes, the 8088 has an 8 bit
>I/O. Still the internal structure should be a lot better than
>the 6502. But it isn't faster, when the 6502 (OK, I used the
>65Co2) is correctly programmed. And the 65C02 is a VERY small
>chip.

Well the R65C02 can run at 1 and 4mhz.Are you sure you weren't using it at
4mhz?
(R65C02=Rockwell version of 65C02,used in the Apples)
The 6502C (and 6502B) runs at 1.79.

Net-Tamer V 1.09 - Test Drive

1748. Re: Rainbow vs. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <851.189T1417T5684580@pianosa.demon.co.uk>
Source record: 70275

Whilst reading the rubbish I usually find here, dklugh wrote something interesting about Re: Rainbow vs. XL-It,

Hello dklugh,

>Good golly!
>Surely everyone knows that you NEVER EVER NEVER put 8-bit text into a
>USENET message.Only pure ASCII.

Or HTML, or ANSI, or binaries (except in the relevant heirarchies). But there's a whole load of people that don't give a stuff. Their stock answer is along the lines of:

The internet isn't yours, it doesn't belong to anyone. I can do what I like"

Whilst their reasoning is flawed, they're not going to listen to, let alone take, anyone's advice. :-(

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

I am an anti-christ, I am an anarchist. Don't know what I want, but I know how to get it. - Anarchy In The U.K.; Sex Pistols

1749. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: u5a77@teach.cs.keele.ac.uk
Message-ID: <5uu82bfdu9@cfs2.kis.keele.ac.uk>
Source record: 70276
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.c64,comp.sys.atari.8bit

Dave Bertschy (dbert@pottsville.infi.net) wrote:
: What's going on here? Could it be a kinder, gentler Usenet?
:
: Nah, I must have read it wrong...

Actually...

I think it's a sign of the apocalypse....
--

```
-------------------------------------------------------------------------------
|u5a77@teach.cs.keele.ac.uk| "Are you pondering what I'm pondering Pinky?" |
|Andrew Halliwell | |
|Principal subjects in:- | "I think so brain, but this time, you control |
|Comp Sci & Electronics | the Encounter suit, and I'll do the voice..." |
-------------------------------------------------------------------------------
|GCv3.1 GCS/EL>$ d---(dpu) s+/- a- C++ U N++ o+ K- w-- M+/++ PS+++ PE- Y t+ |
|5++ X+/++ R+ tv+ b+ D G e>PhD h/h+ !r! !y-|I can't say F**K either now! :( |
-------------------------------------------------------------------------------
```

1750. i buy atari items

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bcbb96$833c8000$2c1644c3@pamuller.imaginet.fr>
Source record: 70277

Hello, i'm a french ATARI collector, this is the listing of the hardware
i'm looking for:

-COMPUTERS:
-1200
-1200 XL
-1400 XL
-1450 XL
-600 XL
-800 XLF
-1450 XLD
-65 XE
-65 XEM
-65 XEP
-260 XE
-1040 STE + (with pc chip and hard disk)
-130 ST (prototype)
-260 ST
-520 ST
-2080 STF
-4160 STF
-MEGA ST
-MEGA ST2
-MEGA ST4
-STACY
-PC2
-PC3
-PC4
-PC5
-ABC 386
-ABC 386 SXN (notebook 80386 HD 20 MO)
-TT (protoype TT ... 16MHZ)
-TT
-TT 040
-ST BOOK
-ST PAD
-FALCON 040
-FALCON XE

-MONITORS:
-XM 128
-XC 1411
-SM 146
-SM 147
-SM 194

-PS 3000
-SC 1224
-SC 1426
-PCM 125
-PCM 145
-PCC 1415
-PCC 1424
-PCC 1425
-PTM 146
-PTC 1426
-TTM 194
-TTM 195
-TTC 1434

-DISK DRIVES:
-810
-815
-1055
-XC 35
-XF 521
-XF 551
-PCF 314

-HARD DISK:
-SH 104
-SH 205
-SR 144
-MEGAFILE 44
-MEGAFILE 60 (60 MO)

-TAPES READERS:
-410 (Japon)
-410 (Hong Kong)

-PRINTERS:
-820
-822
-825
-1025
-XTL 201
-XTM 201
-XTC 201
-XMM 801
-XDM 121
-SLM 406
-SMM 810
-SMM 824

-VIDEO SYSTEMS:
-pong
-super pong
-ulra pong

-video pinball
-stunt cycle
-touche me
-brain game
-2000: 2600 prototype
-2800 (japan)
-5200
-7800 pro system
-Prototype JAGUAR

-MISCELANEOUS:
-SPACE AGE joy
-SUPER JOYSTICK
-PCM1
-PCM2
-CX 52
-CX 53
-CX 55
-CX 852
-CX 853
-CX 801
-CX 801
-CX 70 (light pen, gamme 400-800)
-CX 81 (5 foot SIO cable)
-CX 86 (printer cable 850-825)
-CX 87 (modem 850 cable)
-CX 88 (terminal 850 cable (null modem))
-CX 89 (color monitor cable)
-CX 82 (monochrome monitor cable)
-850: (metal case version)
-CX 262 : switch box tv/computer
-CX 781 : power adaptator
-1090
-kit labo (kit temp and light)
-CASE ATARIEN 007
-ORG 400,500,700
-SUPPLY 12 V FOR LYNX
-CATBOX JAGUAR
-JAGLINK
-JAGUAR controller extension cable
-JAG switch box TV
-PRO Controller JAGUAR
-case for JAGUAR
-CALCULATOR ATARI CC91R
-CALCULATOR ATARI CC91G
-CALCULATOR ATARI CC180
-CALCULATOR ATARI CC181
-CALCULATOR ATARI CC190
-CALCULATOR ATARI DB2200
-CALCULATOR ATARI ST300

-CALCULATOR ATARI ST310
-CALCULATOR DMP 2000
-CALCULATOR DMP 2002

-MODEMS :
-830
-835
-XM 301
-1030

-FOR PORTFOLIO :
-HPC 102
-HPC 104
-HPC 201
-HPC 202
-HPC 203
-HPC 204
-HPC 205
-HPC 301
-HPC 501
-HPC 502
-PORTFOLIO System case

-FOR ST-BOOK :
-Adapt ST BOOK-ASCI
-Adapt ST BOOK-MIDI
-Battery Pack ST BOOK

and every item of the ATARI ADVERTISING...

1751. Re: DGS Web page statistics

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: DGS <dgs@clara.net>
Message-ID: <5uue7nfgl1@eros.clara.net>
Source record: 70278

On 06 Sep 97, Jason Whorton wrote:
>>
>> Surely out of all these people SOMEBODY wants SOMETHING??!!
>>
>Hello. I just checked out your page briefly. As soon as I saw it was in
>England, I was out of there. I can't afford shipping from England. I live
>in the USA. I imagine several people found the same experience as me.
>
>Thank you,
>Jason Whorton
>

If you'd have looked at the catalogues, you would have realized that shipping to the US on about 99% of our products is just $5 per order. It can't be any better than that!

Dean Garraghty.

1752. 800XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: smeg@umd.umich.edu
Message-ID: <5uuec1$bfd@null.umd.umich.edu>
Source record: 70279

For Sale:

Atari 800XL
Original box and manuals
All cables, and TV switchbox
FIle folder with old ads and stuff

This thing is like new. I bought it at a garage sale for the 1050 drive since I needed an extra and the guy was telling me how his father only used it twice. I tend to agree since the only fingerprints on the keys are mine when I fired it up and tested it. It's very clean and hardly used and looking for a good home (This makes me sound like a used car saleman ^_^).

price:

$30 plus shipping

Feel free to ask me for any more info.

Sam Lysinger
smeg@umd.umich.edu
http://www.umd.umich.edu/~smeg/

Hmm... Just as I thought... You have been using a personality establishing device. I thought you had been acting strange. This is human female B-213 with gentle and kind maiden running...
-Compiler, Compiler side 1

1753. atari st image

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: "Gary Tabar Jr." <nebula@digital.net>
Message-ID: <01bcbbac$5a319860$36e6d7cc@ast-adventure>
Source record: 70280

There was a degas (i think) image of the lost in space robot with lightening coming out of his claw.. does anyone have a st emu, and that image, and can send me just the image in a jpeg or bmp format?? I remember seeing it alot, and would kinda like to have it again... Thanks!!

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

1754. Re: APE & True DD disk backup probs..fairly long :((

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3412ea46.2166864@news.injersey.com>
Source record: 70281

On Tue, 26 Aug 1997 11:46:20 GMT, mclane@dellos.demon.co.uk (Paul Irvine) wrote:

-
-Any suggestions...(hopefully not stripping the programs off one by one
-and then imaging them which does work)

Those menus load an os enhancment to switch the drive into super speed mode (whatever flavor you like) but it causes ape to puke.
gotta strip 'em and extract one by one..... I had to do it with a lot of the stuff that's in the archive.....

1755. Re: BASIC floating point routines in ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970907140054.26903B-100000@fissure.scar>
Source record: 70282

On 6 Sep 1997 dklugh@iwaynet.net wrote:

>
>
> On 1997-09-02 EFv7LD.H9s.0.sheppard@torfree.net said:
> >Don't forget those OSS people are the same dudes that made Atari
> >Basic have rounding errors in a lot of its math routines. (Those
> >with an OLD Atari Basic CXL4002 rev A cart can testify to the 2^2
> >not equaling 4. It goes to 3.99999999996 or something odd like
> >that.... and it taking forever. I remember some old type in
> >listings in COMPUTE used to use the ^ function as pauses instead of
> >using empty for/next loops! heheh
>
> The authors didn't have time to de-bug BASIC,acording to their book.
>
> Net-Tamer V 1.09 - Test Drive
>
>
Well the Atari basic was fixed in REV C.. (the XE internal basic and was
later released on another cartridge) But any serious BASIC programmer
would use BASIC XE, Turbo Basic Xl or CTH FAST BASIC.. (The latter works
VERY well with SpartaDos) Turbo basic Xl needed DOS 2.5.. (didnt work
perfectly under Sparta)

Alan
University of Toronto

1756. FS: Atari 400/800 Cartridges, Books, Magazines, MORE

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: steverd@cet.com
Message-ID: <steverd.2034.01063411@cet.com>
Source record: 70283

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For complete list of other Video game systems goto my web site at:
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DISCOUNTS: $30.00 and Over: FREE Shipping (on Cartridges ONLY)
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$100.00 to $200.00 15% discount
$200.00 and Up 20% discount (MAX Discount on any order)

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated

Codes:
(#) = number available
A,B,C = Condition: A = Nice to minor damage - For the Collector
B = Notable Damage (Not for serious collectors)
C = Significant Damage (works, but that's it)

ATARI 400/800 (CARTRIDGES/unless noted) TESTED and Works

BOOK: ATARI Games & Recreations 338 pages $12.00
Atari 1027 Printer $5.00 PLUS $8.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $10.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes

Atari XM301 Modem $8.00 - untested -
Atari ARTIST $25.00 Touch Tablet (TESTED)
Atari Writer $5.00 (2)
Arcade II $2.00 DISK
Assembler Editor $15.00
Basic Computer Language $2.00 (6)
BasketBall $4.00 (1)
Biorhythm 8k & 16k $2.00 on Cassette
Bug Hunt $8.00 (1) Light Gun Used (XE) RX8087
Centipede $4.00 (3)
ChoperLifter $9.00 Broderbund
Delta Drawing $3.00
Donkey Kong $5.00 (2)
ET Phone Home $5.00
Face Maker $5.00 NO LABEL
Flight Simulator II $12.00 XE/RX8091
Frogger $5.00 (1)
Journey of the Planets $7.00 (1)
Kinder Comp $12.00 Case/Box, Docs inc
Mailing List/General List $2.00 Cassette
Music Composer $4.00 (2)
Pac-Man $3.00 (6)
POWERSTAR by Pandora -TRADE- or Offers, Mint In Box, ONLY 600 Made 'ER'
Run for the Money $2.00 DISK
Snoker & Billiards $5.00 CASSETTE and box
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Games $2.00 DISK
Star Raiders $3.00 (6)
StarBowl Football $6.00 on Cassette by Gamestar
Stratefgy Simulations $2.00 DISK
Submarine Commander $24.00 WITH Very Nice CASE and Docs by Thorm Emi
Telelink $2.00 WASTED Label/Didn't work in testing
Wizard of Wor $10.00

MISC Manuals .75c EACH unless otherwise Noted

400/800 Atari 1025 Printer - Owners Guide
400/800 Basketball
400/800 Blue Max 2001
400/800 Centipede
400/800 the Magic Melody Box
400/800 Music Composer
400/800 Star Raiders
400/800 Super Breakout

Books (used condition)

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00 (2)

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer 50 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

How to Master Video Games by Tom Hirscheld $5.00
179 Pages, 1981

Idea Book for the Texas Insrument Computer
149 Pages, 1983 $6.00

Inside Atari Basic 180 pages, 1983 $7.00

Mastering Pac-Man by Ken Uston $5.00
149 pages, 1981

Programming the Z80 $20.00 (2)
Over 600 Pages, 1982, 3rd edition

ST BASIC Sourcebook 1985, over 160 pages $7.00

The AtariBASIC SOURCE BOOK (1)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Magazines

ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Current News Jan/Feb 91 (ATARI MAg) $2.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No2 1984 161 pages $5.00
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00

Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00
inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $3.00

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

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3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Steverd@cet.com
http://prowlers.net/stever (Updated Videogame page)
http://www.cet.com/~steverd/index.html (Mirror of my videogame page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

http://prowlers.net/stever (Classic Video game Page)
http://www.ior.com/~stever (Mirror of the For-Sale List)
Buying and Selling:
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
Vectrex Hand-Helds Ody2 Much More
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 9-lines 20.0-Gigs+30 CD-ROMS

1757. Re: Speed of Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5uv4d2$hrv@nntp02.primenet.com>
Source record: 70284

The mortal dklugh wrote:
: The Commodore has MOBs instead of P/M (Player/Missile) graphics.

The big advantage of the Atari is its much larger color palette, 128 vs.
16 colors. Even though the Atari could use fewer colors per screen, it
made up for this in the display lists by allowing new color registers per
scanline.

--
==
== Glenn Saunders http://www.lawguru.com/production/production.html ==
== krishna@poboxes.com http://www.biglist.com/lists/stella/archives/ ==
== Stale homepage @ http://www.geocities.com/Hollywood/1698 ==
==

1758. Interference from APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: Cliff Coleman <compufreaq@hotmail.com>
Message-ID: <873683115.2644@dejanews.com>
Source record: 70285

Wonder if the 8 bit experts could help me with this one. I'm getting alot of interference from my APE cable . I built it according to the specs and made sure every thing was grounded properly. I've got my 800xl connected to a B&W tv right next to my pc monitor, a NEC Multisync II. As soon as I turn on my pc, I can see a ghost image on the tv of the actual image on my monitor! If I unplug the APE cable, the interference goes away. ANY suggestions would be very helpful, as this is very irritating when I'm trying to play Hackers! Thankz in advanze :)

Live Long & Prosper compufreaq

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1759. Re: Galahad and the Holy Grail

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5uv4vq$i2b@nntp02.primenet.com>
Source record: 70286

```
The mortal Yogi wrote:
: thing on the 8 bit to that. That is, until Tony Ramos wrote 2600
: adventure for the 8 bit........

Where is this?
```

1760. Re: LAST CHANCE EVER, they're going to the crusher!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5uv4o8$i0n@nntp02.primenet.com>
Source record: 70287

If this stuff gets crushed (and it will be a shame because the DataQue 816 board is a real historical artefact) then the only person to blame is Terry for pricing these beyond reason.

--
==========
== Glenn Saunders http://www.lawguru.com/production/production.html ==
== krishna@poboxes.com http://www.biglist.com/lists/stella/archives/ ==
== Stale homepage @ http://www.geocities.com/Hollywood/1698 ==
==========

1761. Re: Atari - the beginning of everything

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5uv5eq$i7h@nntp02.primenet.com>
Source record: 70288

The mortal dklugh wrote:
: Actually the Apple's graphics,in regard to "tile" games like Ultima,is better
: than the Atari's.

The Atari is much better at action titles. And for playfield, it DOES
have that generous palette and the display list whereas the Apple and C=
have fixed palettes for that "cartoony" look. Atari playfield graphics,
as a result, often have a more painterly look from carefully chosen
palettes.

1762. Re: APE & True DD disk backup probs..fairly long :((

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5uv9sg$neo@freenet-news.carleton.ca>
Source record: 70289

Yogi (noone@nowhere.com) writes:
> On Tue, 26 Aug 1997 11:46:20 GMT, mclane@dellos.demon.co.uk (Paul
> Irvine) wrote:
>
> -
> -Any suggestions...(hopefully not stripping the programs off one by
> one
> -and then imaging them which does work)
>
>
> Those menus load an os enhancment to switch the drive into super speed
> mode (whatever flavor you like) but it causes ape to puke.
> gotta strip 'em and extract one by one..... I had to do it with a
> lot of the stuff that's in the archive.....

Actually thats not totally correct. The only ones that dont work are the
ones that puke in everything but a real USD/Happy drive. I've seen 2
loaders that did it, and they were both the 'hackers friend' type loaders
that were designed to archive boot disks.

I forget the names of them exactly but that was the case w/ the above disks.
If anyone has this problem in the future I have a EXE that will patch the
bootloader to smarten it up a little, and work w/ regular drives.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1763. Re: Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5uv8o6$mcm@freenet-news.carleton.ca>
Source record: 70290

Tom Burke (tomii@siu.edu) writes:
> Ronald J. Hall wrote:
>>
>> In article <3410029F.4B83CF4E@siu.edu>
>> Tom Burke <tomii@siu.edu> said:-
>>
>> >Shipping ti Riverside CA (from Southern Illinois) is $50... There's
>> >about 50 pounds of stuff, & it fills a box for a 17" monitor...
>> >
>> >So, let me know if you're interested, & even if you're not, give me an
>> >idea on what the heap is worth...
>> >
>> >Thanks...
>>
>> Hmm...how are you shipping that? I think its a little high. Let me give you
>> an example. I just shipped a 46 pound monitor (including packaging) about
>> 3/4's of the distance you mention via UPS Brown label and the total cost
>> INCLUDING the COD-CASH charge was $16.61... :)
>>
>>
>
> Well, it was 3 day ground, but I honestly don't know how... I went
> through Mail Boxes, etc. Next time, maybe I'll look into the postal
> service... :)

Here are a few good (imho) reasons to never go to any UPS shipper except
the customer counter:

1) Places like MB Etc charge far in excess of the real UPS rate. Packages
normally cost $6-$10 to ship can often end up costing $20+ each at places
like these.

2) They also mark up other UPS services, like insurance and COD.

3) They may apply garbage fees like a per package fee, etc that have nothing
to do w/ the actual shipping of the package and are just extra
profit.

4) They ship the package from thier address, not yours, so if its
refused or undeliverable it will go back to them, not you. Some
places will even try to charge you for this too.

5) If UPS breaks something, foget about getting paid for it anytime
soon. UPS will pay them, which will take a few weeks, and they
will take thier sweet time in paying you and may even ask for
a 'claims service' or 'pickup' fee. UPS makes no such charges.

6) If you send it COD the same problem above, they get paid, then you.

There are other reasons too, like they might lose you package in the back
for few days, non-UPS employees might steal or damage it, etc.

Save your money and go straight to UPS, if they deliver to your location
there is probably a service center within a few miles of your home or office.

If you dont know where the UPS customer counter is, call 1-800-PICK-UPS and
they will be happy to tell you.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1764. Help req xl-it atr files

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: caitken@netcomuk.co.uk
Message-ID: <34132952.15485127@nntp.netcom.net.uk>
Source record: 70291

I would be grateful if someone could help me with the following
problem.
I have the XL-IT emu and normally have no problem getting atr files to
run.
Recently I have downloaded a bunch of game files preppie 1+2 etc but
instead of one game on a single atr it appear that when unzipped there
must be 15+ grouped into a single atr.
When I click on the file instead ot the game auto running I get the
blue screen with the message boot error scrolling all the way down.
I would be grateful if someone could help me out .
Thanks

1765. Will pay $60.00 for SUN DOG

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: Goldleader@webtv.net
Message-ID: <5uvsu7$5tn$1@newsd-5.alma.webtv.net>
Source record: 70292
Body handling: HTML body converted to readable text

```
--WebTV-Mail-1662825449-9496

St Version ONLY

--WebTV-Mail-1662825449-9496
Content-Description: signature

CAT'S IN THE CRADDLE KARAOKE FORMAT

--WebTV-Mail-1662825449-9496--
```

1766. Re: Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <873669358_OASIS_@pcc-uky.campus.mci.net>
Source record: 70293

Actually, this is off-topic for this thread but I read your .SIG Steve, and I've got this APE/8-Bit user on my BBS who is having a few problems. He set everything up, but gets error messages whenever he tries to use APE. I think he said its something like "Disk Error 30 something" and something about the hardware needed to be checked? I know thats pretty vague, but is there any thing like most common mistakes/problems (fixes) that I can pass along to him that might help? Thanks in advance for any info...! :)

--

```
_/_/_/
```

1767. WTB: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: apyang@dilbert.ucdavis.edu
Message-ID: <5uv6erjso1@mark.ucdavis.edu>
Source record: 70294

I'd like to buy the old EA game M.U.L.E. Please email me if you are
willing to sell. Thanks.

--
Albert Yang apyang@ucdavis.edu http://dcn.davis.ca.us/~albert/
"It's not so easy to go out there and get a hit even when you're
playing every day. When you're not playing, it's kind of harder."
-- Andruw Jones

1768. FS/T: misc. printers [09/06/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <341cfbdf.1857673@nntp.ix.netcom.com>
Source record: 70368
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 09/06/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 233 for various 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site,
including 12 for the Commodore Vic-20 computer!

I have the following printers available, for sale or trade. These
were acquired with various computer systems, and while they may work
with more than one type of computer system, I have included the
type of system that they were acquired with, where applicable.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

HARDWARE:

NOTE: The Lots listed below include only what is listed!

APPLE][COMPUTER:

LOT #1

APPLE IMAGEWRITER II PRINTER with power cord.

$54.00

*****

LOT #2

APPLE IMAGEWRITER PRINTER with power cord.

$29.00

*****

LOT #3

EPSON FX-80 DOT MATRIX PRINTER with built-in power cord.

$24.00

*****

LOT #4

PANASONIC KX-P1124 {24 pin multi-mode} PRINTER with built-in power
cord.

$19.00

****

ATARI 8-BIT COMPUTER:

LOT #1

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #2

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 9.00

*****

LOT #3

EPSON RX-80 PRINTER with built-in power cord.

$17.00

****

COMMODORE 64 COMPUTER:

Accessories:
$ 7.00 Star SG-10/15 Dot Matrix Printer Users Manual

LOT #1

RITEMAN LQ [model LTR-1] TERMINAL PRINTER (InfoRunner / Japan Electronics Ind., Inc.), with manual and built-in power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 7.00

*****

LOT #2

COMMODORE MPS801 MATRIX PRINTER, with built-in power cord.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$10.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your
order *before* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address
(this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

1769. FS/T: Atari 8-bit computer items [09/06/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <3416f9b9.1307874@nntp.ix.netcom.com>
Source record: 70369

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 09/06/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 7.00 Home Filing Manager, The (Atari)
$ 7.00 Print Shop, The (Br0derbund) {3}
$ 7.00 SynFile+ (synapse) {2} -- also includes Reference Card
$ 7.00 Timewise (Atari) {1}
$ 7.00 Touchdown Football (Electronic Arts) {2}
$ 7.00 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 4.00 Atariwriter
$10.00 Ballblazer -- XE cartridge
$ 4.00 Basic -- for use with the Atari 400 and 800
$ 5.00 Centipede
$ 9.00 Delta Drawing [Spinnaker]
$ 8.00 Frogger [Parker Brothers]
$ 2.50 Missile Command
$10.00 Movie Musical Madness [CBS Software]
$ 8.00 Qix
$ 2.50 Space Invaders
$ 4.00 Star Raiders

Cartridges with case and manual:
$14.00 Alphabet Zoo [Spinnaker]

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$10.00

*****

LOT #2

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 8.00

*****

LOT #3

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print" Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for 400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 9.00

*****

LOT #4

EPSON RX-80 PRINTER with built-in power cord.

$17.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.00 for the first disk-based software item and $1.25 for each additional disk-based software item, unless otherwise listed. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your order *before* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address (this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

1770. Re: Atari 8-bit Mini Movies Online

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5ut96e$jbr@cletus.bright.net>
Source record: 70370

>The PC's GIF format is just too slow,Flick (FLI & FLC) format is better.
>
>Is there a chance that we'll ever see ATASCII BBS movies?
>

There's a possibility, but in gif format. It's the easiest to do. If I do any atascii movies, I'll give them to Tom D'Ambrosio, who runs the Break Movie Warehouse at http://www.flash.net/~ambrosia/index3.html .

BTW- It's now easier than ever to upload to the CTH FTP archive. I've got an activeX control that allows you to drag your files using windows explorer and drop them on the page. Boom, instant upload. No fuss, no muss, no messy ftp client. Check out- http://closertohome.dyn.ml.org/upload.html . Share your unique and most enjoyed software with others.

1771. Re: Speed of Dig Dug

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: dbert@pottsville.infi.net
Message-ID: <341235ee.958180@allnews.infi.net>
Source record: 70371

>Some of those games, though, already seemed to be pushing the limits of
>the hardware. Joust, for instance. That the programmer managed to get so
>many birds on the screen was impressive in itself.

Absolutely no doubt about it - Joust on an Atari 8-bit is one of the
premier releases on any home machine ever. It't one of the few games
of the period that can hold it's own with players today.

Dave Bertschy

1772. Re: Atari 8-bit starter system?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: Loose Cannon <loosecannon@jumpnet.com>
Message-ID: <01bcbb4a$6c7963c0$2051c4ce@loosecannonhome>
Source record: 70372

I think the term you were looking for is "tokenized", not compiled. BASIC does not store files as compiled code.
"Compiled" usually refers to the translation of a symbolic language into a data format binary compatible with the processor (the "tokens" of the BASIC program have no direct equivalent to actual machine language, and as such have to be deciphered at run-time - therefore, the BASIC code has not been "compiled.") All that most non-compiling BASICs do is store a token for each command you input.
Some BASICs provide actual compilers to translate these tokens into actual machine language instructions, and it is the fact that run-time translation of these tokens does not have to be done that enables the speed increase (along with the ability to do more sophisticated optimization passes, etc. since you can take a little more time figuring out the best way to perform the required operations if you do not have to do it in real-time.)
"Assembling" refers specifically to the translation of processor-specific commands to machine language. The only difference between assembling and compiling, therefore, is that "assembling" involves a direct translation from a mnemonic (i.e. LDA, STA, etc. on the 6502, or mul, div, mov, inc, etc. on the x86) whereas 'C', 'C++', etc. (higher level languages) have no direct equivalent between the command being interpreted and the commands native to the processor (this is also why assembling takes way less time than compiling - 99% of it is just a simple look up to determine what actual machine language code should replace a text string - although this gets a little more opaque as you come to the latest microprocessors, since they often like to have their instructions streams "formatted" a certain way for optimal performance.) Note that "compiling" often involves an intermediate step of translation between the high-level language and assembler commands (most C and C++ compilers actually translate their commands to assembler commands, and then assemble that, but the translation to assembler is usually transparent to the user.)
Once a BASIC is compiled, there is no reason why it would REQUIRE a run-time library to operate (I'm sure some BASICs probably do need this, but that's simply because of the way they chose to implement the procedure.) A BASIC program can be compiled just like any other program and any dependencies it has can be statically bound to it (so that it wouldn't require any run-time libraries.)

- Loose

>
> Since BASIC already stores files as compiled (but not assembled) code,I would
> think that the TurboCompiler would actually produce assembled programmes.
> Of course you need the run-time just as a C programme needs a run-time
> library to run.

> (at least in UNIX and the Amiga)
> The use of run-time libraries is what makes the Atari,Amiga and Linux
great.
>
> Remember that BASIC just stores special codes instead of the actual text
of
> your BASIC programme.The PC's BASIC kind've does this but spaces take up
room,
> so many programmes are written WITHOUT SPACES.Also varrible names are
stored as
> text rather than as a index value.AtariBASIC stores them as a 1-byte
> (high-bit set) value.So the trick of storing often used numbers as
varribles
> to save space has to be done with 1-character names.
>
> Net-Tamer V 1.09 - Test Drive
>

1773. Re: Atari fastest computer?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2en71zfvx.fsf@caligula.srv.net>
Source record: 70373

dklugh@iwaynet.net writes:

> What I'd like to know is if the TI-99 really had 16-bit memory.
> (even if it was only 256 bytes)

If I recall correctly, it did not have 16-bit memory as built by TI, but the processor was capable of operating its bus as either 8 or 16 bits. Some TI hackers retrofitted their machines with 16-bit memory for the improved performance. Also I think the TI-99 did not run at the rated speed of the processor, so there were hacks to bring it up to that too.

Brent

1774. Re: ** Using a 1200XL in Europe **

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-07 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2d8mlzf1h.fsf@caligula.srv.net>
Source record: 70374

Brad Rogers <brad@pianosa.demon.co.uk> writes:

> >1200XL in France or Belgium for the following reasons :
> >- The power supply is not the right one (220-240V / 50Hz around here)
>
> That's easily overcome. If you get hold of a 1200 destined for the USofA,
> just dump the PSU supplied with it, and replace with a PSU meant for use in
> Europe.

Yes, but the floor wart for the 1200XL puts out 9V AC 60 hz. The
internal power supply might not be happy with 50hz. The best thing to
do is to rip out the internal power supply and replace it with an ST
power supply as Bob Woolley has described somewhere.

> >- The NTSC format
>
> Well, if you use the composite video o/p rather than the UHF output, things
> should be easier. There is a mod available from the British Atari homepage
> that details converting NTSC machine to run using PAL. It's the Nir Dary
> upgrade I'm thinking of. I'm sure someone else will have better details
> than I have....

The Nir Dary upgrade is for running PAL programs on NTSC machines. It
involves replacing the ANTIC with a PAL ANTIC, which changes the
vertical refresh rate to 50hz but does not change the color coding.
The only other thing involved is changing the OS ROM to look like a
PAL OS ROM to trick software that checks.

On the other hand, speaking from experience from when I lived in
Germany, an NTSC machine should work fine with a monochrome monitor or
black and white TV set. With a TV set you will need to bring the
sound out from the monitor jack to your stereo or something because
the spacing of the freqencies for the video and sound signals are
different--so you won't get sound.

Brent

1775. FS: Atari 850 Interface Module + Atari 830 Acoustic Modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: John McCormick <johnmcc@gte.net>
Message-ID: <5uviq2$hp4$1@gte1.gte.net>
Source record: 70295

Both include powersupplies and also included are two SIO cables. This comes in an original box marked "The Communicator". The box indicates that there is an included Telelink 1 cartridge but I do not have the cartridge.

Make me an offer. I don't have much use for this thing myself. :)

1776. Re: Interference from APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5v0b0c$9ng@freenet-news.carleton.ca>
Source record: 70296

Cliff Coleman (compufreaq@hotmail.com) writes:
> Wonder if the 8 bit experts could help me with this one. I'm getting alot
> of interference from my APE cable . I built it according to the specs and
> made sure every thing was grounded properly. I've got my 800xl connected
> to a B&W tv right next to my pc monitor, a NEC Multisync II. As soon as I
> turn on my pc, I can see a ghost image on the tv of the actual image on
> my monitor! If I unplug the APE cable, the interference goes away. ANY
> suggestions would be very helpful, as this is very irritating when I'm
> trying to play Hackers! Thankz in advanze :)

You see a VGA signal on your composite monitor? Seems unlikely. Make sure
you dont have any wire to wire shorts, and your not topping out a marginal
power supply on the Atari side.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1777. 1200xl video

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: Ian Duncan <iduncan@senet.com.au>
Message-ID: <3414636E.395D@senet.com.au>
Source record: 70297

Hello, I recently purchased a 1200xl with the intention of running
it on my 1802 color monitor, but the problem is that i can only
get it to display b/w pics.
Being in Australia we use PAL but i thought i could over come
the NTSC probs . Ive tried both composite video and the seperate
chroma,video lines like the 800xl,130xe.

Any suggestions guys ???

thanks

1778. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: Graham Goring <graham@duketastrophy.demon.co.uk>
Message-ID: <afVZ5TAma8E0EwKT@duketastrophy.demon.co.uk>
Source record: 70298
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.c64,comp.sys.atari.8bit

In article <5urumpgfm3@triglav.iwaynet.net>, dklugh@iwaynet.net writes
>I wonder if Star Trek has ripped off of the Autons yet?

Well, William Shatners acting style certainly did...

Graham Goring

/===\ +--------------+
My proverb for this week:		This Space For
"The less bits, the less can go wrong...		Hire - Ideal
Unless you wobble something important at the back"		For Weddings &
\==Graham Goring - graham@duketastrophy.demon.co.uk==/ | Bahmitzvas |
My Website, coming to a server near you - SOON +--------------+

1779. copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: Atar <erasmus@6502.world>
Message-ID: <Pine.GSO.3.96.970908053628.23338B-100000@iglou2>
Source record: 70299

On Wed, 06 Aug 1997 09:11:47 GMT, webmaster@cat-inc.com (Steven
Posey) wrote:
-> According to Shadow, he has a "distribution copyright" on the
-> Pirates' Treasure Chest ... This simply means that he has put
-> a copyright notice on the software that says he has the right
-> to distribute it, but it is not a registered copyright with the
-> Library of Congress.

-> I've heard from others that Gardner Computing created the
-> Pirates' Treasure Chest out of public domain software, some of
-> which were type-in programs from Compute magazine. Therefore,
-> I can't see any reason for these programs to remain under
-> someone's copyright control.

-> What I question is his legal right to stop this software from
-> getting onto the internet. If there are any copyright lawyers
-> out there, I'd love to hear from you.

My comment is as a writer, editor, and 8-bitter, not as a lawyer:
A program does not become "public domain" just because the "code" is
published in a magazine and the magazine suggests the reader can
type it in on his own computer. The original magazine and all its
contents were presumably properly copyrighted, and labeling a program
as a "type-in" doesn't change its copyrighted status.

On their own keyboard and in the privacy of their own home,
anybody can retype any published material, whether copyrighted
or not. What they do with the copy they've made is another issue.
(Photocopying is easier, of course, but let's just talk about typing
since you seem to imply that the act of typing creates some kind of
originality and distribution rights for the typist.) There's a name
for such typing -- in countries like the late Soviet Union it was called
"samisdat." The problem is that circulating such copies, especially
selling them, runs up against copyright laws. By definition samisdat is
an underground activity; it flaunts the legal copyright regulations in
order to circulate its "pirated" copies. In a closed society samisdat may
be necessary, but that doesn't make it "legal." The original writer or
publisher who stated the copyright still controls the circulation rights
to the samisdat copy, altho for practical purposes they can't enforce
those rights because of samisdat being underground. The Internet isn't
underground -- it's out in the open. If copyrighted material is posted on
the Internet, the copyright holder may squawk about it. And depending on
how much money the copyright holder has to pay lawyers, they may be able
to do more than just squawking!

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

1780. Re: Xfer to PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <341414BB.D2DFD6B2@ix.netcom.com>
Source record: 70300

Michel wrote:

> AM NOT ABLE TO XFER FILE FROM ATARI 800-850 WITH NULL MODEM
> I USE HOME TERM ON ATARI AND HYPERTERMINAL ON PC
> I SAW WHAT I TYPE ON KEYBOARD ON THE OTHER COMPUTER BUT XMODEM
> DOESN T WORK
> PLEASE HELP ME
> THANK
> michelvp@msn.com
> --
> Michel
>
> http://www.geocities.com/ResearchTriangle/1769/

Michael,
If you have it, use Y-Modem Batch mode. You have to set one to send
and one to recieve. If you are sending files to the PC, the 8-bit neds
to be in send mode and the PC needs to be in file recieve mode. Unlike
Z-Modem, Y-Modem and X-Modem don't have auto-start-recieve. You must
manually start the recieve (download) once you start the send (upload).
Y-Modem also has the benefit of faster transfer due to larger (1K) block
size and 16-bit CRC error correction. If you must use X-Modem, select
X-Modem 1K CRC mode (if you have it). It's almost as good as Y-modem,
but is still missing some of the benefits, such as file size and auto
name transfer.
Hope this helps.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1781. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <873709690_OASIS_@pcc-uky.campus.mci.net>
Source record: 70301

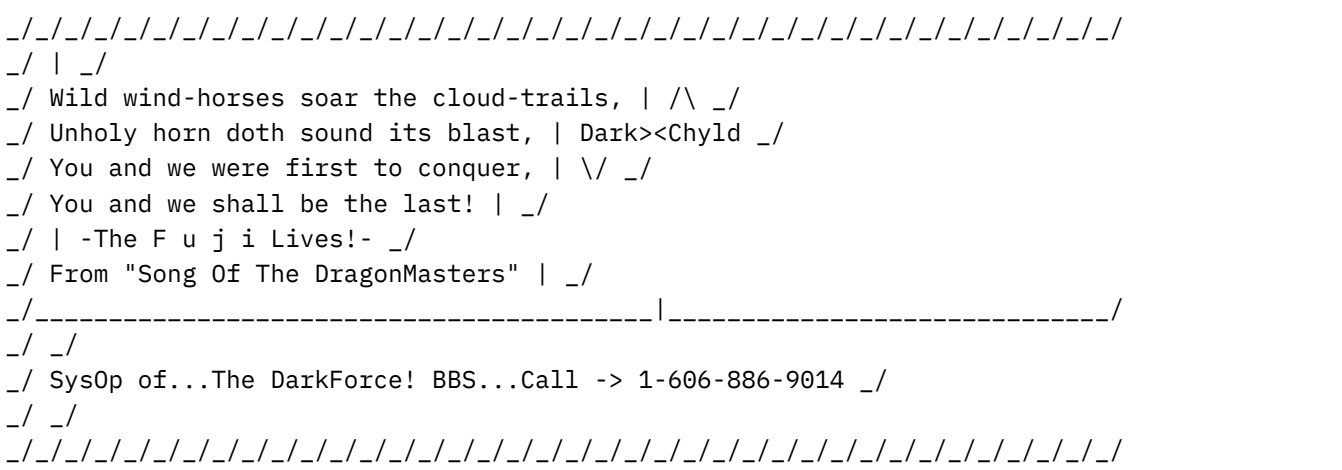
In article <afVZ5TAma8E0EwKT@duketastrophy.demon.co.uk>
Graham Goring <graham@duketastrophy.demon.co.uk> said:-

>Well, William Shatners acting style certainly did...

First of all, what the heck is this thread doing in comp.sys.atari.8bit?
Can't you people get control of your software or what???????? Furthermore,
I like William Shatner, and still think of him as the definitive Starship
Captain!!! Hell-Picard had to call on him for help for a <gasp!> fistfight!

Intellectual-yeah, right... (don't take this wrong I like Patrick Stewart
and NG too! I just really think that Picard and Kirk are two very different
characters!) ;)

--



1782. Re: ** Using a 1200XL in Europe **

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bcbc66$ddbd7b80$b0f7c9c7@dangermouse>
Source record: 70302

Brent Buescher <buesch@srv.net> wrote in article
<m2d8mlzf1h.fsf@caligula.srv.net>...
>
>
> Yes, but the floor wart for the 1200XL puts out 9V AC 60 hz. The
> internal power supply might not be happy with 50hz. The best thing to
> do is to rip out the internal power supply and replace it with an ST
> power supply as Bob Woolley has described somewhere.
>

I have used NTSC equipment in Europe and PAL equipment in the USA,
and provided the voltage is correct I have never had any problems.
My 1200XL ran fine in the UK with a British 1050 power pack, and my
British Atari 800 runs great here in the States with the 1200's
power pack.

I also use a 110V/220V 750W step up transformer to drive my Sony
PAL video recorder and Toshiba TV, as well as Techincs Cassette
Player and Amplifier. My British TI-99/4A and VIC-20 also work here
without any problems.

It seems that most modern equipment doesn't care wether it gets 50Hz
or 60Hz, even if the label on the back says otherwise.

Graham

---
remove the .nospam for E-mail

1783. Re: DGS Web page statistics

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <34143d71.0@news.carleton.edu>
Source record: 70303

In article <5ups4v$j3j$1@eros.clara.net>, DGS <dgs@clara.net> wrote:

>
>I just wanted to take this opportunity to thank the 295 people who have
visited
>our Atari 8-bit Web site between 01-Aug-97 and 04-Sep-97.

Dean,

Don't forget, you're probably looking at hit counts, rather than people counts. The actual number of people those hits represent would be a smaller figure.

There really isn't any way to count the number of people who view a particular web page. This is one of the main reasons why web advertising has been slow to get going, the people trying to sell "ad space" on web pages are unable to tell potential advertisers how many people might be viewing their ads.

(My order arrived just fine, BTW.)

-Michael

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

1784. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: !SPAMdwilga@mtholyoke.edu
Message-ID: <!SPAMdwilga-0809971351320001@wilga.mtholyoke.edu>
Source record: 70304
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

...and I just heard this morning on the radio that AOL has purchased
Compuserve... Interpret that as you will.

Dan Wilga !SPAMdwilga@mtholyoke.edu
** Remove the !SPAM before my address to reply **

1785. Re: Help req xl-it atr files

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970908125822.6527B-100000@fissure.scar>
Source record: 70305

On Sun, 7 Sep 1997 caitken@netcomuk.co.uk wrote:

> I would be grateful if someone could help me with the following
> problem.
> I have the XL-IT emu and normally have no problem getting atr files to
> run.
> Recently I have downloaded a bunch of game files preppie 1+2 etc but
> instead of one game on a single atr it appear that when unzipped there
> must be 15+ grouped into a single atr.
> When I click on the file instead ot the game auto running I get the
> blue screen with the message boot error scrolling all the way down.
> I would be grateful if someone could help me out .

Is the ATR a MegaImage? (ie is it bigger than 90k, 180k?) YOu may be a menu loader. look for MENU.ATR from Yogi's Jellystone Park? set it as drive one and set your file as drive #2. The reason your disk doesn't work is it may not have any DOS on it.

Alan

1786. Want to trade: Atari 130XE for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@kelly.teleport.com>
Message-ID: <5v17pkqog1@nadine.teleport.com>
Source record: 70306

Hi all,

I would like to trade my like-new 130XE for an 800XL. Since I
mainly use my Atari for cartridge games, I would prefer to have
a machine with a top-loadinCg cartridge design. If you have an
800XL in excellent working condition that you would like to trade,
please let me know. Thanks.

David P. Loewen
Salem, Oregon USA
produnl2@teleport.com

1787. Fido Feed for PABQWK

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5v1jls$7e4$1@xmission.xmission.com>
Source record: 70307

Since the two BBS's that I used to pull QWK feeds from are no longer in existance (FlightLine and WACO), I'm looking for another source that is 8bit Atari friendly.

I'll want to dial in with ICET, Zmodem down a PABQWK friendly packet and read/reply offline with Pabqwk.

Anybody doing this already? If so, what BBS and number are you calling?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

1788. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <873735826_OASIS_@pcc-uky.campus.mci.net>
Source record: 70308

In article <!SPAMdwilga-0809971351320001@wilga.mtholyoke.edu>
!SPAMdwilga@mtholyoke.edu (Dan Wilga) said:-

>...and I just heard this morning on the radio that AOL has purchased
>Compuserve... Interpret that as you will.
>
>Dan Wilga !SPAMdwilga@mtholyoke.edu

Guess that means all platforms besides PC/MAC will be booted off... :(

--

```
_/_/_/
```

1789. Re: Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5v1n44$ih1@freenet-news.carleton.ca>
Source record: 70309

Ronald J. Hall (thechyld@pcc-uky.campus.mci.net) writes:
> Actually, this is off-topic for this thread but I read your .SIG Steve, and
> I've got this APE/8-Bit user on my BBS who is having a few problems. He set
> everything up, but gets error messages whenever he tries to use APE. I think
> he said its something like "Disk Error 30 something" and something about the
> hardware needed to be checked? I know thats pretty vague, but is there any
> thing like most common mistakes/problems (fixes) that I can pass along to
> him that might help? Thanks in advance for any info...! :)

If get gets error #130, device not found there there is probably a hardware issue to resolve. Check the cable wiring and comm port settings. If everything checked out OK he should have no problem boot from the APE disk.

With more info I might be able to offer more advice. He can always send me e-mail if he has an such access, or call me.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1790. Help req xl-it atr files

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: caitken@netcomuk.co.uk
Message-ID: <34144796.731261@nntp.netcom.net.uk>
Source record: 70310

I would be grateful if someone could help me with the following
problem.
I have the XL-IT emu and normally have no problem getting atr files to
run.
Recently I have downloaded a bunch of game files preppie 1+2 etc but
instead of one game on a single atr it appear that when unzipped there
must be 15+ grouped into a single atr.
When I click on the file instead ot the game auto running I get the
blue screen with the message boot error scrolling all the way down.
I would be grateful if someone could help me out .
Thanks

1791. Re: 1200xl video

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: go_spam_yourself@iglou2.iglou.com
Message-ID: <EG7MwL.HII@iglou.com>
Source record: 70311

In message <3414636E.395D@senet.com.au>,
iduncan@senet.com.au (Ian Duncan) wrote:
>Hello, I recently purchased a 1200xl with the intention of running
>it on my 1802 color monitor, but the problem is that i can only
>get it to display b/w pics.
>Being in Australia we use PAL but i thought i could over come
>the NTSC probs . Ive tried both composite video and the seperate
>chroma,video lines like the 800xl,130xe.
>
I'm afraid there's not much you can do if you have a PAL monitor and an NTSC
computer or vice versa.

>
>Any suggestions guys ???
>
>thanks

--
Bill Marcum bmarcum at iglou dot com
"Someone forgot to put the shoggoth out. There's ichor all over the floor."

1792. GETTING RAINBOW TO WORK

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: Rick Rukavina <boatswain@earthlink.net>
Message-ID: <3414E9D7.6063@earthlink.net>
Source record: 70312

Rainbow seems to be working, but when i try to load/run anything it just crashes?

Anyone experience these problems when they first started using it?

Any help would be much appreciated.

I havent gotten one thing to work (except for the dos directory).

Thanks

boatswain@earthlink.net

1793. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: "De Clerck,Hugues" <HUGUESDE@eucmax.sim.ucm.es>
Message-ID: <Pine.VMS.3.91-b11-vms.970908050015.50908C-100000@eucmax.sim.ucm.es>
Source record: 70313
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.c64,comp.sys.atari.8bit

```
On Fri, 5 Sep 1997, Brian Watson wrote:

>
> In article <340f7704.1631766@news.clara.net>
> david@spamme&youdie.net "Daveykins" writes:
>
> > On Thu, 04 Sep 97 18:47:40 GMT, Brian@spheroid.demon.co.uk (Brian
> > Watson) wrote:
> > >
> > >If users of any other computers would like to come along, you'd be very
> > >welcome. We're all in the same ghetto, but some of us are looking over
> > >the walls!

Yes,
these are nice times we live in. In the 80's I had a C64, but was also
interested in what happend on other platforms. Nowaday, you can get the
8bit systems quasi for free, I have 14 C64's, Spectrum, Atari 800xl,
Amstrad CPC, and all the major consoles (exept for the Vectrex :( )

Hugues
```

1794. Re: Tape Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <874271294@stackbbs.xs4all.nl>
Source record: 70314

The difference between a XC11 and XC12 tapedrive ???

As far as I know the technical parts used inside are the same.

The outside is different, one looks a little like a small XF-551
diskdrive (with the XE-look) and has also that grey XE-color.
(Don't know the way of connecting to an Atari).

The other looks a little like the older 1010 tapedrive, is more 'flat', is
also grey and gets his power from the SIO-connector so no external
power-supply is needed. This one can also not be 'daisychained' cause it
hasn't got an I/O-port, just a cable with an Atari 13-pole-connector...

If you wanna see it, take a look at the PoolDisk CD-ROM, I almost know for
sure there are GIF's of them on that Atari-8-Bit CD-ROM...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1795. Re: Tape Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <874271298@stackbbs.xs4all.nl>
Source record: 70315

The difference between a XC11 and XC12 tapedrive ???

As far as I know the technical parts used inside are the same.

The outside is different, one looks a little like a small XF-551
diskdrive (with the XE-look) and has also that grey XE-color.
(Don't know the way of connecting to an Atari).

The other looks a little like the older 1010 tapedrive, is more 'flat', is
also grey and gets his power from the SIO-connector so no external
power-supply is needed. This one can also not be 'daisychained' cause it
hasn't got an I/O-port, just a cable with an Atari 13-pole-connector...

If you wanna see it, take a look at the PoolDisk CD-ROM, I almost know for
sure there are GIF's of them on that Atari-8-Bit CD-ROM...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1796. Re: ATR 8000 for Atari 80

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-08 00:00:00 UTC
From: tysop.fox-1@stackbbs.xs4all.nl
Message-ID: <874271295@stackbbs.xs4all.nl>
Source record: 70316

Hey, i still have some programms in my download-sig's containing some
notes of SOFTWARE CELLAR...
Don't know which ones right now, but i know i have.

I still run a BBS on a true ATARI 8-Bitter. Uhhh, no, not using 8" drives
:-)

The BBS runs at an ATARI 130XE, 320Kb with a Black-Box, 14.400 modem and a
SCSI 676Mb harddisk.
It's officially online since 1 Januari 1997 and I'm running BBS Express!
Professional 5.0b. Runs great however I'm still missing some features like
Z-Modem download and a 19K2 connection-limit, but it's nice, and since a
few weeks even nicer since comp.sys.atari.8bit can be used at Thunderdome,
the ATARI 8-Bit BBS...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1797. Re: 1200xl video

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <341591c8.5183444@news-west.sony.com>
Source record: 70129

You need a PAL GTIA and to change the master clock from 3.579545 to
4.4 whatever Mhz for PAL.

jj

On Mon, 08 Sep 1997 13:43:27 -0700, Ian Duncan <iduncan@senet.com.au>
wrote:

>Hello, I recently purchased a 1200xl with the intention of running
>it on my 1802 color monitor, but the problem is that i can only
>get it to display b/w pics.
>Being in Australia we use PAL but i thought i could over come
>the NTSC probs . Ive tried both composite video and the seperate
>chroma,video lines like the 800xl,130xe.
>
>
>Any suggestions guys ???
>
>thanks

1798. FS: Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19970909191101.PAA07186@ladder01.news.aol.com>
Source record: 70130

I still have a few magazines left Prices (US) are listed after each magazine. Shipping is extra. For more info email at:

SunSage@aol.com

****
Computer Gaming World

Vol 3 #6 $3.00
Vol 4 #4 $3.00

****
Softline

Vol 1 #6 July '82 $2.00
Vol 2 #1 Sept '82 $2.00
Vol 2 #2 Nov '82 $2.00
Vol 2 #3 Jan '83 $2.00
Vol 2 #4 Mar '83 $2.00
Vol 2 #4 May '83 $2.00
Vol 2 #5 July '83 $2.00
Vol 3 #1 Nov '83 $2.00
Vol 3 #2 Jan '84 (Volume 4 on cover) $2.00
Vol 3 #3 Mar '84 (Volume 4 on cover) $2.00

****
ST Log

#21 July '88 $1.00
#23 Sept '88 $1.00

****
END

1799. Re: Atari BBSes

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3415906E.4A48@erols.com>
Source record: 70131

Michael A. Ortiz wrote:
>
> Are there any remaining Atari 8bit BBSes still in existence?

Sure are! I know of one on Long Island called The New Nest BBS, which is running PRO. There are a few problems with equipment right now, and service is a little sporadic, but it should be running properly soon. In the past, this board has netted with PRO boards all over the world, and that may be the case again, soon.

From what I understand, there is an FAQ on Atari BBSs.

SOMEBODY, PLEASE, help out with the location of that list!
--
Alan

```
*****************************************************
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 66 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
*****************************************************
```

1800. Re: Atari BBSes

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970909142300.19977F-100000@fissure.scar>
Source record: 70132

On Tue, 9 Sep 1997, Michael A. Ortiz wrote:

> Are there any remaining Atari 8bit BBSes still in existence?
Yes!

I call The Jail BBS at (416)762-9316. It's Atari 8bit running witha Black Box, BBS PRO! and I believe a 14,400Bd modem. They had a crash a couple weeks ago but they are now online.

BTW, the BBS is in Toronto, Ontario, Canada.

Alan
University of Toronto

1801. Atari BBSes

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: "Michael A. Ortiz" <Longevity@accesspro.net>
Message-ID: <3415870D.EE7938FC@accesspro.net>
Source record: 70133

Are there any remaining Atari 8bit BBSes still in existence?

1802. Donkey Kong ROM image?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: Al <71212.1644@compuserve.com>
Message-ID: <3415A2F2.56E@compuserve.com>
Source record: 70134

Could someone please tell me where I could find a ROM image for Atarisoft Donkey Kong that ran on Atari 800? I had the game years ago but discarded my hardware when I moved to a PC. Now that emulators are available, and I've been hit with nostalgia pangs, I would like to play it again.

1803. Re: BASIC floating point

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: slackey@slackey-sun.cisco.com
Message-ID: <SLACKEY.97Sep9161406@slackey-sun.cisco.com>
Source record: 70135

> The SIN, COS, and ATN stuff is another story. Based on what I'm
> rediscovering about trigonomety, finding the SIN, COS, etc requires knowing
> two things about a triangle, so how can a function with one input parameter
> solve the problem when all the math books say you need two!? :-) Obviously
> I have more reading to do.

The trig functions are usually computed by fitting them to a
polynomial, then doing a polynomial evaluation. To minimize the
number of coefficients, the angle is usually reduced to the principal
angle, then a range comparison is done to choose the polynomial.
Also, since sin is periodic and symmetric, and cos is just a shifted
version of sin, all of sin and cos end up being reduced to say sin of
a 0 to 90 degree angle for most of the computation.

ATN is harder and may need more tables of polynomial coefficients.

-Stan

1804. Wanted: Atari 800 Memory Modules

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: basob1@aol.com
Message-ID: <19970909234900.TAA26819@ladder01.news.aol.com>
Source record: 70136

Wanted to Buy: Memory expansion modules for Atari Model 800 computer (working or not). Will pay a fair price plus all shipping costs.

Please Email replies directly to Basob1@aol.com

Thank you.

1805. Re: Xl-it 0.20 help!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5v4la1$lug@cletus.bright.net>
Source record: 70137

Richard Forester wrote in article <5v2tjl$i39$1@guysmiley.blarg.net>...

>Alright, does anyone know how to get DOS to recognize more than 2 disk
>drives and actually see the "Hx" (harddrives)? No matter what I do, it
>doesn't seem to work. I am using Atari DOS 2.5. I have tried using
>MYDOS4.5 but Xl-it refuses to boot with it.
>
>
You can't boot off of the Hx: drives. They are there just like a D2:, D3:,
etc. You can display their directories and load files off of them. But you
have to boot off of D1:

1806. Re: DGS Web page statistics

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5v4mkk$gt1$2@nuke.csu.net>
Source record: 70138

Michael Current (mcurrent@carleton.edu) wrote:
<snip>

: Don't forget, you're probably looking at hit counts, rather than people
: counts. The actual number of people those hits represent would be a smaller
: figure.

: There really isn't any way to count the number of people who view a
: particular web page. This is one of the main reasons why web advertising
: has been slow to get going, the people trying to sell "ad space" on web
: pages are unable to tell potential advertisers how many people might be
: viewing their ads.

Actually, by determining from what IP address a request was made (ie,
the IP address of the machine running the browser the person was using
to access the page), you can get a general idea. Page hits are definitely
different from "hit" hits... One page with 10 graphics counts as
1 page hit, but 11 "hit" hits (if the graphics do get downloaded, as they
usually do).

So I guess the question to Dean is- how many PAGE hits did you get?
And when you said 295 people, are they actually PEOPLE? Or were those
just page hits?

Perhaps you had a very few REALLY interested people (ie, looked at many
different things, making for the high hits) of which a large percentage
(compared to that 0.67% (or whatever) you mentioned) did actually
order. :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1807. Re: Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <873825670_OASIS_@pcc-uky.campus.mci.net>
Source record: 70139

In article <5v1n44$ih1@freenet-news.carleton.ca>
ai123@FreeNet.Carleton.CA (Steven J. Tucker) said:-

>If get gets error #130, device not found there there is probably a hardware
> issue to resolve. Check the cable wiring and comm port settings. If
> everything checked out OK he should have no problem boot from the APE
> disk.
>
>With more info I might be able to offer more advice. He can always send
> me e-mail if he has an such access, or call me.

Okay, I'll pass along the info to him, and if he has 'Net access he'll get
in touch with you, otherwise, I'll do the relay thing for him...Thanks for
all your help...! :)

--

```
_/_/_/
```

1808. Re: Game Link II questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <34160893.3A471863@worldnet.att.net>
Source record: 70140

Bill Kendrick,

I've dragged out my old Action! cartridge and started coding from my AGDAGON source. I'll attempt to make you a simple demo program that links two Ataris together, sending one word back and forth, allowing each to control the other's background color by joystick. This is simpler than Agdagon:

it is two nodes, not up to eight

only one word is being sent, not four per update

a simpler "protocol" will be used to try to avoid lockup (when both would be listening for the other, and neither responds)

no error checking is needed

and probably some other things I can't think of yet. If I can't get Action to work, I'll switch back to assembler. BTW, is there any ordinary way to write interrupt service routines in Action? How do I force pushing registers on the stack? Popping them off? Performing an RTI? I imagine I can just imbed the machine language instructions, but that seems "brute force."

Jeff Potter

1809. Re: Atari BBSes

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5v3mtp$8el$1@news.chatlink.com>
Source record: 70141

ACE Of America BBS, The Carina BBS Support Board is still up
and going strong at (503)-761-9074

The Shadow

1810. Atari 8Bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: Ray Harcourt <coinman@usa.net>
Message-ID: <01bcbd71$845442c0$317e2399@base-1>
Source record: 70142

I am getting ready to move and I just ran across a big box of old Atari Stuff. I know it all works cause I use to run the Treasure Island BBS with it..Anyway so far I found:
1- Atari 800 (48K)
2- 800XL's
1- 1200XL
1- 810 Disk Drive w/The Chip
1- 800XL Power Supply
2- 1050 Disk Drives w/Doublers
6- Power Supply's
1- NEC Monitor w/Cable
1- Atari Basic Cart
1- Action Language Cart
1- Spectra Vision Joystick
1- 500 XJ Epyx Joystick
1- Supra Hard Drive Interface
3- Daisy Chain Cables

I may have more but this is what I have found so far...If anyone has interest in this stuff Send me E-mail as I don't get into the Newsgroups that much. Make an Offer....

Ray Harcourt
Alias: Coinman

1811. Re: DGS Web page statistics

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5v4m7h$gt1$1@nuke.csu.net>
Source record: 70143

DGS (dgs@clara.net) wrote:

<snip>
: However, out of these 295 visits, we have only received TWO orders. That's an
: order rate of a mere 0.67%. This is very surprising. According to our access
: log summary, 42 people have taken our ZIP file containing all the
: catalogues,
<snip>
: Surely out of all these people SOMEBODY wants SOMETHING??!!

Probably they do. :) If they're like me, though... they're more browsing.
I haven't seen your site, but, as an analogy, I did recently purchase the
BEST Electronics catalog. I've picked a few things out that I'd like
to buy, but I think paying for last month's rent and my school books is
a LITTLE more important than stuff for my Atari. :)

: One thing that really surprises me, is the fact that many people visit
: the site but then leave again without looking at any price lists, or
: downloading anything. I can't understand this at all?! How can folks
: decide we haven't got what they want when they haven't even seen what
: we have available?!

Perhaps they stumbled on the site accidentally, and are not Atari 8-bit
users... Perhaps they looked at the site when they saw the URL posted
here, but didn't have time or the inclination. Also, out of curiosity,
is the site fully Lynx compatible? :) Remember, Atari 8-bit users,
if they're USING their Atari 8-bit, are currently forced to use Lynx.
(Not like Lynx itself is bad, but the 99% of the web which is not Lynx
compatible because HTML authors are generally not very thorough ARE bad.
:))

: I can only assume people leave because the site looks a bit boring.
: The sole purpose of the site is to allow people to have easy access
: to our catalogues whenever they want them. If you want nice pretty
: pictures and such like, you'll be disappointed!

Nobody likes "boring" sites. :) But then again, as a web author myself,
I understand that getting more than the bare minimum up is not always
easy or quick to do.

One suggestion (again, I haven't seen the site, though) would be
screen shots! :) Those are always cool! :) But, then this takes SO much
time (unless you have an emulator capable of running the software you're
trying to shoot, in which case it doesn't take "SO" much time, but just
some time. :))

<snip>
: We sell PD and Commercial software for the Atari 8-bit, along with a
: variety of used hardware, software and magazines.

On a personal (or business?) note, how can I get some of my Free Ware
to you? Do you have any of it? (Hopefully only the good stuff... the
less good stuff wouldn't be worth purchasing even for just the price of
the disk, IMO. :)) Are you interested in a copy of Gem Drop when it's
done? :)

<snip>
: Our 80K catalogue lists all 190+ PD disks and details all our Commercial
: software.

Yoinks! How're 8-bitters gonna handle stuff like this? Easily, I hope?
(Just for compatibility's sake!)

<snip>
: The catalogues are available as individual text files, or as a combined .ZIP
: file for easier downloading.

Perhaps this answers my last question.. I'll have to check myself. :)

<snip>

Take care! THanks for still supporting the 8-bit! :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1812. Re: Xl-it 0.20 help!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <927.191T2280T10885747@pianosa.demon.co.uk>
Source record: 70144

Whilst reading the rubbish I usually find here, Richard Forester wrote something
interesting about Xl-it 0.20 help!,

Hello Richard,

>Alright, does anyone know how to get DOS to recognize more than 2 disk
>drives and actually see the "Hx" (harddrives)? No matter what I do, it
>doesn't seem to work. I am using Atari DOS 2.5. I have tried using

IIRC, both version 2.0 and version 2.5 of AtariDOS were supplied ready to
deal with 2 drives. Somewhere in the DOS manual or a memory map, will be
listed the location in RAM to poke to alter the number of drives supported.
Once the value has been altered, you need to return to DOS and write DOS
files to disk to save the value.

Sadly, all my manuals are elsewhere, ATM, so I can't refer to them.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

You've got your body in suspension. - Problem; Sex Pistols

1813. DGS Web page statistics

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <874271296@stackbbs.xs4all.nl>
Source record: 70145

About the webpage and the items you have in stock etc..
1. I use an ATARI 130XE for almost everything you can imagine. Also this message is written on it.

2. I don't have acces to go to Internet webpages.

3. I can't use WWW at all at my ATARI 8-Bitter.

4. The ATARI XE doesn't support ZIPped files.

So, in case you ever wondered why you never have seen 'fox-1' in your log-list :-))

Don't take this as a serious reply. I think all people that are still supporting the everliving ATARI XL/XE are doing a great job, including the authors of emulators, even I'm hating PC's and the one I own in special...

Sysop Fox-1, Thunderdome, ATARI 8-Bit BBS. Running at ATARI 8-bit for all ATARI 8-bit. Connected to: EURONET, IAN, USF, comp.sys.atari.8bit, rec.games.video.atari.
+31 (0)416-279990 the Netherlands, online 21:00 -> 8:00 Local-Time!

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1814. IA8N Qwk-Net

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <874271297@stackbbs.xs4all.nl>
Source record: 70146

Tom,
I was wondering about the IA8N. Does it still excist ? It's been a long
time ago i heard anything about it.

Sysop Fox-1, Qwk-Net-node#006, Pro!-node 471.

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

1815. Re: 8-bit users

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: dave@oum.softnet.co.uk
Message-ID: <N.090897.181900.63@n71i038.c1r1.pol.co.uk>
Source record: 70317
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric

Hi Brian,
and all 8-bit users groups.
I publish a monthly magazine for Oric users. We also have a section devoted to other 8-bit machines. If you ever want to relay any information concerning
your groups, then please e-mail me.

--
Dave Dick (Oric User Monthly).....dave@oum.softnet.co.uk
OUM HOME PAGE: http://www.soft.net.uk/oum

1816. Re: copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bcbcce$454d25e0$2d6badce@crc3.concentric.net>
Source record: 70318

> type it in on his own computer. The original magazine and all its
> contents were presumably properly copyrighted, and labeling a program
> as a "type-in" doesn't change its copyrighted status.

Presumption isn't going to hold in a legal dispute. A collection of any sort maybe copyrighted even if some or all of the components are public domain. Take a look at the copyright notice in a Dover book.

> underground -- it's out in the open. If copyrighted material is posted
on
> the Internet, the copyright holder may squawk about it. And depending on
> how much money the copyright holder has to pay lawyers, they may be able
> to do more than just squawking!

Yes, but why? To what end? That's money down a rat hole when the subject is 8-bit Atari software. If anything, it would be nice if the publishers would release the old titles as shareware at about $1 per title. I'd, personally, be very happy with that arrangement.

Remember when there wer lots of Star Trek sites and then Paramount made the owners take them down? What good did they do? They certainly didn't increase their coffers, probably just annoyed a lot of die hard fans.

1817. SIO2PC cables

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <5v2tld$i4$1@korweta.task.gda.pl>
Source record: 70319

http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=251235

1818. Xl-it 0.20 help!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <5v2tjl$i39$1@guysmiley.blarg.net>
Source record: 70320

Alright, does anyone know how to get DOS to recognize more than 2 disk drives and actually see the "Hx" (harddrives)? No matter what I do, it doesn't seem to work. I am using Atari DOS 2.5. I have tried using MYDOS4.5 but Xl-it refuses to boot with it.

Can anyone please help? Thanks!

Richard

1819. Re: (Was Amstrad..) replies ad nauseum

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5v304q$40s$1@triglav.iwaynet.net>
Source record: 70321
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

On 1997-09-06 Brian@spheroid.demon.co.uk(BrianWatson) said:
>In article <5urumngfm2@triglav.iwaynet.net> dklugh@iwaynet.net
>writes: >
>> It seems to me that he couldn't see his own messages.I hope he
>>knows that readers like Tin read the whole list of messages at
>>once.Rather than Waffle which doesn't buffer the message
>>subjects/authors.So he may have to "re-fresh" the list of
>messages.
>....or strangle the ****s at birth.

That message made no sense!

Net-Tamer V 1.09 - Test Drive

1820. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5v3a03$8ai$1@triglav.iwaynet.net>
Source record: 70322
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 1997-09-06 rdell@best.com(RichardDell) said:
>Did, done .. single Pkzip file .. 24 megs or so. Pkzip bombed on my
>system (choked perhaps) possibly due to my own system memory
>constrants, but the file was there deleted, so I undeleted it and
>it looks valid (passes the Pkzip -t).
>> Perhaps I can help? I have a ZIPper on my Mac that I find to be
>>much more reliable than the ones on the PC, notably on large files
>like this.
>Thanks, but I worked around (see above) Thursday nite. I did
>notice the

It shouldn't crash because of lack of memory.MS-DOS programmes must ask the OS
to use memory.It's up to MS-DOS to tell it where the free memory is.
Actually,this is how the Atari works too.
PKZIP should just get a error from MS-DOS and exit.And PKZIP (2.04g) uses XMS
memory.(and EMS,but nobody uses that anymore)

How much MS-DOS and XMS memory do you have?

Net-Tamer V 1.09 - Test Drive

1821. Re: ATR 8000 for Atari 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5v3a05$8ai$2@triglav.iwaynet.net>
Source record: 70323

On 1997-09-04 alcheser@color-country.net(AlCheser) said:
>The ATR8000 was GREAT! It was used to run CPM, and you could
>connect 8" floppy drives to it.. It did not work with hard drives.
>I ran a bbs for years with five 8" drives, about 1meg storage on
>each drive. The atari would only support 4 drives, but by using the
>cassette drive motor control on the Atari serial port, I used it to
>bank select the drives, that way I could use up to 8 drives...

Well it's the ATR8000 that's limited to 4 drives.MYDOS gives you 9 drives.
It's only limited by the DOS.

>Oh yes, the drives were used with CPM or the standard atari DOS..

Did anyone really use CP/M?
You're better off using the normal AtariOS.Basicly all you can do is read/write
single bytes from devices.(numbered,not lettered)
Because of this,DOS has to be hacked into CP/M.It only allows you to read/write
in 128-byte "records" to disk files.No support for sector-access.
(there's probably a standard BIOS routine to do sector-access)
Anyway,to move the cursor,change colours and so forth,you have to send special
terminal-control codes.Like a BBS.(even if you're not using a terminal)
Forget about burst I/O and screen accelerators.
Oh,and a directory entry can only keep track of 16k of a file.So a 32k file
would take up 2 directory entries.The 2 entries would both have the same data
except for "extent#" and the sector-maps,of course.
(rather than using the whole second entry for the sector-map;like Win95)
You can imagine the problems.If you had 47 little 1 record files
(CP/M files are always a multiple of 128-bytes long,hence X-modem)
you couldn't have 1 BIG 48th file.It could only be 16k.
(assuming 48 dir-entries.Some CP/Ms used 64)

As you can see,I really don't like CP/M.No XIOs!

Net-Tamer V 1.09 - Test Drive

1822. Wanted: Atari XEGS w/keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-09 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@kelly.teleport.com>
Message-ID: <5v3uuj$3js$1@nadine.teleport.com>
Source record: 70324

```
Wanted:

Atari XEGS w/keyboard in excellent working and cosmetic
condition. E-mail offers to: produnl2@teleport.com

Thanks.

David P. Loewen
Salem, Oregon USA
produnl2@teleport.com
```

1823. WTB Atari 8bit ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970909214539.6467D-100000@fissure.scar>
Source record: 70147

I am looking to buy ANY and all Atari 8bit ROMs you may have for sale. It does not matter games, XL/XE carts, non-games, whatever. They must be able to run on an 800XL. (no 400/800 only ROMs please)

Please e-mail me your ROMs for sale and asking price, including shipping rates to Toronto, Ontario, Canada.

(Canadian and American Atarians only please, I can't afford shipping rates from overseas, sorry!)

Alan
University of Toronto

1824. Atari 8-bit emulators for Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: bbaker@extro.ucc.su.oz.au
Message-ID: <bbaker-1009971649210001@mp-12-21.mp.usyd.edu.au>
Source record: 70148

Are there any 8-bit emulators for macintosh out there? I've asked mac users and atari users and no-ones given me a definitive answer. I'm really asking so as to get those games where my 130xe's disks corrupted (Alternate Reality City) to run. I've seen an untested ARCity for mac game that fails, but the real solution is an emulator for MacOS.

Thanks a lot,

- Muttley

"Is it progress if a cannibal uses a knife and fork?" Stanislaw Lec

1825. Re: DGS Web page statistics

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5v5hqo$9f5@nntp02.primenet.com>
Source record: 70149

I think there is a simple reason why noone is buying. The Atari 8-bit platform can not support commercial software anymore (except maybe emulator products). That's why. People still tinker with the 8-bit and play with emulators, but they won't spend a penny on them if they can avoid it.

I hate being Mr. Doom and Gloom, but it's true.

Where is FTE? Is CSS or K-Products anything more than two guys who occasionally repair or upgrade 8-bit systems?

There is nothing left but pirate sites, PD online archives, and Bill Kendrick is the only truly active programmer I know of.

1826. Re: 1200xl video

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5v5i28$9gp@nntp02.primenet.com>
Source record: 70150

The mortal Jerry Jessop wrote:
: You need a PAL GTIA and to change the master clock from 3.579545 to
: 4.4 whatever Mhz for PAL.

I'm pretty sure that most of the components on the 1200XL are socketed so
this should be pretty trivial.

1827. Re: Atari BBSes

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <5v5hug$9g7@nntp02.primenet.com>
Source record: 70151

```
The mortal The Shadow wrote:
: ACE Of America BBS, The Carina BBS Support Board is still up
: and going strong at (503)-761-9074

At an effective throughput of 2400 baud. Woop de do.
```

1828. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: Chris Gray <grayc@se.bel.alcatel.be>
Message-ID: <pk9sovdh8hm.fsf@btm0qt.se.bel.alcatel.be>
Source record: 70152
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <5v3a03$8ai$1@triglav.iwaynet.net> dklugh@iwaynet.net writes:

It shouldn't crash because of lack of memory.MS-DOS programmes must ask the OS
to use memory.It's up to MS-DOS to tell it where the free memory is.
Actually,this is how the Atari works too.

And if the requested amount of memory is not available then the OS will say so.
And of course every programmer always
- checks the result of every system call
- writes appropriate code to deal with the case that the system call failed
- actually tests all of these special cases to see that nothing bad happens.

And I have a claim on some Martian real estate that you really should buy.

--

Chris Gray

(^_^)/~~

1829. Help with ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: jwilkins@uctgsh1.uct.ac.za
Message-ID: <341674cc.7175816@nntp.uct.ac.za>
Source record: 70153

Dear all,

I've been trying to extract files from Atari ATR disk images to my PC
without much success... S2PC reports file size is wrong.

The size is 133136 K, downloaded from ftp.sodre.net, directory
/pub/users/cmwagner/atari8/mirrors/ftp.hackerz.com/bootdisk****.

The files work fine in the emulators. Any help?

--Justin

1830. Re: GETTING RAINBOW TO WORK

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5v5uoi$ke5@cletus.bright.net>
Source record: 70154

Rick Rukavina wrote in article <3414E9D7.6063@earthlink.net>...

>Rainbow seems to be working, but when i try to load/run anything it just
>crashes?
>

Are you specifying an .atr image as D1: and/or D2:? The demo version of
rainbow does not support loading in individual com files that reside on the
hard drive. All files must be contained in a disk image file.

>Anyone experience these problems when they first started using it?
>

Works good for me.

1831. Re: BASIC floating point

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: Trevin Beattie <*trevin*@*xmission*.*com*>
Message-ID: <5v66d1sbr1@news.xmission.com>
Source record: 70155

> The SIN, COS, and ATN stuff is another story. Based on what I'm
> rediscovering about trigonomety, finding the SIN, COS, etc requires knowing
> two things about a triangle, so how can a function with one input parameter
> solve the problem when all the math books say you need two!? :-) Obviously
> I have more reading to do.

Actually, sin, cos, and tan are given as a ratio of two sides of a
triangle. And no matter what the size of the triangle is, the ratios
will always be the same for any given angle. From another point of
view, you could also say that you already know two things about the
triangle: one of the base angles is always 90 degrees.

1832. Re: copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <3416ad78.0@news.comet.net>
Source record: 70156

In article <3416073c.6358172@news.demon.co.uk>, sam@greenaum.demon.co.uk!!ARSE!! (Sam.) says:
>
>Copyright law is pretty much the same worldwide. A copyright owner has
>to prove his loss, and quantify it, and that's what he has to sue for.

Often a copyright owner will sue even though he doesn't want
to. Why? Because if he fails to enforce his rights, his work
will become part of the "public domain".

GFH

1833. Re: Xfer to PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: ltest@rte9-sun_5.5.1
Message-ID: <5v6aiq$oal@lztnsc06.att.com>
Source record: 70157

In article <341414BB.D2DFD6B2@ix.netcom.com> Robert S Ely <rely@ix.netcom.com> wrote:
>
>
> Michel wrote:

Michel wrote:

> AM NOT ABLE TO XFER FILE FROM ATARI 800-850 WITH NULL MODEM
> I USE HOME TERM ON ATARI AND HYPERTERMINAL ON PC
> I SAW WHAT I TYPE ON KEYBOARD ON THE OTHER COMPUTER BUT XMODEM
> DOESN T WORK
> PLEASE HELP ME
> THANK
> michelvp@msn.com
> --
> Michel
>
> http://www.geocities.com/ResearchTriangle/1769/

Michael,
If you have it, use Y-Modem Batch mode. You have to set one to send
and one to recieve. If you are sending files to the PC, the 8-bit neds
to be in send mode and the PC needs to be in file recieve mode. Unlike
Z-Modem, Y-Modem and X-Modem don't have auto-start-recieve. You must
manually start the recieve (download) once you start the send (upload).
Y-Modem also has the benefit of faster transfer due to larger (1K) block
size and 16-bit CRC error correction. If you must use X-Modem, select
X-Modem 1K CRC mode (if you have it). It's almost as good as Y-modem,
but is still missing some of the benefits, such as file size and auto
name transfer.
Hope this helps.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1834. Re: Wanted: Atari 800 Memory Modules

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <3416acdc.0@news.comet.net>
Source record: 70158

In article <19970909234900.TAA26819@ladder01.news.aol.com>, basob1@aol.com (Basob1) says:
>
>Wanted to Buy: Memory expansion modules for Atari Model 800 computer
>(working or not). Will pay a fair price plus all shipping costs.

They are not worth the postage.

GFH

1835. Re: (Was Amstrad..) replies ad nauseum

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <873905913snz@spheroid.demon.co.uk>
Source record: 70159
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In article <5v304q$40s$1@triglav.iwaynet.net> dklugh@iwaynet.net writes:

>
>
> On 1997-09-06 Brian@spheroid.demon.co.uk(BrianWatson) said:
> >In article <5urumngfm2@triglav.iwaynet.net> dklugh@iwaynet.net
> >writes: >
> >> It seems to me that he couldn't see his own messages.I hope he
> >>knows that readers like Tin read the whole list of messages at
> >>once.Rather than Waffle which doesn't buffer the message
> >>subjects/authors.So he may have to "re-fresh" the list of
> >messages.

> >....or strangle the ****s at birth.
>
> That message made no sense!
>
> Net-Tamer V 1.09 - Test Drive

What I sought to convey, without resorting to spelling the particular
expletive I had in mind, was that rather than correct the errors which
resulted in multiple postings twice I would have preferred not to have
let them loose in the first place.

I would rather have terminated their existance shortly after creating them.

There: is that a full enough explanation?

Blimey, you try to be brief....
--
Brian Watson
::
:: Protext Robot Software Pipeline Parados 8BIT IEBA WACCI Publicity ::
::

1836. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <873905209snz@spheroid.demon.co.uk>
Source record: 70160
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.c64,comp.sys.atari.8bit

```
In article <Pine.VMS.3.91-b11-vms.970908050015.50908C-100000@eucmax.sim.ucm.es>
HUGUESDE@eucmax.sim.ucm.es "De Clerck,Hugues" writes:
> >
> > > On Thu, 04 Sep 97 18:47:40 GMT, Brian@spheroid.demon.co.uk (Brian
> > > Watson) wrote:
> > > >
> > > >If users of any other computers would like to come along, you'd be very
> > > >welcome. We're all in the same ghetto, but some of us are looking over
> > > >the walls!
>
> Yes,
> these are nice times we live in. In the 80's I had a C64, but was also
> interested in what happend on other platforms. Nowaday, you can get the
> 8bit systems quasi for free, I have 14 C64's, Spectrum, Atari 800xl,
> Amstrad CPC, and all the major consoles (exept for the Vectrex :( )
>
> Hugues
>
>
There, you see? Didn't hurt a bit!

All welcome; this Sunday, Bescott Stadium, Walsall
(near Birmingham, England)

e-mail me for further details.
--
Brian Watson
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
:: Protext Robot Software Pipeline Parados 8BIT IEBA WACCI Publicity ::
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
```

1837. Re: (Was Amstrad..) replies ad nauseum

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <873906012snz@spheroid.demon.co.uk>
Source record: 70161
Cross-posted to: comp.sys.cbm,comp.sys.sinclair,comp.sys.atari.8bit

In article <5v6abh$k52@lztnsc06.att.com>
ltest@rte9-sun_5.5.1 "news_check.py" writes:

> In article <5v304q$40s$1@triglav.iwaynet.net> dklugh@iwaynet.net wrote:
> >
> >
> > On 1997-09-06 Brian@spheroid.demon.co.uk(BrianWatson) said:
>
>
>
> On 1997-09-06 Brian@spheroid.demon.co.uk(BrianWatson) said:
> >In article <5urumngfm2@triglav.iwaynet.net> dklugh@iwaynet.net
> >writes: >
> >> It seems to me that he couldn't see his own messages.I hope he
> >>knows that readers like Tin read the whole list of messages at
> >>once.Rather than Waffle which doesn't buffer the message
> >>subjects/authors.So he may have to "re-fresh" the list of
> >messages.
> >....or strangle the ****s at birth.
>
> That message made no sense!
>
> Net-Tamer V 1.09 - Test Drive

Is that ANOTHER multiple posting?

Or just someone else who didn't get it?

See other reply for clarification.
--
Brian Watson
::
:: Protext Robot Software Pipeline Parados 8BIT IEBA WACCI Publicity ::
::

1838. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <873905307snz@spheroid.demon.co.uk>
Source record: 70162

In article <873709690_OASIS_@pcc-uky.campus.mci.net>
thechyld@pcc-uky.campus.mci.net "Ronald J. Hall" writes:

> In article <afVZ5TAma8E0EwKT@duketastrophy.demon.co.uk>
> Graham Goring <graham@duketastrophy.demon.co.uk> said:-
>
> >Well, William Shatners acting style certainly did...
>
> First of all, what the heck is this thread doing in comp.sys.atari.8bit?

Getting your attention, apparently.

;-)

> Can't you people get control of your software or what????????

Guilty as charged!

--
Brian Watson
::
:: Protext Robot Software Pipeline Parados 8BIT IEBA WACCI Publicity ::
::

1839. Re: Atari 8-bit emulators for Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: ssilicon@antispam.lax.net
Message-ID: <3416d7a8.73811410@news.inc.net>
Source record: 70163

On Wed, 10 Sep 1997 16:49:21 +1100, bbaker@extro.ucc.su.oz.au
(Muttley) wrote:

>Are there any 8-bit emulators for macintosh out there? I've asked mac
>users and atari users and no-ones given me a definitive answer. I'm really
>asking so as to get those games where my 130xe's disks corrupted
>(Alternate Reality City) to run. I've seen an untested ARCity for mac game
>that fails, but the real solution is an emulator for MacOS.

Rainbow is an 8-bit emu 4 Mac.

***** NOTICE: Please remove the 'antispam'
part of my email address when replying via email.
Also, please DO respond via email in addition to
a newsgroup follow-up.

As Per US Code, Title 47, Chapter 5, Subchapter II 227
Unsolicited commercial advertising is NOT Welcome here

1840. XF551 drives for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: rosborn@geocities.com
Message-ID: <341fd330.4732847@news.mindspring.com>
Source record: 70164

For sale:

2 - XF551 DS/DD drives (no PS or SIO cable) $27/each + shipping

I bought these drives from someone who claimed they were faulty.
I simply set the correct drive ID and they seem fine. I haven't put
them through a rigorous test, though.

--
Ryan Osborn - rosborn@geocities.com
I use my Geocities mail account to route Spam from my permanent address.
My permanent address will be made available during personal transactions.

1841. Re: 8-bit users

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <873906098snz@spheroid.demon.co.uk>
Source record: 70165
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.msx,comp.sys.oric

In article <N.090897.181900.63@n71i038.c1r1.pol.co.uk>
dave@oum.softnet.co.uk writes:

> Hi Brian,
> and all 8-bit users groups.
> I publish a monthly magazine for Oric users. We also have a section devoted
> to other 8-bit machines. If you ever want to relay any information concerning
> your groups, then please e-mail me.
>
> --
> Dave Dick (Oric User Monthly).....dave@oum.softnet.co.uk
> OUM HOME PAGE: http://www.soft.net.uk/oum
>
>
Thanks, I'll put a mention in the next 8BIT (out at the end of September)
--
Brian Watson
::
:: Protext Robot Software Pipeline Parados 8BIT IEBA WACCI Publicity ::
::

1842. Xfer to PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: Michel <michelvp@msn.com>
Message-ID: <01bcbe30$794b0ac0$5d49fac2@k6>
Source record: 70166

I AM NOT ABLE TO XFER FILE FROM ATARI 800-850 WITH NULL MODEM
I USE HOME TERM ON ATARI AND HYPERTERMINAL ON PC
I SAW WHAT I TYPE ON KEYBOARD ON THE OTHER COMPUTER BUT XMODEM
DOESN T WORK
PLEASE HELP ME
THANK
michelvp@msn.com
--
Michel

http://www.geocities.com/ResearchTriangle/1769/
--
Michel

http://www.geocities.com/ResearchTriangle/1769/

1843. ATR8000 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: rosborn@geocities.com
Message-ID: <341ecf51.3741647@news.mindspring.com>
Source record: 70167

For sale:

ATR8000 $45 + shipping

Allows PC compatible DS/DD (or lower) drives to be placed on the
Atari 8-bit SIO line. Also provides a serial and parallel interface.
Will serve as a CP/M machine with proper software (which I do not
have).
I'll include a 720K DS/DD drive,cable, and boot disk for an extra
$10.

This unit is kind of heavy, so I'll ship it USPS 4'th class to cut
the shipping cost.

--
Ryan Osborn - rosborn@geocities.com
I use my Geocities mail account to route Spam from my permanent address.
My permanent address will be made available during personal transactions.

1844. APE for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: RClaunch@Rocketmail.Com
Message-ID: <873931602.11451@dejanews.com>
Source record: 70168

Hello everyone!

I am thinking of using the APE for the Atari 8bit. Has anyone out there
used it yet?

Please Email me

Thanks
Richard
RClaunch@Rocketmail.Com

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

1845. Re: Atari BBSes

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <34173361.E0509876@tcd.net>
Source record: 70169

The Repair Shop BBS is still up and running..801-967-8738

Home of BBS Express! Professional (tm).

bob

1846. Re: DGS Web page statistics

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <34173738.1241C88D@tcd.net>
Source record: 70170

I personally don't know where the Heck Mike Hohman is of FTE...but
Bob Puff, has not given up the gohst nor have I.

As to programing I still have a couple arround, but due to lack of any
orders have not posted
anything new, no one is buying at this time when it can come up on the
net as Pirate Software in a week. I personally enjoy what is available
to me at this time. As to repairing Atari's ocassionaly, gots news for
you, still a lot of people on the Internet wanting stuff repaired,
tested ect..so I am personally still busy...to busy to put together a
catalog of what I have that has been requested for months..Support
should go to Brad Cotta of Best, his last catalog at the
price of $10.50, was excellant material of what is still avaiable in the
surplus area and the grapphic pictures in it of outdated stuff is well
worth the price of the catalog..!!! Support those that support your
habit!!..

Besides I need a break..

bob

1847. Re: Atari 8-bit emulators for Macintosh

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R1009971600030001@nntp.ix.netcom.com>
Source record: 70171

Check out <http://www.emulation.net/> for a REALLY BIG list of emulators available for the Macintosh. It is also well organized and quite well maintained.

The homepage for Rainbow, the Mac -> Atari emulator mentioned by someone else, is at: <http://www.shenleyfields.demon.co.uk/rainbow.html>

And go to <ftp://ftp.hackerz.com/> for... well, you know.

What is the AR:City game for the Mac that you mention?

In article <bbaker-1009971649210001@mp-12-21.mp.usyd.edu.au>, bbaker@extro.ucc.su.oz.au (Muttley) wrote:

>Are there any 8-bit emulators for macintosh out there? I've asked mac
>users and atari users and no-ones given me a definitive answer. I'm really
>asking so as to get those games where my 130xe's disks corrupted
>(Alternate Reality City) to run. I've seen an untested ARCity for mac game
>that fails, but the real solution is an emulator for MacOS.

1848. DGS Web page stats. -- some questions answered!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: DGS <dgs@clara.net>
Message-ID: <5v77op$5kk$1@eros.clara.net>
Source record: 70172

Thanks for the comments regarding our posting about our Web page statistics.

I would just like to clear up the question of "hits". When I said 295, that was 295 actual people. Every day at 4 a.m. my ISP delivers a full access log for the last 24 hours into my ftp site. That log contains a list of every file taken/looked at and every domain name of the site which took it.

I can go through this finding individual people by just blocking a list of the same person getting different things, so at the end I can get a number of different people who accessed the site. The total is now well over 300 BTW.

I find it hard to believe that people just stray to the site by accident. At the moment it's on no search engines, it is only advertised in the atari.8bit news group. It's also well advertised as being an 8-bit site.

I should also point out that DGS is now a hobby business. It's been many years since it was my main source of income. As long as it doens't take up too much time and money, I will continue supporting the Atari. I've been doing this since 1988 and at the moment there's no reason to quit.

It was surprsing to hear that one person at least didn't download the catalogues because he realised we are UK based and thought that delivery would cost a fortune. It doesn't!! On virtually all orders, delivery to the US is just $5. It will cost you no more than $1 (usually less) to send your order to us by mail. We accept payments in US$ in cash, so this costs you nothing extra either. The whole ordering process is quick and easy, and you can usually expect your order to arrive about 5-7 days after we have sent it out, which is the same day on 99% of orders. You won't have to pay any import duty because we have ways around that!

So, there we are! If you want to look at the site and get the catalogues, the address is:

http://www.dgs.clara.net OR http://home.clara.net/dgs

E-Mail: dgs@clara.net

Dean Garraghty.

1849. Atari 130XE BUG? Definately a problem!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <34173A7E.C374A7C@tcd.net>
Source record: 70173

Having repair many of these fine machines I am supprised that I have not encountered this
problem, prior to my last repair shipment. While doing the normal testing of any computer my
area is clear, clean ect..Nothing comes in contact with anything else and I do not move bump ect any item..(My Mistake) Pristine areas as I now find out do not tell the truth.

Reading the senders notes with the equipment sent...whole system, with MIO ect..which
means they have a Cart Port extender..(produced by ICD, doesn't matter who) when this item is plugged into the computer the cartridge is up in the air available to be bumped
ect..when bumped the computer port contacts disengage and create a problem with memory.
and the computer itself. Yea I know the port has a loose contact or a trace is cracked.

This is not so!...I went through 6 other 130XE's same setup and same problem happened computer lost track of what was going on and had to be reset...So, pulled the Expansion Port
and put in a Cartridge, now the cart in the 130xe is protected back behind where nothing touches it, so repeated the same test...guess what? On all 7 Atari 130XE's if you bump the cartridge the computer flakes out...Thought ok so hot glued the port to the board to eliminate movement, well it eliminated a minor bump but not one with a little more than normal..

This cartridge port design actually sucks, unless you use it as it was intended by Atari PROTECTED!!...

Anyone else have one that works flawlessly?

bob

1850. Re: DGS Web page statistics

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <34173AE9.2D885A9C@tcd.net>
Source record: 70174

Active Programers?

What about Tom Hunt?, Kenneth Burgess?..just a couple that I know of at time.

Bob

1851. lisp for atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <3417479F.E12@mail.utexas.edu>
Source record: 70175

has anybody used lisp for atari?

b&c has something called interlisp/65, but it is under communications
software.....

is this the lisp language/environment??

1852. Re: Amstrad in other newsgroup Shock

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <873931956_OASIS_@pcc-uky.campus.mci.net>
Source record: 70226

In article <873905307snz@spheroid.demon.co.uk>
Brian@spheroid.demon.co.uk (Brian Watson) said:-

>Getting your attention, apparently.
>
>;-)

Only because its so out of place...! You don't happen to work for the
Postal service, do ya? :)

>Guilty as charged!

So can we shoot you at dawn...?! <smile>

--

```
_/_/_/
```

1853. Re: Atari BBSes

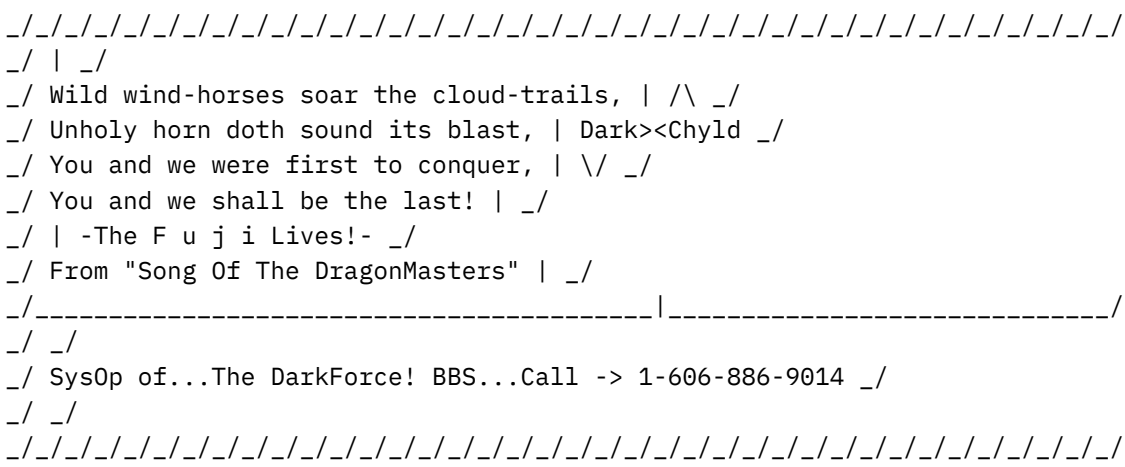
Newsgroup: comp.sys.atari.8bit
Date: 1997-09-10 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <873932132_OASIS_@pcc-uky.campus.mci.net>
Source record: 70227

In article <5v5hug$9g7@nntp02.primenet.com>
Glenn Saunders <krishna@primenet.com> said:-

>The mortal The Shadow wrote:
>: ACE Of America BBS, The Carina BBS Support Board is still up
>: and going strong at (503)-761-9074
>
>At an effective throughput of 2400 baud. Woop de do.

I know thats relatively slow by todays standards, but its not the fact that
they are a BBS operating at 2400 baud, so much as that they are an Atari
8-Bit BBS operating at all, don't you think? :)

--


_/ | _/
_/ Wild wind-horses soar the cloud-trails, | /\ _/
_/ Unholy horn doth sound its blast, | Dark><Chyld _/
_/ You and we were first to conquer, | \/ _/
_/ You and we shall be the last! | _/
_/ | -The F u j i Lives!- _/
_/ From "Song Of The DragonMasters" | _/
_/ _/
_/ SysOp of...The DarkForce! BBS...Call -> 1-606-886-9014 _/
_/ _/

1854. Best OS for 32K Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970911021101.WAA27643@ladder01.news.aol.com>
Source record: 70228

I have an Atari 400 computer with 32K RAM and a 1050 disk drive (w/o power supply...) and I was wondering what the best OS would be for my computer. I've heard about lots of different ones, but which one is everyone's favorite (that would run on my computer)? Thanks for your help!

-Sam

P.S. If you have an Atari 1050 disk drive Power Supply (same as Atari 400 PS) for sale for a good price, let me know, because I need one. Thanks!

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

1855. Re: Want to trade: Atari 130XE for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: xxxklity@aol.com
Message-ID: <19970911015500.VAA02581@ladder02.news.aol.com>
Source record: 70229

```
ME AGAIN
IM VERY INTERESTED IN TRADE
PLEASE CONTACT ME .....
AWAITING 2 HERE FROM YOU ....
I ALSO HAVE 2 5200 AND 1 7800
ALL FULLY FUNCTIONAL
PLEASE REPLY.............................C-YA .............Andy
>Want to trade: Atari 130XE for 800XL
```

1856. Re: APE for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970911163101.MAA03503@ladder01.news.aol.com>
Source record: 70230

I use APE on an old 386sx with a small hard disk and a monochrome monitor. I like it. I have it set up now so that I only have to turn on the PC without even connecting the monitor or keyboard to boot up a menu with my favorite 36 games.on the Atari. Very fast loading too.:)

Bostone1

1857. Atari DOS 1.0 ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcbed9$41750520$ba374382@vidar>
Source record: 70231

Hi, does anyone have a copy of Atari DOS 1.0 (I think that's the version number anyway) I had it lots of years ago and it was one file only. No DUP.SYS it all loaded at once. Of course it took more memory, but I still would like to have it! Can anybody please help ??? Take Atarian care everybody !!!

1858. Atari VCS 7800 games wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcbed9$5f056120$ba374382@vidar>
Source record: 70232

Anybody has games for the 7800 ? I am interested in collections mostly, but email any offers! Thanks!!!

1859. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: dimasi@marconi.ih.lucent.com
Message-ID: <5v9c4l$qnd@ssbunews.ih.lucent.com>
Source record: 70233
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The Suburban Chicago ATarians (SCAT) user group will hold its September meeting on Tues. Sept. 16 at 7:30 PM (room open at 7PM), at the College of DuPage, Room K161 (the K building is located on 22nd St. just west of Lambert Rd., in Glen Ellyn). The scheduled demo is: CAB (Crystal Atari Browser) version 2.0. And of course there will be, as always, our lively discussion - never a dull moment... ;-)

Everyone is welcome to attend.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by! :-]

Nick DiMasi, SCAT President ____
/|| | |__/*| (`\
nickd@vpnet.chi.il.us (on 1-2x/wk) |||/|\| |o o |__ _))
turbonick@delphi.com (on 1x/wk) \||___| __ (=T=) ` /
dimasi@lucent.com (on Mon.-Fri.) .---'-`-. _((_ `^--' /_< \^
~-|_TT030_|__.-||__)`-'(((/ ((((

1860. Re: lisp for atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970911163100.MAA09653@ladder02.news.aol.com>
Source record: 70234

People may laugh at me for this, but here goes. Atari Logo comes close. I was surprised at the depth of list processing one can do with Atari Logo. If you take away the turtle graphics, the rest of the language is pretty much a subset of lisp. Or am I being crazy again...

Bostone1

1861. Re: Best OS for 32K Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19970911163101.MAA09649@ladder02.news.aol.com>
Source record: 70235

I think you're asking this because all you're getting is the "memo pad" at startup. The OS is already built into 10K of ROM inside the 400. Maybe what you really want to know is what DOS to load from a disk drive or maybe what language cartridge or disk to use to program the machine. I'm sure you'll get lots of opinions on these two issues.
Atari DOS 2.5 is a good safe DOS to start with. If you ever advance to higher capacity drives, Spartados, Top Dos, Mydos, and maybe a few others can address disk partitions as large as 16 megebytes.
Atari Basic is probably what one might call the "standard" language for the Atari 8 bits. It's actually built into the roms inside the 600/800XL and all the XEs. To get a language on a 32K 400, you might have to get a cartridge. Does anyone out there know if any disk based languages work in 32K?
I started out using Atari Basic. Microsoft Basic II actually matches up pretty well with a 32K Atari, because it uses a 16K rom that won't overlay any of your ram. For programming joy however, I love the old OSS languages. Basic XL supports player-missle graphics, Action uses structured top-down programming and compiles to very fast programs, and there's MAC 65, a terrific macroassembler for taking advantage of anything the Atari can do.
That's my 2 cents.

Bostone1

1862. Re: lisp for atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <34182A78.58C1@erols.com>
Source record: 70236

Yourobert erickson wrote:
>
> has anybody used lisp for atari?
>
> b&c has something called interlisp/65, but it is under communications
> software.....
>
> is this the lisp language/environment??

Interlisp 65 is, indeed, the language. I bought it many years ago, but
found out that I was allergic to parentheses ...

--
Alan

****
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 66 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
****

1863. Question ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <24443629.6840.9520@raukamp.dame.de>
Source record: 70237

Hi all,

does anybody know how to copy files (D1: to D8:) without leaving BASIC
(without using DOS). Must be a XIO-command - but I don't know the correct one.
Please help! Thanks.
--
cu -- thomas -- fonfax (+49)4331849337
-- atariFALCON030 -- atariMSTE4 -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

1864. Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Dave Goggin <dt4@limitpt.com>
Message-ID: <34186516.73CF@limitpt.com>
Source record: 70238

I've been lurking around in this group for a while, getting
ready to post a message about selling all my old Atari stuff
when I realized... There still seems to be a lot of enthusiasm
for the 8-bit machines even now, many years later, even with
200 Mhz Pentium MMX and such on the market.

I never would have thought that the 8-bit fan culture was still so
active! Can anyone explain this?

--
regards,

Dave Goggin Limit Point Systems
dt4@limitpt.com http://www.limitpt.com

The opinions expressed herein are mine alone, and do not
necessarily coincide with those of my employer or client(s).
These opinions are subject to change and may not
be based on scientific fact.

1865. i buy ATARI items

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bcbef6$2f9bc060$481644c3@pamuller.imaginet.fr>
Source record: 70239

```
Hello, i'm a french ATARI collector, this is the listing of the hardware
i'm looking for:

( i still looking for STBOOK, STACY)

-COMPUTERS:
-1200
-1200 XL
-1400 XL
-1450 XL
-600 XL
-800 XLF
-1450 XLD
-65 XE
-65 XEM
-65 XEP
-260 XE
-1040 STE + (with pc chip and hard disk)
-130 ST (prototype)
-260 ST
-520 ST
-2080 STF
-4160 STF
-MEGA ST
-MEGA ST2
-MEGA ST4
-STACY
-PC2
-PC3
-PC4
-PC5
-ABC 386
-ABC 386 SXN (notebook 80386 HD 20 MO)
-TT (protoype TT ... 16MHZ)
-TT
-TT 040
-ST BOOK
-ST PAD
-FALCON 040
-FALCON XE

-MONITORS:
-XM 128
-XC 1411
-SM 146
```

-SM 147
-SM 194
-PS 3000
-SC 1224
-SC 1426
-PCM 125
-PCM 145
-PCC 1415
-PCC 1424
-PCC 1425
-PTM 146
-PTC 1426
-TTM 194
-TTM 195
-TTC 1434

-DISK DRIVES:
-810
-815
-1055
-XC 35
-XF 521
-XF 551
-PCF 314

-HARD DISK:
-SH 104
-SH 205
-SR 144
-MEGAFILE 44
-MEGAFILE 60 (60 MO)

-TAPES READERS:
-410 (Japon)
-410 (Hong Kong)

-PRINTERS:
-820
-822
-825
-1025
-XTL 201
-XTM 201
-XTC 201
-XMM 801
-XDM 121
-SLM 406
-SMM 810
-SMM 824

-VIDEO SYSTEMS:
-pong

-super pong
-ulra pong
-video pinball
-stunt cycle
-touche me
-brain game
-2000: 2600 prototype
-2800 (japan)
-5200
-7800 pro system
-Prototype JAGUAR

-MISCELANEOUS:
-SPACE AGE joy
-SUPER JOYSTICK
-PCM1
-PCM2
-CX 52
-CX 53
-CX 55
-CX 852
-CX 853
-CX 801
-CX 801
-CX 70 (light pen, gamme 400-800)
-CX 81 (5 foot SIO cable)
-CX 86 (printer cable 850-825)
-CX 87 (modem 850 cable)
-CX 88 (terminal 850 cable (null modem))
-CX 89 (color monitor cable)
-CX 82 (monochrome monitor cable)
-850: (metal case version)
-CX 262 : switch box tv/computer
-CX 781 : power adaptator
-1090
-kit labo (kit temp and light)
-CASE ATARIEN 007
-ORG 400,500,700
-SUPPLY 12 V FOR LYNX
-CATBOX JAGUAR
-JAGLINK
-JAGUAR controller extension cable
-JAG switch box TV
-PRO Controller JAGUAR
-case for JAGUAR
-CALCULATOR ATARI CC91R
-CALCULATOR ATARI CC91G
-CALCULATOR ATARI CC180
-CALCULATOR ATARI CC181
-CALCULATOR ATARI CC190

-CALCULATOR ATARI DB2200
-CALCULATOR ATARI ST300
-CALCULATOR ATARI ST310
-CALCULATOR DMP 2000
-CALCULATOR DMP 2002

-MODEMS :
-830
-835
-XM 301
-1030

-FOR PORTFOLIO :
-HPC 102
-HPC 104
-HPC 201
-HPC 202
-HPC 203
-HPC 204
-HPC 205
-HPC 301
-HPC 501
-HPC 502
-PORTFOLIO System case

-FOR ST-BOOK :
-Adapt ST BOOK-ASCI
-Adapt ST BOOK-MIDI
-Battery Pack ST BOOK

and every item of the ATARI ADVERTISING...

1866. I need help, please

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Phil Shafer <philshafer@sprintmail.com>
Message-ID: <34186203.7496@sprintmail.com>
Source record: 70240

I seem to be having trouble posting, so please excuse me if this is redundant...
I need some basic help, please - what are the commands I need to use with an Atari 800 to get programs on disk to load and run? I used to know this stuff, but it's been too long and I've forgotten. I would really appreciate any help here -- thanks.

If you prefer to reply via e-mail, please send your info to me at snopls@wnt.sas.com.

Thanks again... Phil

1867. Re: lisp for atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5v9p6c$mt6@cletus.bright.net>
Source record: 70241

Bostone1 wrote in article <19970911163100.MAA09653@ladder02.news.aol.com>...

>People may laugh at me for this, but here goes. Atari Logo comes close. I
>was surprised at the depth of list processing one can do with Atari Logo.
>If you take away the turtle graphics, the rest of the language is pretty
>much a subset of lisp. Or am I being crazy again...
>
>
>

I agree. I used logo to explore the possibility of using it for creating
adventure games. It's ability to process lists of words made it a pleasure
to use. Since then, I've used the inform ver. 5.5 compiler to create games
for the virtual z machine (level 3 infocom). I've got 5 or 6 of these new
atari 8bit text adventure games at
ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/New/Games/TGAMES.ARC .
Well, they may be over a year old now.

1868. FS 1040stfm system

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <34188EDC.4E3A@midamer.net>
Source record: 70242
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.8bit,alt.atari,rec.games.video.marketplace,misc.forsale.computers,alt.games.video.classic

I have a very nice Atari 1040stfm and SM124 hi-res monitor. If you are interested I would like $ 135.00 includes shipping anywhere in USA. It includes the mouse, sevsral disks, cables etc. I even have the original box for the 1040STfm. I will also throw in a couple of STart magazines. e-mail me if interested.

Very nice and clean, here is your chance to get a complete system with softs included.

1869. Re: Atari 130XE BUG? Definately a problem!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970911182929.708G-100000@fissure.scar>
Source record: 70243

On Wed, 10 Sep 1997, BobKlaas wrote:

>
> Having repair many of these fine machines I am supprised that I have not
> encountered this
> problem, prior to my last repair shipment. While doing the normal
> testing of any computer my
> area is clear, clean ect..Nothing comes in contact with anything else
> and I do not move bump ect any item..(My Mistake) Pristine areas as I
> now find out do not tell the truth.
>
> Reading the senders notes with the equipment sent...whole system, with
> MIO ect..which
> means they have a Cart Port extender..(produced by ICD, doesn't matter
> who) when this item is plugged into the computer the cartridge is up in
> the air available to be bumped
> ect..when bumped the computer port contacts disengage and create a
> problem with memory.
> and the computer itself. Yea I know the port has a loose contact or a
> trace is cracked.
>
> This is not so!...I went through 6 other 130XE's same setup and same
> problem happened computer lost track of what was going on and had to be
> reset...So, pulled the Expansion Port
> and put in a Cartridge, now the cart in the 130xe is protected back
> behind where nothing touches it, so repeated the same test...guess
> what? On all 7 Atari 130XE's if you bump the cartridge the computer
> flakes out...Thought ok so hot glued the port to the board to eliminate
> movement, well it eliminated a minor bump but not one with a little more
> than normal..
>
> This cartridge port design actually sucks, unless you use it as it was
> intended by Atari PROTECTED!!...
>
> Anyone else have one that works flawlessly?
>
> bob

Hi Bob!

I don't own an Atari 130XE, but on my Atari 800XL with is upgraded with
a RAMbo-style upgrade has a similar problem. When I have a cartridge
loaded in, if I wiggle or even TOUCH the rom while the computer is on the
machine dies (screen turns green) I opened up the 800XL and fiddled with
the cartridge slot, ended up removing the plastic part near the cartridge
port. It fixed the problem for awhile but it still happens.

They don't make Ataris like the 400/800 anymore! Those were
indestructable tanks.

Alan

1870. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <34188F1E.21A8@midamer.net>
Source record: 70244

Dave Goggin wrote:
>
> I've been lurking around in this group for a while, getting
> ready to post a message about selling all my old Atari stuff
> when I realized... There still seems to be a lot of enthusiasm
> for the 8-bit machines even now, many years later, even with
> 200 Mhz Pentium MMX and such on the market.
>
> I never would have thought that the 8-bit fan culture was still so
> active! Can anyone explain this?
>
> --
> regards,
>
> Dave Goggin Limit Point Systems
> dt4@limitpt.com http://www.limitpt.com
> --
> The opinions expressed herein are mine alone, and do not
> necessarily coincide with those of my employer or client(s).
> These opinions are subject to change and may not
> be based on scientific fact.

In my case they are just plain fun to use and very capable machines !!

1871. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <34188E56.289C@mail.utexas.edu>
Source record: 70245

funny you should ask. a couple years back i remember hearing the
latest 'industry' buzz-word, and thought to myself...marketing
departments had finally floated way past good sense.

that term was 'out of the box experience.'

still, the term, at least for me, seems appropriate when applied
to 8bits.

they are fun, easy to understand, program, and hack.
they offer sound, graphics, and have much the same appeal one
usually attributes to macs and their users.

however, i think that one of the biggest reasons i presently haunt this
group is the people... i have never had a question go unanswered,
sometimes by writers i read as a kid...and those in a very unassuming
way. people here are honest (read the moral opinions regarding
copyrights), friendly, and truly talented.

this is the best of both worlds, there is no microsoft beast (unless
you consider jts a rising power), but there doesn't need to be.

finally as it was once said "it is not to arrive, but to journey."
be amazed at 1.72(?) mhz..

my 2 cents.
robert erickson
programmer, philosopher, texan

1872. wtb: mio or black box

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <3418617D.3C97@mail.utexas.edu>
Source record: 70246

i am looking for an mio or a black box...does anyone have one
forsale...(i know i can buy one from css new, but....)

also need an adaptec 4000/a mfm/scsi.

thanks,
robert

1873. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: jhague@dadgum.com
Message-ID: <jhague-1109971924110001@c19-camilla.blarg.net>
Source record: 70247

In article <34186516.73CF@limitpt.com>, dt4@limitpt.com wrote:
>
> I never would have thought that the 8-bit fan culture was still so
> active! Can anyone explain this?

Some thoughts:

1. Lots of folks have warm, fuzzy, nostalgic feelings about the glory days of the Atari computer era.

2. People like being technology archeologists, collecting old software and hardware.

3. In many ways, modern computers have gotten to be very complex and stress causing. It's very relaxing to use a computer that you can understand completely.

4. There's comfort in something that doesn't change. Heck, the discussions here are roughly the same as they were seven or eight years ago

5. It's extremely interesting that 18 year old technology can still do some pretty impressive things. Games like Dropzone and Rainbow Walker can still impress, even in 1997.

--
James Hague
Dadgum Games
http://www.dadgum.com - The Bumbler Bee-Luxe demo is now available.

1874. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <874017814_OASIS_@pcc-uky.campus.mci.net>
Source record: 70248

In article <34186516.73CF@limitpt.com>
Dave Goggin <dt4@limitpt.com> said:-

>I never would have thought that the 8-bit fan culture was still so
>active! Can anyone explain this?

Well, its kinda hard to put into words. For me, its the fact that an Atari
800XL was my very first computer. That alone warrants a special place in my
heart. More than that though, is the "mystique" of a computer system that
could do things so well, for its time...incredible reliability, the list
goes on and on... :)

--

```
_/_/_/
```

1875. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <5vdb39$6ip$1@guysmiley.blarg.net>
Source record: 70249

For me it's the "good old days" thing. The very first "home" computer I ever owned was an Atari 800. I didn't realize it at the time but it was the most important purchase of my life. I recall staying up late (risking sure scolding from my mom) hacking out code and playing games. Today I am a programmer and work at Microsoft. When I recently acquired an old 800 (saved it from the trash, actually) it brought back not only memories but the fun of those times.

Richard

Dave Goggin wrote in message <34186516.73CF@limitpt.com>...
>I've been lurking around in this group for a while, getting
>ready to post a message about selling all my old Atari stuff
>when I realized... There still seems to be a lot of enthusiasm
>for the 8-bit machines even now, many years later, even with
>200 Mhz Pentium MMX and such on the market.
>
>I never would have thought that the 8-bit fan culture was still so
>active! Can anyone explain this?
>
>--
>regards,
>
>Dave Goggin Limit Point Systems
>dt4@limitpt.com http://www.limitpt.com
>---
>The opinions expressed herein are mine alone, and do not
>necessarily coincide with those of my employer or client(s).
>These opinions are subject to change and may not
>be based on scientific fact.

1876. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <5vdbo1$6m7$1@guysmiley.blarg.net>
Source record: 70250

For me it's the "good old days" thing. The very first "home" computer I ever owned was an Atari 800. I didn't realize it at the time but it was the most important purchase of my life. I recall staying up late (risking sure scolding from my mom) hacking out code and playing games. Today I am a programmer and work at Microsoft. When I recently acquired an old 800 (saved it from the trash, actually) it brought back not only memories but the fun of those times.

Richard

Dave Goggin wrote in message <34186516.73CF@limitpt.com>...
>I've been lurking around in this group for a while, getting
>ready to post a message about selling all my old Atari stuff
>when I realized... There still seems to be a lot of enthusiasm
>for the 8-bit machines even now, many years later, even with
>200 Mhz Pentium MMX and such on the market.
>
>I never would have thought that the 8-bit fan culture was still so
>active! Can anyone explain this?
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>regards,
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>Dave Goggin Limit Point Systems
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>necessarily coincide with those of my employer or client(s).
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>be based on scientific fact.

1877. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <5vdbsk$6mo$1@guysmiley.blarg.net>
Source record: 70251

For me it's the "good old days" thing. The very first "home" computer I ever owned was an Atari 800. I didn't realize it at the time but it was the most important purchase of my life. I recall staying up late (risking sure scolding from my mom) hacking out code and playing games. Today I am a programmer and work at Microsoft. When I recently acquired an old 800 (saved it from the trash, actually) it brought back not only memories but the fun of those times.

Richard

Dave Goggin wrote in message <34186516.73CF@limitpt.com>...
>I've been lurking around in this group for a while, getting
>ready to post a message about selling all my old Atari stuff
>when I realized... There still seems to be a lot of enthusiasm
>for the 8-bit machines even now, many years later, even with
>200 Mhz Pentium MMX and such on the market.
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>active! Can anyone explain this?
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>--
>regards,
>
>Dave Goggin Limit Point Systems
>dt4@limitpt.com http://www.limitpt.com
>---
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>necessarily coincide with those of my employer or client(s).
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>be based on scientific fact.

1878. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <5vdbvm$6pf$1@guysmiley.blarg.net>
Source record: 70252

For me it's the "good old days" thing. The very first "home" computer I ever owned was an Atari 800. I didn't realize it at the time but it was the most important purchase of my life. I recall staying up late (risking sure scolding from my mom) hacking out code and playing games. Today I am a programmer and work at Microsoft. When I recently acquired an old 800 (saved it from the trash, actually) it brought back not only memories but the fun of those times.

Richard

Dave Goggin wrote in message <34186516.73CF@limitpt.com>...
>I've been lurking around in this group for a while, getting
>ready to post a message about selling all my old Atari stuff
>when I realized... There still seems to be a lot of enthusiasm
>for the 8-bit machines even now, many years later, even with
>200 Mhz Pentium MMX and such on the market.
>
>I never would have thought that the 8-bit fan culture was still so
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>regards,
>
>Dave Goggin Limit Point Systems
>dt4@limitpt.com http://www.limitpt.com
>---
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>necessarily coincide with those of my employer or client(s).
>These opinions are subject to change and may not
>be based on scientific fact.

1879. Re: ****CABLE BOX DESCRAMBLER****BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-11 00:00:00 UTC
From: webmaster@cat-inc.com
Message-ID: <341843bb.78813325@news.ioa.com>
Source record: 70253

On 3 Sep 1997 00:30:04 GMT, FREE CABLE<pifer@laugh.com> wrote:

>CABLE BOX DESCRAMBLER
>BUILD YOUR OWN DESCRAMBLER
>FAST CHEAP AND EASY
>
>
>Just a few inexpensive parts from Radio Shack and a little time
>and you can descramble every cable channel.
>See all your favorite movie channels, pay per view etc.
>
>To recieve detail instructions and diagrams on how to construct
>your own Cable Box Descrambler
>Mail $5.00 CASH MONEY ORDER CHECK
>
>ICT Inc.
>12319 S. Orange Blossom Tr.r
>Orlando FL. 32837
>
>Please include your full mailing address.
>
>Please allow one week for checks
>to clear before our report is sent to you.
>
>
>Thank You
>Seth Garner
>ICT Pres
>
>
>
>
Interesting...

I was curious to see if this guy was legit, so I tracked him down as far as I could, only to discover the address he previously posted (under a different company name, no less) was non-existent. Anybody looking to blow $5, go right ahead, but my gut feeling is this guy is a postal worker, trying to scam you into sending money that he can intercept before it gets hit with an RTS.

Of course, the worst part is that no one would admit to sending the money, because what he's offering is illegal anyway. Pretty good scam, as long as you don't get caught.

Be warned.

1880. Last Chance Sale -- DC Area

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: bowtie@netcom.com
Message-ID: <bowtieEGDI2t.9F8@netcom.com>
Source record: 70254

Posted for an associate with a failed network connection ...

The time comes for all good things to end and that time has come for all
of my Atari 8bit hardware and software. From 1981 to mid 1983 my wife and
I both worked for Atari and in early 1982 I designed and managed the
development of the AtariWriter cartridge word processor. After I left Atari,
I designed and sold via mail order all of the Printer drivers for the
AtariWriter cartridge. I sold my last Printer Driver only a few months ago.

But the time has come to move on and I'm having a Yard Sale at my residence
in Vienna Virginia on Saturday, September 13th from 9am to 3pm. I live
just off Route 123 half way between Vienna and Oakton off exit 60 on I-66.
Just follow the signs to the YARD SALE. At the end of the day, anything not
sold or given away will go to the Salvation Army or Goodwill.

Everything goes ..... even the original copies of the drafts of designs
for the 1200XL, several versions of the Atari Operating Systems specifications,
and numerous copies of De Re Atari, and other user manuals. Because my wife
and I both worked at Atari, we emassed multiple copies of most hardware and
software, some of which is still brand new and never used. Everything I have
for sell has all cables and power supplies and is great working condition.
Stuff for sale will include, but definitely not limited to:

(2) - Atari 800 computers
(2) - Atari 810 disk drives
(1) - Atari 1050 disk drive
(1) - Atari 850 interface
(1) - Okidata 92 Microline printer
(1) - Atari 825 printer
(1) - Atari 1027 printer
(1) - Atari 1200XL computer (brand new)
(1) - Atari 600XL computer (brand new)
(1) - 12" monitor
Lots of application software and games free with hardware purchases

In case you cannot make the Yard Sale, but still want to entertain the
purchase of some of this equipment, you can email me at:
garyfurr@juno.com

Thanks,
Gary Furr

--
>@< bowtie@netcom.com
Bill Dennen CI$: 75126.2272

1881. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcbf3e$ad082140$ba374382@vidar>
Source record: 70255

Because the Atari systems has soul! I was totally hooked when I first saw
Star Raiders on the Atari 800. I did at that time have a couple of
Commodore 64's and a 48K Spectrum. But, they didn't touch my heart at all!
I now have a P150, but it still doesn't give me anything else than a couple
of good games (War Craft II, Warlords III, Red Alert and Dungeon Keeper)
and access to the Internet! I love my Atari and especially after I got a
MIO 1Mb with a 40Mb HD. Take Atarian care and if Bill Kendrick (Hi! ;-))
and I can co-operate on some games, maybe you'll see some new games for the
good old system soon! Greetz from Hawk of Pokey Soft!

Dave Goggin <dt4@limitpt.com> wrote in article
<34186516.73CF@limitpt.com>...
>
> I've been lurking around in this group for a while, getting
> ready to post a message about selling all my old Atari stuff
> when I realized... There still seems to be a lot of enthusiasm
> for the 8-bit machines even now, many years later, even with
> 200 Mhz Pentium MMX and such on the market.
>
> I never would have thought that the 8-bit fan culture was still so
> active! Can anyone explain this?
>
> --
> regards,
>
> Dave Goggin Limit Point Systems
> dt4@limitpt.com http://www.limitpt.com
> --
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> necessarily coincide with those of my employer or client(s).
> These opinions are subject to change and may not
> be based on scientific fact.
>

1882. Re: i buy ATARI items

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34260235.5130622@news.earthlink.net>
Source record: 70256

On 11 Sep 1997 21:02:30 GMT, "Patrice MULLER" <pamuller@imaginet.fr>
wrote:

>
>Hello, i'm a french ATARI collector, this is the listing of the hardware
> i'm looking for:
>
>(i still looking for STBOOK, STACY)
>
>
>-COMPUTERS:
> -1200
> -1200 XL
> -1400 XL
> -1450 XL
> -600 XL
> -800 XLF
> -1450 XLD
> -65 XE
> -65 XEM
> -65 XEP
> -260 XE
> -1040 STE + (with pc chip and hard disk)
> -130 ST (prototype)
> -260 ST
> -520 ST
> -2080 STF
> -4160 STF
> -MEGA ST
> -MEGA ST2
> -MEGA ST4
> -STACY
> -PC2
> -PC3
> -PC4
> -PC5
> -ABC 386
> -ABC 386 SXN (notebook 80386 HD 20 MO)
> -TT (protoype TT ... 16MHZ)
> -TT
> -TT 040
> -ST BOOK
> -ST PAD
> -FALCON 040

> -FALCON XE
>
>-MONITORS:
> -XM 128
> -XC 1411
> -SM 146
> -SM 147
> -SM 194
> -PS 3000
> -SC 1224
> -SC 1426
> -PCM 125
> -PCM 145
> -PCC 1415
> -PCC 1424
> -PCC 1425
> -PTM 146
> -PTC 1426
> -TTM 194
> -TTM 195
> -TTC 1434
>
>-DISK DRIVES:
> -810
> -815
> -1055
> -XC 35
> -XF 521
> -XF 551
> -PCF 314
>
>-HARD DISK:
> -SH 104
> -SH 205
> -SR 144
> -MEGAFILE 44
> -MEGAFILE 60 (60 MO)
>
>-TAPES READERS:
> -410 (Japon)
> -410 (Hong Kong)
>
>-PRINTERS:
> -820
> -822
> -825
> -1025
> -XTL 201
> -XTM 201
> -XTC 201

> -XMM 801
> -XDM 121
> -SLM 406
> -SMM 810
> -SMM 824
>
>-VIDEO SYSTEMS:
> -pong
> -super pong
> -ulra pong
> -video pinball
> -stunt cycle
> -touche me
> -brain game
> -2000: 2600 prototype
> -2800 (japan)
> -5200
> -7800 pro system
> -Prototype JAGUAR
>
>-MISCELANEOUS:
> -SPACE AGE joy
> -SUPER JOYSTICK
> -PCM1
> -PCM2
> -CX 52
> -CX 53
> -CX 55
> -CX 852
> -CX 853
> -CX 801
> -CX 801
> -CX 70 (light pen, gamme 400-800)
> -CX 81 (5 foot SIO cable)
> -CX 86 (printer cable 850-825)
> -CX 87 (modem 850 cable)
> -CX 88 (terminal 850 cable (null modem))
> -CX 89 (color monitor cable)
> -CX 82 (monochrome monitor cable)
> -850: (metal case version)
> -CX 262 : switch box tv/computer
> -CX 781 : power adaptator
> -1090
> -kit labo (kit temp and light)
> -CASE ATARIEN 007
> -ORG 400,500,700
> -SUPPLY 12 V FOR LYNX
> -CATBOX JAGUAR
> -JAGLINK
> -JAGUAR controller extension cable

> -JAG switch box TV
> -PRO Controller JAGUAR
> -case for JAGUAR
> -CALCULATOR ATARI CC91R
> -CALCULATOR ATARI CC91G
> -CALCULATOR ATARI CC180
> -CALCULATOR ATARI CC181
> -CALCULATOR ATARI CC190
> -CALCULATOR ATARI DB2200
> -CALCULATOR ATARI ST300
> -CALCULATOR ATARI ST310
> -CALCULATOR DMP 2000
> -CALCULATOR DMP 2002
>
>-MODEMS :
> -830
> -835
> -XM 301
> -1030
>
>-FOR PORTFOLIO :
> -HPC 102
> -HPC 104
> -HPC 201
> -HPC 202
> -HPC 203
> -HPC 204
> -HPC 205
> -HPC 301
> -HPC 501
> -HPC 502
> -PORTFOLIO System case
>
>-FOR ST-BOOK :
> -Adapt ST BOOK-ASCI
> -Adapt ST BOOK-MIDI
> -Battery Pack ST BOOK
>
>and every item of the ATARI ADVERTISING...
>
>
>
>
Bull Shit. I spent too much time making a list of what I had on this
list and here's the answer I got:

hi,

perhaps i'm interested in your ATARI 810, is it a tandon or a mpi
version?

thanks

De : zzyzx97@earthlink.net
A : Patrice MULLER <pamuller@imaginet.fr>
Objet : Re: wanted atari items for my collection
Date : samedi 6 septembre 1997 07:31

On 3 Sep 1997 22:14:07 GMT, in comp.sys.atari.8bit you wrote:

>
>Hello, i'm a french ATARI collector, this is the listing of the hardware
> i'm looking for:
>
>-COMPUTERS:

> -600 XL
I can find one.

>
>-DISK DRIVES:
> -810
ATARI 810 floppy drive. Includes power supply and data cable.
Excellent.

> -XF 551
Atari XF551 floppy drive. No cables or power supply. Excellent.

>-TAPES READERS:

> -410 (Hong Kong)
ATARI 410 Program Recorder in original box, with cables, and
operator's manual.
>
>-PRINTERS:

> -1025
ATARI 1025 PRINTER. Includes Manual and data cable. Excellent.

> -5200
I can find one.
> -7800 pro system
I can find one.
> -CX 87 (modem 850 cable)
New in unopened plastic

>
>-MODEMS :

> -1030
ATARI 1030 modem. No Power suply or data cable. Excellent.

>and every item of the ATARI ADVERTISING...
I'll check.
>

So what do you offer for these?
>

ZZyzx

"Me, indecisive? I'm not so sure about that."----------

ZZyzx

"Me, indecisive? I'm not so sure about that."

1883. New Lower Prices! Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5vb112$30i$1@kelly.teleport.com>
Source record: 70257
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my
Web Page, please E-Mail me at bensmith@teleport.com.

I'm looking for certain Items for my Atari. Item (1)Mega 4 ST. Not a
Mega 2 ST upgraded to 4 Megs. I need a Mega ST with 4 Megs of RAM
Populated at the Factory. A real Mega 4 ST, preferrably with TOS 1.4.
(2) I'm also looking for a Canon IX-12F Flat Bed Scanner with a
Navarone Cartridge & SoftWare. (3) I'm looking for CatBoxes for Atari
Jaguar, as well as Jag Controllers, Jag-Links and even complete Jaguar
Systems. If you have what I'm looking for, check my Atari Catalogs or
E-Mail: bensmith@teleport.com

In some cases I'm willing to discount a sale if the Buyer makes an
order of enough of my stock. One example, a customer ordered over $200
of software. So I discounted his order %25.

I've added more Items to my Catalogs, such as several large boxes full
of Atari ST Software. All of them Complete in Boxes with Documentation.
Some are still UNOPENED and SHRINKWRAPPED. As well as an Atari SM125
Mono Monitor with a Built in Monitor stand and an Atari Laser Printer.
For the Classic Atari 8 Bit Line Added Hardware was a U.S. Doubler Disk
Drive plus a modified 800xl with a built in Translator on a switch that
will run older Software without a Translator Disk Plus Lots more new
8 Bit Disk SoftWare for $5 each.

Following is only a partial list of what's in my Computer HardWare &
SoftWare Catalogs. Everything mentioned on this list is on this list
because I have multiples of these Items and I thought I'd list them for
you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got
HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers,
Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the
Monitor Power Directors to Manage & Protect your Equipment. And
Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore
CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives,
Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct
Connect Printer Interfaces. HardWare specifically for the Atari ST: SLM
804 Laser Printers, Spectre GCR Macintosh Emulators, Color & MonoChrome
Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes,

Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks,
Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is. Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports

on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

1884. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_874061449@rtfm.mit.edu>
Source record: 70258
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

1885. Re: atari st image

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3419567E.2E83E5F2@ix.netcom.com>
Source record: 70259

Gary Tabar Jr. wrote:

> There was a degas (i think) image of the lost in space robot with
> lightening coming out of his claw.. does anyone have a st emu, and that
> image, and can send me just the image in a jpeg or bmp format?? I remember
> seeing it alot, and would kinda like to have it again... Thanks!!
>
> --
> /| / ___ / / ___ / Gary Tabar Jr,
> / | / /__ /__ / / / /__/ / @ Da Mouzzz...
> / |/ /__ /__/ /__/ / / / . EMAIL: Nebula@digital.net

Gary,
Sorry, I don't have that image, but it sounds interesting. Anyway, there
is a program for the 130XE (only) called degasview. Locat that and you should
be able to view the image when you get it. I have a copy someplace. If I find
it I'll e-mail a copy to you. In the mean time, check some of the FTP sites
for it (the viewer).
If you happen to get a copy of that picture, could you e-mail a copy to
me?

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1886. Re: Atari BBSes

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34195B96.B0989F4D@ix.netcom.com>
Source record: 70260

Michael A. Ortiz wrote:

> Are there any remaining Atari 8bit BBSes still in existence?

Michael,
JACS (The Jersey Atari Computer Society) is still alive at (609)
346-1224) It's actually an ST run Citadel format BBS, but has loads of
8-bit support. It's 24 hour 1200-14400bps. The Sysop os Mike Hoppkins
(mhop@snip.net). The BBS has been in constant service since 1982.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1887. Re: Interference from APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34195992.7CB3C6D@ix.netcom.com>
Source record: 70261

Cliff Coleman wrote:

> Wonder if the 8 bit experts could help me with this one. I'm getting alot
> of interference from my APE cable . I built it according to the specs and
> made sure every thing was grounded properly. I've got my 800xl connected
> to a B&W tv right next to my pc monitor, a NEC Multisync II. As soon as I
> turn on my pc, I can see a ghost image on the tv of the actual image on
> my monitor! If I unplug the APE cable, the interference goes away. ANY
> suggestions would be very helpful, as this is very irritating when I'm
> trying to play Hackers! Thankz in advanze :)
>
> Live Long & Prosper compufreaq
>
> ----------------==== Posted via Deja News ====----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

Cliff,
Seems like your two computers are too close together. I have a somewhat
similar problem. The two monitors interfere with eachother. They are less
than 12" apart. The magneticism generated by the monitors is at a slightly
different sync time and the displays quiver a bit. No image transfer though.
You APE/BIO2PC cable may be acting like an antenna and picking up the EMI
from you PC's monitor. Try moving the APE cable away from the VGA monotor
and/or finding a way to shield the cable better.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1888. Re: Atari 130XE BUG? Definately a problem!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34195E3F.D1575180@ix.netcom.com>
Source record: 70262

BobKlaas wrote:

> Having repair many of these fine machines I am supprised that I have not
> encountered this
> problem, prior to my last repair shipment. While doing the normal
> testing of any computer my
> area is clear, clean ect..Nothing comes in contact with anything else
> and I do not move bump ect any item..(My Mistake) Pristine areas as I
> now find out do not tell the truth.
>
> Reading the senders notes with the equipment sent...whole system, with
> MIO ect..which
> means they have a Cart Port extender..(produced by ICD, doesn't matter
> who) when this item is plugged into the computer the cartridge is up in
> the air available to be bumped
> ect..when bumped the computer port contacts disengage and create a
> problem with memory.
> and the computer itself. Yea I know the port has a loose contact or a
> trace is cracked.
>
> This is not so!...I went through 6 other 130XE's same setup and same
> problem happened computer lost track of what was going on and had to be
> reset...So, pulled the Expansion Port
> and put in a Cartridge, now the cart in the 130xe is protected back
> behind where nothing touches it, so repeated the same test...guess
> what? On all 7 Atari 130XE's if you bump the cartridge the computer
> flakes out...Thought ok so hot glued the port to the board to eliminate
> movement, well it eliminated a minor bump but not one with a little more
> than normal..
>
> This cartridge port design actually sucks, unless you use it as it was
> intended by Atari PROTECTED!!...
>
> Anyone else have one that works flawlessly?
>
> bob

Bob,
I can't say flawlessly, but I have a similar setup. 130XE, MI/O
w/extender SpartaDOS X cart wirh BASIC XE cart stacked and R-Time8 in cart
slot 2. For the most part it works pretty well. All of the is open to almost
any kind of bump. All this sits on an old TV cart next to my PC. Since it
sticks out into the room, it tends to be vulnerable to this type of
situation. I've had lock-ups on occasion, but never thought that it could
have been a cart bump. I'll try it out and report back tomorrow.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1889. Re: 1200xl video

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <341938CE.99C74C9B@aol.com>
Source record: 70263

Hi Ian,

Go to the Atari Gamming headquarters and go into their computers area and you will find a section for the 1200XL Video Fix which lists all the proper components and parts needed to perform Video Fix 2.1 by Bob Woolley of SLCC.

www.atarihq.com

Curt

1890. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <34194121.558D@erols.com>
Source record: 70264

Dave Goggin wrote:
>
> I've been lurking around in this group for a while, getting
> ready to post a message about selling all my old Atari stuff
> when I realized... There still seems to be a lot of enthusiasm
> for the 8-bit machines even now, many years later, even with
> 200 Mhz Pentium MMX and such on the market.
>
> I never would have thought that the 8-bit fan culture was still so
> active! Can anyone explain this?
>
> --
> regards,
>
> Dave Goggin

David, I used to ask myself the same question. The answer has so many components, and so many of us differ about the relative importance of those components, that I could keep my user group's newsletter going for the next thirty years with that discussion.

Relax, enjoy the popularity. If you hold on to your Atari stuff, all the better. If you absolutely must dispose of it, consider staying in touch with the feeling through emulation. That's not quite as good, but getting better!
--
Alan

****
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 66 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
****

1891. Re: APE for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <34193BC1.5E033554@aol.com>
Source record: 70265

Hi,

Yes I've used APE, it works quite nicely. Its really a nice feeling to see your trusty Atari 8-bit controlling an IBM. Actually I took my APE system one step further, I bought an Atari PC-5 386SX computer from B&C Atari Sales & Service and connected my Atari to it, so I have an Atari 8-bit using an Atari PC as the server, sort of fitting isn't it.

B&C Atari Sales still has a large quantity of Atari PC-1 computers with Digital Research GEM windowing operating system, they also have Atari PC monitors as well. They may still have a few Atari PC-5's lying around as well, give them a call at 408-986-9960 or check out their web page: www.myatari.com

Curt

1892. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <3419483c.0@news.comet.net>
Source record: 70266

In article <34186516.73CF@limitpt.com>, Dave Goggin <dt4@limitpt.com> says:
>
>I There still seems to be a lot of enthusiasm
>for the 8-bit machines even now, many years later, even with
>200 Mhz Pentium MMX and such on the market.
>
>I never would have thought that the 8-bit fan culture was still so
>active! Can anyone explain this?

Everyone will have his own reasons, but I like the Atari
games. They are great. Bt for any "work" I do chose
a more modern computer.

GFH

1893. Re: Atari - the beginning of everything

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <341949b7.0@news.comet.net>
Source record: 70267

At the time, before the IBM PC, Atari (800) was the best computer on the market -- far better than the Apple. I used them as 'business machines', as substitutes for the IBM magnetic memory typewriters.

But Atari had a "game" image, in contrast to the Apple "school" image.

But it was arrogant management (Ray Kasar [sp]) which killed off Atari (a $4 billion [yes] at the time).

GFH

1894. Re: lisp for atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: Ron Kneusel <rkneusel@post.its.mcw.edu>
Message-ID: <3419506B.CCD828B@post.its.mcw.edu>
Source record: 70268

Bostone1 wrote:
>
> People may laugh at me for this, but here goes. Atari Logo comes close. I
> was surprised at the depth of list processing one can do with Atari Logo.
> If you take away the turtle graphics, the rest of the language is pretty
> much a subset of lisp. Or am I being crazy again...
>
> Bostone1

You are not crazy. Logo was based on Lisp.

- Ron Kneusel
rkneusel@mcw.edu

(ignore this.......extra text to get damn Netscape to post the
message...anyone know how to get around this with Communicator
4.0?.....)

1895. Re: atari st image

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R1209971120540001@nntp.ix.netcom.com>
Source record: 70269

In article <3419567E.2E83E5F2@ix.netcom.com>, rsely@dhs.state.nj.us wrote:

>Gary Tabar Jr. wrote:
>
>> There was a degas (i think) image of the lost in space robot with
>> lightening coming out of his claw.. does anyone have a st emu, and that
>> image, and can send me just the image in a jpeg or bmp format?? I remember
>> seeing it alot, and would kinda like to have it again... Thanks!!

> Gary,
> Sorry, I don't have that image, but it sounds interesting. Anyway, there
>is a program for the 130XE (only) called degasview. Locat that and you should
>be able to view the image when you get it. I have a copy someplace. If I find
>it I'll e-mail a copy to you. In the mean time, check some of the FTP sites
>for it (the viewer).
> If you happen to get a copy of that picture, could you e-mail a copy to
>me?

Also note that the Macintosh program GraphicConverter can read a file in
just about any graphic format, including Degas files. Look for it in the
info-mac archive.

Now back to your regularly scheduled Atari stuff.

1896. Re: Atari in music?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <c17f01be.0cc0.58d4@raukamp.dame.de>
Source record: 70270

DANGERMOUSE schrieb am Freitag in COMP/SYS/ATARI/8BIT :

D> different logos used until they settled on the Fuji logo. If anyone is
D> really
D> interested I'll dig it out.

Please dig it out, if you find the time.

D> dangermouse
--
cu -- thomas -- fonfax (+49)4331849337
-- atariFALCON030 -- atariMSTE4 -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

1897. ATARI STE RAM

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: JELENAG29@smail.ocefss.ucm.es
Message-ID: <34199566.6456600@news.ucm.es>
Source record: 70271

Sorry ,but you need a friend ,who speak spanish

Cheap sell

Te paso a describirte los modulos SIMMS:
Modulos 1 y 2.-constan de 9 chips con la siguiente inscripcion en cada
uno de
ellos.
-12
TI HCP 883213
TMS 4C1025D
modulo 3.- tambien de 9 chips,y con :
-12
TI HCP 883619
TMS 4C1025D
modulo 4.-CON 3 CHIPS, en los que pone :
KOREA
405Y
KM48C512AJ-7
y eso es todo espero te sirva de ayuda.

T an e-mail: JELENAG29@smail.ocefss.ucm.es

1898. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: a_non_y_mouse@webtv.net
Message-ID: <5vcid7srn1@newsd-113.bryant.webtv.net>
Source record: 70272

The Atari's, like the Commodore 64's and the Apple II's were computers built for programmers. I remember thinking when the atari came out that their version of basic, the handleing of the sprites, ect, were a little strange. But these differences were what made loyal followings of programmers. In certain circles, actually BUYING software was considered sacralidge. I remember being able to get TONS of software, locally, for the price of a blank diskette. Kind of like the car you choose, you knew something about the person when they told you what kind of computer thay had. And to me at least, there seemed to be more of a sense of excitement, of doing and being in on something wonderful.

I also think that the original home machines will always be remembered. These early home computers were our introduction to this new version of mans best freind. And PC manufacturers are just now remembering that ease of set-up and ease-of-use are paramount to wide-spread acceptance and market penetration.

All exastentialism aside though, the things still work. And work well.

-mouse

a_non_y_mouse@webtv.net

http://www.geocities.com/SiliconValley/Pines/1030/

1899. DOS to boot disk / Menu programs

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: Jon Connell <Jonathan.Connell@munich.netsurf.de>
Message-ID: <3419AB4D.5018E4F6@munich.netsurf.de>
Source record: 70273

Does anyone have a DOS to boot-disk converter or
any one of the numerous menu programs (Ian.K/Rob.C/etc.)
which abounded for the Atari?

I actually wrote a wee utility to convert various file/
menu types to other formats, but that died along with
my 1050 some time ago. I did distribute it though...
Damned if I know what it was called however!
--
E-Mail : Jonathan.Connell@munich.netsurf.de
WWW : http://homepages.munich.netsurf.de/Jonathan.Connell/

"Either this man is dead or my watch has stopped."
-- Groucho Marx

1900. Re: I need help, please

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-12 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3419E56E.CCBE549B@tcd.net>
Source record: 70274

If you are trying to load from basic:

LOAD "D1:FILENAME.BAS
comes up READY
type in RUN..

Other files should autoboot..

bob

1901. Re: Best OS for 32K Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5vcnne$hh7$1@triglav.iwaynet.net>
Source record: 70176

On 1997-09-11 pbjurman@aol.com(PBjurman) said:
>I have an Atari 400 computer with 32K RAM and a 1050 disk drive
>(w/o power supply...) and I was wondering what the best OS would be
>for my computer. I've heard about lots of different ones, but which
>one is everyone's favorite (that would run on my computer)? Thanks
>for your help!

Well only a 64k Atari can use RAM OSes.
There is a RAM OS that speed up the floating point.That probably just copies the OS ROM to RAM and replaces/patches the FP part,like a high-speed SIO handler does.They are used with high-speed disk drives to switch the buad rate to whatever the disk drive protocol uses.
(UltraSpeed drives can have different speeds,the patched OS asks it)
The Floating point is used by BASIC so BASIC games would go faster.
I've never really heard of a RAM OS replacement,just patches.

UltraSpeed OS is a ROM based OS.It's put out by Bob Puff.
It also supports RAM disks.(so boot games will work with them)
I don't know if OS ROM chips for the XL/XE would work for the 400.
Anyone have a idea?

Net-Tamer V 1.09 - Test Drive

1902. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5vd4l2$jus@freenet-news.carleton.ca>
Source record: 70177

Dave Goggin (dt4@limitpt.com) writes:
> I never would have thought that the 8-bit fan culture was still so
> active! Can anyone explain this?

No computer, to this day, ever made me say 'WOW' so many times :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1903. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-ya02408000R1309970125450001@news.cnct.com>
Source record: 70178

In article <34186516.73CF@limitpt.com>, dt4@limitpt.com wrote:
>I never would have thought that the 8-bit fan culture was still so
>active! Can anyone explain this?

I would chalk it up to two issues.

First, most of the people posting here have "cut their teeth" on Ataris, myself included, and many of them (again, myself included) have kept their 8-bits running through several computer upgrades. (My own went from 400 to 800XL to ST to several Macintoshes, and all but the ST still works.)

Which is the second reason: The 8-bit Ataris are notorious workhorses. There are probably more *working* and *usable* 8-bit Ataris than any other 8-bit machine (with the possible exception of the Apple II series, only because Apple still supported them for years after 8-bits "died").

==========
This recursive loop is at the beginning | Dogbert at heart,
and the end of this recursive loop. | Dilbert in practice.
==========

1904. Source for flat .100 keyboard connector

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5vdb77$mpq@freenet-news.carleton.ca>
Source record: 70179

I've worked out a microcontroller interface for a PC AT keyboard to my 800xl,
but the only way to make what I would consider a nice clean pcb is to
get another one of the .100 flat cables and sockets that are used in
the XL/XE series.

I would like to put a socket on the board, so the cable from the real keyboard
goes into that, and the new cable goes into the XL motherboard so both
the AT keyboard and Atari keyboard both work.

I see AMP makes a .100 ribbon cable with pins on the ends, which I think is
similar to what was used in some of the 600XL units, and would work, but
the problem is there is not SOCKET available (at least from DigiKey) that
will accomodate the original ribbon :(

Thanks for any help.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1905. Emu authors: Please support snapshots!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: h0142kdd@joker.rz.hu-berlin.de
Message-ID: <5vdgcu$924@joker.rz.hu-berlin.de>
Source record: 70180

It seems that none of the Atari emulators (I've tried XL-it, Xformer, Pokey, Atari800) supports memory snapshots, e.g. saving a complete memory dump (plus all the necessary registers) to a file. Since this is obviously a useful feature (for example if you want to resume a game later), and since it's trivial to implement, I really wonder what prevented the emulator authors from supporting it.

-- Dave

1906. Atari Computer items

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <5vdt9r$8ci$1@news2.voicenet.com>
Source record: 70181
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
Atari Items for Sale plus shipping

Atari 800 Computer w/power supply..................... $59 added 6/21/97
Atari power supply for 1050 drive..................... $19
Ape Face Model XLP Digital Device..................... $39 added 6/21/97
Atari 850 Interface no power supply................... $39
Atari XMM801 printer.................................. $24
Atari 1020 Printer.................................... $15
Atari 410 Program Recorder (tape deck) ............... $14
Atari 400 Program Recorder (tape deck)................ $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................ $ 8 each
Paddles (3 sets)...................................... $12 each
WICO Command Control Joysticks - rough............... $12 pair
DVE Printer Power Supply Model DV-2412A.............. $10
50 5-1/4 diskettes ................................... $10
50 3-1/2 diskettes.................................... $12.50
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Con*Putation
Cranston Manor Adventure (no box)
DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
```

Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $8 each (4 for $28)
most have box and docs

DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations -- added 6/21/97
Success with Math - Quadratic Equations -- added 6/21/97
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Adventure 7.8.9 from Adventure International
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Printer Driver Construction Set from APX
Summer Games - added 6/21/97
The Quest - added 6/21/97
Touchdown Football - added 6/21/97
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
.....

Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Writer Word Processor
Basic Language Computing - added 6/21/97
Galaxian - added 6/21/97

Music Composer
Pacman - added 6/21/97

.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Clowns & Balloons for 400/800
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jungles Rainbow w/docs
List, General List, List Customizer
Sargon II -- added 6/21/97
Star League Baseball
States & Capitals
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Program Exchange - A guide to Effective Programming
Atari 440 Programmer Owners Guide

Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS -- added 6/21/97
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com generic@voicenet.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

1907. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <5vdvfl$es@cletus.bright.net>
Source record: 70182

>
>I never would have thought that the 8-bit fan culture was still so
>active! Can anyone explain this?
>

There are people that collect and use antique radios, classic cars, etc. I think some of us atari 8-bit enthusiasts have some things in common with them. Some of us regret having sold our first automobile, because of the fond memories associated with it. We've learned it's sometimes better not to sell our "first love", but to keep it, maintain it, and take it for a spin every once in a while. Others use the A8 every single day to do the things the need to do. Dial-up bbses and text processing comes to mind. Some are creating eye-popping demos.

Whatever the reasons that individuals may have for their continued interest in these machines, the camaraderie among this group is the best there is. That is reason enough to keep bringing me back.

==========
http://closertohome.dyn.ml.org/index.html
==========

1908. 8bit Hard disk ??

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <341AA5FB.1B74@midamer.net>
Source record: 70183

CAn anyone tell me about hard disks for the 8bit series ? What ones were made, how much storage, operating systems and what current prices might run ?

1909. i buy ATARI pong,video pinball, stunt cycle

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bcc049$da9d0380$131644c3@pamuller.imaginet.fr>
Source record: 70184

hi

i'm looking for: PONG,ultra pong, super pong made by ATARi
stunt cycle, video pinball, touch me

thanks

1910. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19970913144301.KAA12042@ladder02.news.aol.com>
Source record: 70185

> I would chalk it up to two issues.

> First, most of the people posting here have "cut their
> teeth" on Ataris...the second reason: The 8-bit Ataris are
> notorious workhorses. There are probably more *working*
> and *usable* 8-bit Ataris than any other 8-bit machine
> (with the possible exception of the Apple II series, only
> because Apple still supported them for years after 8-bits
> "died").

That's certainly the case for me, too. The Atari 800 was my very first computer, and I started off with that and the 410 program recorder. Those were fun days. Most everything I ever had to know about computers, I learned it right there. We didn't have it easy; we had to do literally everything "manually," if you know what I mean. None of these computer newbies today would survive one day if the 8-bits were still in existence. <g>

As for the workhorse thing, that's one of the best things about Atari. I think you'd need to smash them with a sledgehammer before they finally busted. My 800 went through some heavy usage, surviving some mishaps here and there, but still worked fine. And it still does today, after over 14 years. My 130XE also still works like a gem after 10 years, but hasn't gone through the same heavy duty use.

1911. Re: Info needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19970913165301.MAA19957@ladder02.news.aol.com>
Source record: 70186

>I'm setting up the old Atari 8 bit and am trying to bring my feeble old
>5.25" disks over to the PC. Unfortunately, I lost my ICD 256K MIO power
>adapter...anyone have any idea what the voltage and amperage requirements
>were for this device?
>
>

The MIO uses an AC adapter of - Input 120v @ 50w -Output 9v AC @ 31va.

1912. SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19970913171500.NAA15535@ladder01.news.aol.com>
Source record: 70187

can someone send me a VERY GOOD schematic to build the SIO2PC cable?
Thanx!

1913. 5 1/4 disks

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: Greg Haskill <mtkoor@chat.carleton.ca>
Message-ID: <01bcc070$63670fa0$010200c0@test.carleton.ca>
Source record: 70188

I have a bunch of old 5 ¼ inch disks lying around and after deciding to clean up and out I have the choice of chucking them out or giving them to someone. I have no use for them as I don't have a drive for that size anymore. Reply if you're interested in them . Some have existing prog's still on them, some are blank. Take 'em ...they're yours.
--

Ambrose Bierce:

"Cogito cogito ergo cogito sum" (I think that I think, therefore I think that I am.)"

---
http://chat.carleton.ca/~mtkoor

1914. Re: fs: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: wizkeyman@aol.com
Message-ID: <19970913220700.SAA05460@ladder01.news.aol.com>
Source record: 70189

I Have an Atari800xl, plus drawing pad, joysticks, tape and disk drives, plus 1000's games andn it is just taking up space, any one want it Free, for nothing, but you must collect or pay postage

1915. Re: ****CABLE BOX DESCRAMBLER****BUILD YOUR OWN DESCRAMBLER FAST CHEAP AND EASY

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: Scott Le Grand <legrand@teslaNOSPAM.mbi.uclaFNORD.edu>
Message-ID: <341B1834.39E8B277@teslaNOSPAM.mbi.uclaFNORD.edu>
Source record: 70190

Steven Posey wrote:

> Interesting...
>
> I was curious to see if this guy was legit, so I tracked him down as
> far as I could, only to discover the address he previously posted
> (under a different company name, no less) was non-existent. Anybody
> looking to blow $5, go right ahead, but my gut feeling is this guy is
> a postal worker, trying to scam you into sending money that he can
> intercept before it gets hit with an RTS.
>
> Of course, the worst part is that no one would admit to sending the
> money, because what he's offering is illegal anyway. Pretty good
> scam, as long as you don't get caught.
>
> Be warned.

Oh, it's even better than that: this solution flat out doesn't
work for anything but notch filter-based scrambling which paradoxically
is still in use for Cinemax in LA but I haven't seen anywhere else
in years.

And what's still better than that is that said plans are available
for free simply by searching Deja News for one of the many
times they have been posted.

Still, I'm all for anything that parts an idiot from their money...

1916. Looking for old cassette game: "Mar Tesoro"

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: aramos@coil.com
Message-ID: <aramos-1309971929550001@cmhbd.coil.com>
Source record: 70191

A co-worker of mine had a friend who made this game. He says it was released commercially but he doesn't remember the name of the company. As far as he knows, it was released only on cassette. It was probably a boot loader (i.e. not written in BASIC).

If anyone has heard of this game or knows where to get it as a load file, please let me know... he wants to use my copy of Rainbow to re-live some of the past!

Thanks,
Tony R.
--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd. #15 : aramos@coil.com, aramos@hyperreal.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

1917. Re: 8bit Hard disk ??

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: a_non_y_mouse@webtv.net
Message-ID: <5vf8r8$5mi$1@newsd-112.bryant.webtv.net>
Source record: 70192

There was a post awhile back about a 'black box' for the 800XL(?) that gives you SCSI support. Your choice of drives would be pretty big with one of those....

-mouse

a_non_y_mouse@webtv.net

http://www.geocities.com/SiliconValley/Pines/1030/

1918. Re: ****CABLE BOX DESCRAMBLER****BUILD YOUR OWN DESCRAMBLER FAST CH...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: a_non_y_mouse@webtv.net
Message-ID: <5vf8a9$5l2$1@newsd-112.bryant.webtv.net>
Source record: 70193

That old notch filter type schematic is still useful?

Maybee I should dig it up and post it to all the groups this scammer posted in. Or make people e-mail me a gif of a $5 bill....

-mouse

1919. Half Vassed Catalog?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <341B6F53.14E2D40D@tcd.net>
Source record: 70194

Several users in this group finally got to me. I have just finished putting together a small
catalog of what I have available for the 8-bit user. Other items I may have omitted does not mean I do not have access to them but my memory getting old eliminated them.

If you need something I forgot then please ask for it.For the items ask for the Half Vassed
catalog..If you really want a Catalog of all Atari 8-Bit items then by all means contact Brad Cotta for his catalog at the price of $10.50 shipped..

Thanks for your patience..

bob

1920. Re: ****CABLE BOX DESCRAMBLER****BUILD YOUR OWN DESCRAMBLER FAST CH...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-13 00:00:00 UTC
From: Scott Le Grand <legrand@teslaNOSPAM.mbi.uclaFNORD.edu>
Message-ID: <341B731C.3EC5FCA7@teslaNOSPAM.mbi.uclaFNORD.edu>
Source record: 70195

A-Non-Y Mouse wrote:
>
> That old notch filter type schematic is still useful?

Yep, wherever you get those BEEP BEEP BEEP BEEP BEEP BEEP etc
scrambled signals rather than the wavy picture or the complete
removal of the signal. Century Cablevision in LA uses all
three systems for various channels for some reason.

> Maybee I should dig it up and post it to all the groups this scammer
> posted in. Or make people e-mail me a gif of a $5 bill....

Heh

Scott

1921. Re: WTB Atari 8bit ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: lwalker@interlog.com
Message-ID: <341b44f5.67486567@news.interlog.com>
Source record: 70196

On Wed, 10 Sep 1997 01:47:55 GMT, Alan Christie
<94chrisv@scar.utoronto.ca> wrote:

>I am looking to buy ANY and all Atari 8bit ROMs you may have for sale. It
>does not matter games, XL/XE carts, non-games, whatever. They must be
>able to run on an 800XL. (no 400/800 only ROMs please)
>
>Please e-mail me your ROMs for sale and asking price, including shipping
>rates to Toronto, Ontario, Canada.
>
>(Canadian and American Atarians only please, I can't afford shipping rates
>from overseas, sorry!)
>
>Alan
>University of Toronto
>
>
You might try the Toronto Atari Federation. I don't have their voice
handy, but their BBS is (416) 421-8999. They also have a web-site.

ciao larry

1922. 8 bit atari hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: rvalente@netheaven.com
Message-ID: <5vfiok$nc7$0@206.231.152.79>
Source record: 70197

E-mail and tell me what you want and how much you want to spend.
Some items are
800 computer 48k
800 xl
130 xe
850 interface
casette recorder
various model disk drives
various modems
pen plotter

All official Atari, all working, some in orginal boxes with manuals
I'm posting in this fashion cause I'm not even sure how much stuff I
have stored, or any idea of what it's worth.
Serious e-mail only.
Thanks

1923. Can you copy atari 400/800/xe carts to pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: burton@one.net
Message-ID: <5vfljs$678$1@news.one.net>
Source record: 70198

I have over 75 carts for the 400/800/and XE is there any way I can copy then to my PC, so I can play then with an emulator. Plans for a rom dumper would work I'm fairly good with electronics?

1924. Atari 8bit stuff FS **** 7800 stuff wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: mlunde@NOSPAMgeocities.com
Message-ID: <341b5e1d.1651969@news.theonramp.net>
Source record: 70199

I have the following atari 8-bit software for sale.
I want to sell it as a whole, for $23 this includes shipping
I can't garantee they work because I have since sold my 1050 floppy
drive. But the last time I used them they worked and I have never had
any problems with disks and my atari. I have XE game system, they all
ran on that. So if you need to know if certain software requirements
I can check. I should have most or all the manuals.

excalibur
Star Rader II - atari
summer games -epyx
silent service
wizards crown - SSI
Exodus Ultima 3
Music Construction Set
F-15 Strike Eagle
Bop and Wrestle - 64K required 128K recomended
Scenery Disk for Flight Sim 2, the san fran and bay area
La Swat and Panther
Galahad & the holy grail
Mind Shadow - Activison
Shattered Alliance - SSI

I also have a 2600 and a few games I want to get rid of. I have no
joysticks or TV adaptor. I only want to sell it for the cost of
shipping. $8 or to trade for 7800 stuff. If you have 7800 stuff you
want to sell please email me too. I want 7800 games and controllers.

mlunde@geocities.com

1925. Re: Atari 8bit stuff FS **** 7800 stuff wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: mlunde@NOSPAMgeocities.com
Message-ID: <341b625d.2740797@news.theonramp.net>
Source record: 70200

On Sun, 14 Sep 1997 04:02:14 GMT, mlunde@NOSPAMgeocities.com wrote:

>
>I have the following atari 8-bit software for sale.
>I want to sell it as a whole, for $23 this includes shipping
>I can't garantee they work because I have since sold my 1050 floppy
>drive. But the last time I used them they worked and I have never had
>any problems with disks and my atari. I have XE game system, they all
>ran on that. So if you need to know if certain software requirements
>I can check. I should have most or all the manuals.
>
>
>excalibur
>Star Rader II - atari
>summer games -epyx
>silent service
>wizards crown - SSI
>Exodus Ultima 3
>Music Construction Set
>F-15 Strike Eagle
>Bop and Wrestle - 64K required 128K recomended
>Scenery Disk for Flight Sim 2, the san fran and bay area
>La Swat and Panther
>Galahad & the holy grail
>Mind Shadow - Activison
>Shattered Alliance - SSI
>
>
>I also have a 2600 and a few games I want to get rid of. I have no
>joysticks or TV adaptor. I only want to sell it for the cost of
>shipping. $8 or to trade for 7800 stuff. If you have 7800 stuff you
>want to sell please email me too. I want 7800 games and controllers.
>
>mlunde@geocities.com

Well you should be able to figure out my email address, because I
included it at the end of the post. However, if you choose to just
reply, it will use the NOSPAM thing, I forgot to include a sig file to
warn you about that. Sorry.

1926. Re: Info needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: The Shadow <shadow01@aracnet.com>
Message-ID: <5vf855cdi1@news.chatlink.com>
Source record: 70201

> >I'm setting up the old Atari 8 bit and am trying to
bring my feeble old
> >5.25" disks over to the PC. Unfortunately, I lost my
ICD 256K MIO power
> >adapter...anyone have any idea what the voltage and
amperage requirements
> >were for this device?
> >

It is the same one as a 1050 disk drive, in fact I use 1050
power supplies on both of my MIO's.

The Shadow

1927. hi , i buy ATARI pong, video pinball, stunt cycle

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bcc106$c3888580$4b1644c3@pamuller.imaginet.fr>
Source record: 70202

hi

i'm looking for: PONG,ultra pong, super pong made by ATARi
stunt cycle, video pinball, touch me

thanks

1928. Re: copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: sdc_bcg@dave-world.net
Message-ID: <341c167d.0@nt.dave-world.net>
Source record: 70203

In <341b0b48.3250571@news.demon.co.uk>, sam@greenaum.demon.co.uk!!ARSE!! (Sam.) writes:
>georgeh@comet.net (George F. Hardy) wrote:
>
>>Often a copyright owner will sue even though he doesn't want
>>to.
>
>Not very often, C64, Spectrum and Amstrad stuff has been doing the
>rounds a few years, and I've only heard of David Braben actually going
>to the trouble of suing. And I would have heard otherwise.
>
>And he lost.
>
>>Why? Because if he fails to enforce his rights, his work
>>will become part of the "public domain".
>
>I don't think a lot of companies are that bothered. When asked, many
>authors and some companies are glad (and amazed!) that people are
>still playing their old stuff. There's no money to be made, it's a
>pretty stupid company that would take court action.
>
>

Actually, (and I will gladly accept correction as I am not an lawyer) the copyright is valid whether or not it is defended. With the Berne Convention now in place I never quite remember the duration, but I believe it is still something like life + 50 years. After that time, the work becomes public domain, period. During that time the author can explicitly place the work into the public domain, at which time all rights under the copyright are lost, including the right to somehow limit the use of the work while it is in the public domain.

On the otherhand, a Trademark, once issued, is perpetual until such time as it no longer is actively maintained by the owner. This is the thing that if you don't sue or otherwise stop entities using it improperly you lose the trademark. In this instance you get the situation as recently disclosed that Microsoft was going after people improperly using the trademarked name "Windows NT" in product names and other materials. For the obvious reason trademark owners do not want their trademarks diluted, etc., but by the other hand if it is ever shone that Microsoft did not defend the name Windows NT from improper use they would lose all control over the name. However, they would always retain copyright to the actual software product per the terms of copyright law.

Bob
sdc_bcg@dave-world.net

1929. Re: Atari 130XE BUG? Definately a problem!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5vhb62kkr1@nuke.csu.net>
Source record: 70204

BobKlaas (bobkla19@tcd.net) wrote:

<snip>
: This is not so!...I went through 6 other 130XE's same setup and same
: problem happened computer lost track of what was going on and had to be
: reset...So, pulled the Expansion Port
<snip>

Ahhh... this could explain the slight problems I noticed with Ben Corr's
copy of Action! of my newly aquired 130XE.

I thought it could've been the Action! cart., so I cleaned it with a
rubber eraser quite a bit.... It SEEMED to be better, but we'll see.
Now that I know about THIS problem, maybe I'll stick to an 800XL for
development!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1930. Re: Game Link II questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5vhbjukkr2@nuke.csu.net>
Source record: 70205

Jeff Potter (jdpotter@worldnet.att.net) wrote:
: I've dragged out my old Action! cartridge and started coding from my
: AGDAGON source. I'll attempt to make you a simple demo program that
: links two Ataris together, sending one word back and forth, allowing
: each to control the other's background color by joystick. This is
: simpler than Agdagon:

THANK YOU! THANK YOU! THANK YOU!!!!

<specs snipped>

Sounds like just what I wanted! :)

: and probably some other things I can't think of yet. If I can't get
: Action to work, I'll switch back to assembler. BTW, is there any
: ordinary way to write interrupt service routines in Action? How do I
: force pushing registers on the stack? Popping them off? Performing an
: RTI? I imagine I can just imbed the machine language instructions, but
: that seems "brute force."

Brute force is fine with me! Heck, that's how C programs get streamlined!
:)

And BTW, the VBI code I have does a "DEFINE RTI=(whatever # RTI is in ML)"
and then in the VBI routine, it looks like:

```
Proc VBI_stuff()
...
[ RTI ]
```

So, I'm used to it! :)

Thanks again! I owe you one! (Or two!)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1931. 1200xl Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: RC <claunch@pacbell.net>
Message-ID: <341B9395.512A@pacbell.net>
Source record: 70206

Hello

Where can I find a DOC file showing how to upgrade the Ram on the 1200xl machine?

Thanks

Richard
RClaunch@Rocketmail.Com

1932. Re: NEW GAME - GemDrop

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5vhc2dkkr4@nuke.csu.net>
Source record: 70207

dklugh@iwaynet.net wrote:

: On 1997-08-28 kendrick@zippy.sonoma.edu(WilliamKendrick) said:
: >dklugh@iwaynet.net wrote:
: >: You might look into Quick.
: >I have Quick. I utterly hate the editor. 40 columns of text, max.
: >In Action!, at least it SCROLLS!!! <:^(Also, Quick is good for

: I hate editors where you have to scroll to see the whole line.Better to have
: 40-columns.
: (they might have a special character at the end of a logical line like text
: editors do)

Nope... You're stuck at actually 39 characters or line or something. >:^P

: >: And people chastise me for using a DEAD machine.Cheek!
: >Heheh :) Tell 'em you've got a MOD editor, a GIF viewer, 4096
<snip>

: Not to mention Bomberman ("DynaDemo") and Tetris ("The Wall").

Where is this "DynaDemo" and why hasn't someone sent it to me to put up
on UMich!? >:^P

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1933. Getting Antic disks to work (.atr or .bas)???

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: "B. Sturk" <bsturk@NOSPAMnh.ultranet.com>
Message-ID: <341C3676.75E3@NOSPAMnh.ultranet.com>
Source record: 70208

I am using XL-it and am trying to get the disks that came with the Antic
magazines. I've tried just about everything I can think of. I have
also tried both of the menu disks for use with the emulators. Any help
greatly appreciated.
--
Brian Sturk SW/Engineer (please remove NOSPAM to e-mail, Thanks!)

Curator of The Unofficial Borland C++ Builder Page
http://www.nh.ultranet.com/~bsturk
"Whatever happened to Pong?" Frank Black, The Pixies

1934. Atari show in Dallas, Texas!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: smedley@gte.net
Message-ID: <5vho83$nu6$1@gte2.gte.net>
Source record: 70209
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

The Event:

Another reminder that the Atari Users of North Texas will be hosting an "Atari show" at the Infomart in downtown Dallas on Saturday, October 11th. While AUNT is primarily an ST/TT/Falcon computer users group, we invite all Atarians - 16 bitters, 8 bitters, and gamers (like me!) to attend. Attendance is FREE!

OK, I gotta admit it up front - the 8-bit computer line will not be very well represented here. In fact, I think my XEGS will be the only machine in this family around for you to fiddle with. But this is a great chance for us all to get together and share some stories. And if you want to bring some of your 8-bit stuff for swapping, post a note in comp.sys.atari.8bit announcing what you have to bring - perhaps some of us can get together and do some business on the side.

Other attractions:

We will also be hosting a pre-show dinner and a post-show dinner to give all Atarians a chance to relax and have dinner in a much more relaxed atmosphere. The pre-show dinner will be at the Hoffbrau in Addison, while the post-show dinner will be at the Bavarian Grill in Plano. If you would like to attend either or both of these dinners, contact David Acklam (see e-mail address later in this note).

At this point in time, we expect ChroMagic, Crawly Crypt, Systems For Tomorrow, It's All Relative, Emulators Inc., and Trace Technologies attend. (This is not set in stone - more vendors may be added, and some of these may not attend after all. I should have a more definite list for you in about a week. But these vendors all showed a strong interest in attending.)

What there is to do:

Along with shopping the vendors, we are planning a few software & hardware demonstrations, including an Atari internet demo (if we can get a phone line from the room cheap enough) and a big chunk of my personal Atari classic (and not so classic) video game collection - free to play all day, as long as you're nice to my stuff! (I'll also be bringing a little bit of trading stuff for any classic gamers out there.) Again, I'll have more solid info in about a week - stay tuned!

There are also plans still being hammered out for a free raffle and some game competitions. I am welcoming suggestions about what games you would like to play in such competitions, and ways to structure the

events. (Probably no prizes for the games - it will just be for fun.
But here's hoping we CAN manage to scrounge up a few extra prizes
aside from the raffle - anybody got anything humorous to donate?)

BTW, if you are not a ST/TT/Falcon owner, contact our vendors and let
them know what platform you would be interested in shopping for at the
show! For instance, I know SFT stocks classic and modern Atari gaming
stuff - their e-mail is sales@SystemsForTomorrow if you want them to
bring some of these items with them.

If you can't go, ADVERTISE!

And lastly, if you're a vendor and would like to place an ad in our
show newsletter, which will be handed out free at the show, contact
Dave Acklam ASAP! Rates a VERY CHEAP for this advertising, but it goes
to press very soon so contact him NOW! Last year we attracted Atarians
from all over Texas, Arkansas, Louisiana, and Oklahoma for this show -
let them know you're there to sell Atari products to them, even if you
are unable to bring your goods to the show!

For more info, contact:

David Acklam, President & Editor: d-acklam@ti.com
Dan Mazurowski, Secretary: smedley@gte.net

-=-=-=

1935. **** Adult oriented games for ATARI 5200 ****

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: TUSKINS <tuskins@ix.netcom.com>
Message-ID: <5vhlib$feh@dfw-ixnews8.ix.netcom.com>
Source record: 70210

For Atari 5200

Adult oriented games 2-in-1 cartridge
w/box and manual

assorted titles

6 cartridges (12 titles) for $24

must be 18 yrs old to purchase

TUSKINS-games
213-728-2785
tuskins@ix.netcom.com

1936. Atari Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: Montague <forshey@zoomnet.net>
Message-ID: <341C7866.4FF1@zoomnet.net>
Source record: 70211

Hey;

It was brought to my attention that there was a wireless joystick for the Atari (2800, I believe). It used radio frequency to transmit the data to the base that connected to the console, unlike the infra-red or ultraviolet detectors used on newer wireless joysticks for PCs. Can anyone tell me where I can find one for sale, or a more relevant newsgroup to post this in?

Thanks,
Jared

1937. Re: Atari show in Dallas, Texas!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: Steg <steg@airmail.net>
Message-ID: <853B63EC3CBB0CDF.CCD200F176F636E4.564589A2408E781D@library-proxy.airnews.net>
Source record: 70212
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Dan Mazurowski wrote:
>
> The Event:
> ----------
> Another reminder that the Atari Users of North Texas will be hosting
> an "Atari show" at the Infomart in downtown Dallas on Saturday,
> October 11th. While AUNT is primarily an ST/TT/Falcon computer users
> group, we invite all Atarians - 16 bitters, 8 bitters, and gamers
> (like me!) to attend. Attendance is FREE!
>
> OK, I gotta admit it up front - the 8-bit computer line will not be
> very well represented here. In fact, I think my XEGS will be the only
> machine in this family around for you to fiddle with. But this is a
> great chance for us all to get together and share some stories. And if
> you want to bring some of your 8-bit stuff for swapping, post a note
> in comp.sys.atari.8bit announcing what you have to bring - perhaps
> some of us can get together and do some business on the side.
>
> Other attractions:
> ------------------
> We will also be hosting a pre-show dinner and a post-show dinner to
> give all Atarians a chance to relax and have dinner in a much more
> relaxed atmosphere. The pre-show dinner will be at the Hoffbrau in
> Addison, while the post-show dinner will be at the Bavarian Grill in
> Plano. If you would like to attend either or both of these dinners,
> contact David Acklam (see e-mail address later in this note).
>
> At this point in time, we expect ChroMagic, Crawly Crypt, Systems For
> Tomorrow, It's All Relative, Emulators Inc., and Trace Technologies
> attend. (This is not set in stone - more vendors may be added, and
> some of these may not attend after all. I should have a more definite
> list for you in about a week. But these vendors all showed a strong
> interest in attending.)
>
> What there is to do:
> --------------------
> Along with shopping the vendors, we are planning a few software &
> hardware demonstrations, including an Atari internet demo (if we can
> get a phone line from the room cheap enough) and a big chunk of my
> personal Atari classic (and not so classic) video game collection -
> free to play all day, as long as you're nice to my stuff! (I'll also
> be bringing a little bit of trading stuff for any classic gamers out
> there.) Again, I'll have more solid info in about a week - stay tuned!

>
> There are also plans still being hammered out for a free raffle and
> some game competitions. I am welcoming suggestions about what games
> you would like to play in such competitions, and ways to structure the
> events. (Probably no prizes for the games - it will just be for fun.
> But here's hoping we CAN manage to scrounge up a few extra prizes
> aside from the raffle - anybody got anything humorous to donate?)
>
> BTW, if you are not a ST/TT/Falcon owner, contact our vendors and let
> them know what platform you would be interested in shopping for at the
> show! For instance, I know SFT stocks classic and modern Atari gaming
> stuff - their e-mail is sales@SystemsForTomorrow if you want them to
> bring some of these items with them.
>
> If you can't go, ADVERTISE!
> ----------------------------
> And lastly, if you're a vendor and would like to place an ad in our
> show newsletter, which will be handed out free at the show, contact
> Dave Acklam ASAP! Rates a VERY CHEAP for this advertising, but it goes
> to press very soon so contact him NOW! Last year we attracted Atarians
> from all over Texas, Arkansas, Louisiana, and Oklahoma for this show -
> let them know you're there to sell Atari products to them, even if you
> are unable to bring your goods to the show!
>
> For more info, contact:
>
> David Acklam, President & Editor: d-acklam@ti.com
> Dan Mazurowski, Secretary: smedley@gte.net
>
> ---
>
> -=-=-=-

http://www.geocities.com/SoHo/3926/c64_list.html
==========
C64 Cart descriptions!
http://www.geocities.com/SoHo/3926/c64_desc.html
==========

1938. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <341CB0D6.1D8E@pacbell.net>
Source record: 70213

Dave Goggin wrote:
>
> I've been lurking around in this group for a while, getting
> ready to post a message about selling all my old Atari stuff
> when I realized... There still seems to be a lot of enthusiasm
> for the 8-bit machines even now, many years later, even with
> 200 Mhz Pentium MMX and such on the market.
>
> I never would have thought that the 8-bit fan culture was still so
> active! Can anyone explain this?
>
> --
> regards,
>
> Dave Goggin Limit Point Systems
> dt4@limitpt.com http://www.limitpt.com
> --
> The opinions expressed herein are mine alone, and do not
> necessarily coincide with those of my employer or client(s).
> These opinions are subject to change and may not
> be based on scientific fact.
No, we may not be able to explain it - at least we will all probably
have different feelings about them. Feelings, not hard facts. It really
saddens me to think that the current generation of kids (of all ages)
will never get to experience these (B)asic machines. For some reason,
when I do something on my Atari 8-bit, I often wonder how it does that
or can I modify it a little bit to do something similar. It generates a
sense of wonder and accomplishment. My 8-bit and I did something cool...
I never, ever get that feeling with my IBM (or the ST, for that matter).
Closest I ever came to poking around on an IBM is doing a SIO2PC cable.
Kind of like the old AM radio vs FM stereo receivers. How many kids try
to build a crystal set or a simple AM radio? Ever try an FM? No way....
Kind of rambling on here, aren't I? My kids grew up on Atari 8-bits and
it didn't seem to hurt them. I got enough stashed so my granddaughter
will have some to play with. The rest of the world may not be so lucky -
pity. When the redwoods all get cut down..... they're gone. Same for
Atari 8-bits, I guess.
Bob Woolley

1939. Re: 1200xl Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <341CB1A2.57C2@pacbell.net>
Source record: 70214

RC wrote:
>
> Hello
>
> Where can I find a DOC file showing how to upgrade the Ram on the 1200xl
> machine?
>
> Thanks
>
> Richard
> RClaunch@Rocketmail.Com
Best way is to use an ICD Rambo upgrade. B&C and Best should have them.
Atari Classics has a battery powered 512K upgrade that you could use in
your 1200XL.
Bob Woolley

1940. Re: Half Vassed Catalog?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-14 00:00:00 UTC
From: Rory McMahon <mcmahon@impulsedata.net>
Message-ID: <5viln3dkb1@e3000.supernews.com>
Source record: 70215

BobKlaas wrote in article <341B6F53.14E2D40D@tcd.net>...

>Half Vassed catalog..If you really want a Catalog of all Atari 8-Bit items
then by
>all means contact Brad Cotta for his catalog at the price of $10.50
>shipped..
>
>Thanks for your patience..
>
>bob
>

Just a bit of trivia, Half Vassed was the engineer for Atari who developed
all of those fine vaporware products you held your breath for back in the
1980's... Such a fine tribute to such a wonderful man...

Thanks Bob!

1941. i buy atari pong, super pong, video pinball, touch me

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bcc21a$e35889e0$341644c3@pamuller.imaginet.fr>
Source record: 70079

hi

i'm looking for: PONG,ultra pong, super pong made by ATARi
stunt cycle, video pinball, touch me

thanks

1942. Re: Can you copy atari 400/800/xe carts to pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: Mr Maddog <mrmaddog@*YOU_SPAM__YOU>
Message-ID: <Pine.UW2.3.95.970915174417.3817B-100000@reality>
Source record: 70080

On Mon, 15 Sep 1997, Paul Pennington wrote:

> burton@one.net (jack Burton) wrote:
>
> >I have over 75 carts for the 400/800/and XE is there any way I can copy then
> >to my PC, so I can play then with an emulator. Plans for a rom dumper would
> >work I'm fairly good with electronics?
>
> I made one of these years ago. I mounted a cartridge socket on a
> small minibox, and ran a short ribbon cable to a 28-pin DIP plug that
> goes into my EPROM programmer.

Any plans to post the instructions here or somewhere on a web site?

So far, I've been able to get decent ROM dumps from using an 800 and
CartCopy 2. I've managed to get Basic and Star Raiders (both unprotected)
to work, so I believe they should work straight on an emulator.

But if I'm worng on this, please correct me... :)

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

All solicitation, automatic or manual, is subjected to a fee of $500
by Pennsylvannia State law. Administrators of the domain from where
the offending e-mail has been sent will be notified of such actions,by
any means necessary.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

Eric Noss
a.k.a
Mr. Maddog

"Don't worry, I don't have low self-esteem. It's a mistake.
I have low esteem for everyone else." - Daria

1943. 8bit Hard disk ??

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: Jeff.Thomas@823.to.org
Message-ID: <6ac_9709160545@tor250.org>
Source record: 70081

```
LM>CAn anyone tell me about hard disks for the 8bit series ? What ones were
LM>made, how much storage, operating systems and what current prices might
LM>run ?
LM>
--
| Gated by the premier Fido Technology Networks gateway .
| Providing USENET, Internet Email and FTP hub facilities.
| See <a href="http://ftn.hub.org"></a> for details.
```

1944. Re: Can you copy atari 400/800/xe carts to pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: paulpenn@southconn.com
Message-ID: <341c8400.10834422@news.dx.net>
Source record: 70216

burton@one.net (jack Burton) wrote:

>I have over 75 carts for the 400/800/and XE is there any way I can copy then
>to my PC, so I can play then with an emulator. Plans for a rom dumper would
>work I'm fairly good with electronics?

I made one of these years ago. I mounted a cartridge socket on a
small minibox, and ran a short ribbon cable to a 28-pin DIP plug that
goes into my EPROM programmer.

Paul Pennington
Augusta, Georgia

1945. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5vi5pa$4r3$1@nuke.csu.net>
Source record: 70217

Vidar Olavesen (olavese@online.no) wrote:

: Because the Atari systems has soul! <snip>

That's the best description I've heard. :)

: <snip> and if Bill Kendrick (Hi! ;-))
: and I can co-operate on some games, maybe you'll see some new games for the
: good old system soon!

You definitely will see at least ONE, very SOON! Gem Drop!
After that may be Mah Jongg.

Then, when I get some time, I'll talk to you, Vidar, and some others,
about coding some really impressive fast-action stuff! :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

1946. atari 800xl system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: htr2001@aol.com
Message-ID: <19970915021900.WAA14725@ladder01.news.aol.com>
Source record: 70218

I have an Atari 800-XL system for sale - includes cpu, Amdek color monitor, 1027 printer, cassette drive, Rana hard drive, 1050 Atari hard drive (may be broken), joysticks, koala pad and all power supply units. With the exception of the 1050, all are in working order.

Also included is tons of software including Letter Perfect (word processing), Visicalc (spreadsheet), Data Perfect (database), and File Manager, all with documentation. Entertainment includes over 60 games such as Chessmaster 2000, Galactic Adventures, Battle of Geetysburg, Star Fleet I, Touchdown Football, Space Invaders, Pac-Man, Movie Maker, and the incredible UNIVERSE!
Documentation is available for all games as well as the hardware.

I would like to see these items going to someone who wants them rather than throwing them in the trash. Here is what I propose: Write, fax or e-mail me a bid on these wonderful items by October 15, 1997. The buyer will also pay all shipping costs. DO NOT SEND ANY MONEY NOW !! I will contact the highest bidder and then we will discuss payment arangements.
My addresses are as follows:
Howard Rand e-mail
HTR2001@aol.com
531 Falcon Avenue fax
305-592-9380
Miami Springs, FL 33166 phone
305-883-6222 eve

305-591-1553 3-5pm est
Send a self-addressed STAMPED envelope to me or e-mail/fax me your fax number and I will send you a complete inventory. If you have any better ideas on how to do this let me know.

Thanks for reading.

1947. Re: Analog July '86 article needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <341d308a.666631277@news.aatech.com>
Source record: 70219

On 6 Sep 1997 09:20:23 GMT, dklugh@iwaynet.net wrote:

>On 1997-08-19 webmaster@cat-inc.com(StevenPosey) said:

> >Now I want to see if Rick gets the thing built. (I briefly worked
> >for a Radio Shack 2 years ago, and they're STILL peddling the
> >Armitron to this day!)

>I thought they had something called a "Super Armitron" or "Mega Armitron" or
>something to that effect.I had the original.The thing could barely lift a cup!

Well, it is a toy their selling after all, not a real robotic arm.

(BTW, I write the software for manufacturing controls which
occasionally involves work with robots. You should see the "Super
Armitron" they use in the clean room at Vistakon. I figure the arm
reaches over 10 feet high :-)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1948. Hardware Sammlung

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: Mike Auch <aumi0011@FH-Karlsruhe.DE>
Message-ID: <Pine.A32.3.95.970915135706.584813C-100000@rz03.FH-Karlsruhe.DE>
Source record: 70220

ich suche noch eine

ATARI 850

zur Erinnerung: das war das Schnittstelleninterface
fuer die 8-Bit Ataris, das parallele und ein paar
serielle Schnittstellen zur Verfuegung gestellt hat.

Wer so einen Kasten noch im Keller oder sonst wo
stehen hat, bitte kleine Mitteilung.
Wenn's jedoch nicht zum Verkauf steht, wuerde mir
auch eine Rom-Kopie weiterhelfen.

Gruss,
-Mike-

1949. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5vioh3$e6c$1@nuke.csu.net>
Source record: 70221

Bob Woolley (rwoolley@pacbell.net) wrote:
<snip>
: it didn't seem to hurt them. I got enough stashed so my granddaughter
: will have some to play with. The rest of the world may not be so lucky -
: pity. When the redwoods all get cut down..... they're gone. Same for
: Atari 8-bits, I guess.

Funny you mention that, I just donated an 800XL and less than a half-dozen carts to the little 5- or 6-year old girl who lives next to my parents' place (considers them grandparents, more or less :))...

I've got a spare drive I'll eventually give her when I feel she can handle it, some games, and maybe (probably, knowing me :)) a book or two on BASIC. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

PS - Bob, I've GOT to see your place! Any chance Ben Corr and I can visit some time? :)

1950. Re: Analog July '86 article needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <341d3c26.669603890@news.aatech.com>
Source record: 70222

On Mon, 15 Sep 1997 12:59:06 GMT, kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:

>On 6 Sep 1997 09:20:23 GMT, dklugh@iwaynet.net wrote:
[snip]
>>I thought they had something called a "Super Armitron" or "Mega Armitron" or
>>something to that effect.I had the original.The thing could barely lift a cup!
>
>Well, it is a toy their selling after all, not a real robotic arm.
.................^ ^ ^ their???

Shame on me. Posting first thing in the morning.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

1951. Re: Hardware Sammlung

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <341d3d5e.0@news.comet.net>
Source record: 70223

In article <Pine.A32.3.95.970915135706.584813C-100000@rz03.FH-Karlsruhe.DE>, Mike Auch
<aumi0011@FH-Karlsruhe.DE> says:
>
>ich suche noch eine
>
> ATARI 850
>
>zur Erinnerung: das war das Schnittstelleninterface
>fuer die 8-Bit Ataris, das parallele und ein paar
>serielle Schnittstellen zur Verfuegung gestellt hat.
>

Just Where are you? I see Karlsruhe. Are you near
Althuette? I have one you can have. The power supply
is 110v, but you may not need it. I ought to be able
to hand it to a man from Althuette on October 25.

GFH

1952. Re: Atari BBSes

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <341d5f59.0@news.carleton.edu>
Source record: 70224

In article <3415906E.4A48@erols.com>, Alan Sharkis <asharkis@erols.com>
wrote:

>From what I understand, there is an FAQ on Atari BBSs.
>
>SOMEBODY, PLEASE, help out with the location of that list!

I have this info posted every 7 days, but what the heck. :)

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

-Michael

1953. I am looking for a 800 XL or 130 XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-15 00:00:00 UTC
From: Franck PALUSCI <fpalusci@planete.net>
Message-ID: <5vjrg6$79e$1@unix39.pressicom.fr>
Source record: 70225

I am looking for a 800Xl or a 130 XE with floppy, softwares... in France if it is possible...

1954. Please submit your cheats/codes, video game links & bad business dealings

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: classics@penny-empire.nospam.com
Message-ID: <341e3561.13169233@news.whc.net>
Source record: 70082
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

```
Visit http://www.penny-empire.com/oasis

Remove the .nospam for email.
```

1955. LYNX Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: warrior@uslink.net
Message-ID: <341e2ac3.133440397@news.uslink.net>
Source record: 70083

I recently aquired a lynx w/out any carts, i've put batteries in it,
and it remains dead. Does anyone know if you must have a cart in it to
get ANY responce? Thanks in advance!!!

Eric
warrior@uslink.net

1956. Re: Emu authors: Please support snapshots!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <341E9F96.3B0BB005@ix.netcom.com>
Source record: 70084

Paul David Doherty wrote:

> It seems that none of the Atari emulators (I've tried XL-it, Xformer,
> Pokey, Atari800) supports memory snapshots, e.g. saving a complete
> memory dump (plus all the necessary registers) to a file. Since this
> is obviously a useful feature (for example if you want to resume a
> game later), and since it's trivial to implement, I really wonder
> what prevented the emulator authors from supporting it.
>
> -- Dave

Dave,
It was probably something like... they really didn't think of it.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1957. FS 5200 w/multi cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: Tony Martin <lmartin@midamer.net>
Message-ID: <341E8AD9.40EC@midamer.net>
Source record: 70085
Cross-posted to: rec.games.video.marketplace,alt.atari,rec.games.video.classic,alt.games.video.classic,comp.sys.atari.8bit

I am willing to take offers on an Atari 5200 with the multi cartrige.

5200 4-port model
4-sticks (one for parts)
Still has box in great shape.
One stick works fine the others need the eraser treatment.
Cart has switches to select games.
Every game ever made for 5200 (except the sequel to Miner 2049er)

Serious offers only please !!!

1958. Re: Getting Antic disks to work (.atr or .bas)???

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <341EA184.6A068970@ix.netcom.com>
Source record: 70086

B. Sturk wrote:

> I am using XL-it and am trying to get the disks that came with the Antic
> magazines. I've tried just about everything I can think of. I have
> also tried both of the menu disks for use with the emulators. Any help
> greatly appreciated.
> --
> Brian Sturk SW/Engineer (please remove NOSPAM to e-mail, Thanks!)
>
> Curator of The Unofficial Borland C++ Builder Page
> http://www.nh.ultranet.com/~bsturk
> "Whatever happened to Pong?" Frank Black, The Pixies

Brian,
I'm assuming that you have converted these disks to .ATR images. If this is the case, most should work. Some ML programs may not, but... Since they were distributed with AtariDOS 2.x, you might want to try moving these images to MyDOS bood images. It might work better. Another option is to try another emulator. Try Rainbow or PC Xformer 3.60. I've tried some of my Antic disks with PCXf 3.60 and those seemed to work OK. I didn't try every program on them though. Voice synth programs like SAM don't work at all with PCXf, but other sound does (in most cases). I haven't tried Rainbow yet, but I hear it works very well. One of these days I'll unpack the file and try it out.
--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1959. Re: IA8N Qwk-Net

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <5vmccc$11v@alexander.INS.CWRU.Edu>
Source record: 70087

The QWK-net has been down about a year.
Bob

In a previous article, sysop.fox-1@stackbbs.xs4all.nl (Sysop Fox-1) says:

>Tom,
>I was wondering about the IA8N. Does it still excist ? It's been a long
>time ago i heard anything about it.
>
>Sysop Fox-1, Qwk-Net-node#006, Pro!-node 471.
>
>
>
>Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
>---
>
>
--
Still wading in that bit-stream...

1960. Re: Atari Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <5vmcin$1rl@alexander.INS.CWRU.Edu>
Source record: 70088

Jared,

At one time, Brad Koda at BEST ELECTONICS in San Jose, CA had these for sale.
He may still have them. His new catalog is out.
Bob

In a previous article, forshey@zoomnet.net (Montague) says:

>Hey;
>
> It was brought to my attention that there was a wireless joystick for
>the Atari (2800, I believe). It used radio frequency to transmit the
>data to the base that connected to the console, unlike the infra-red or
>ultraviolet detectors used on newer wireless joysticks for PCs. Can
>anyone tell me where I can find one for sale, or a more relevant
>newsgroup to post this in?
>
>Thanks,
>Jared
>
--
Still wading in that bit-stream...

1961. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <5vmd17$485@alexander.INS.CWRU.Edu>
Source record: 70089

Bob:

Well put! You echo my sentiments exactly! The sense of wonder...

About 6 monts ago, I sold a complete 8-bit Atari system to some friends
for a few bucks... hoping they'd get as "hooked" as I was, years back.

I should have known: all they wanted to do was play games... and the
ones I had weren't FLASHY enough.

Worse: they didn't understand (couldn't FATHOM) that there wasn't a mouse!

Anyway, I will forever be grateful for my days with my Atari, learning all
about how computers WORKED. I have never regretted the time spent; almost
everything today can be related to the basics...

Thanks so much for writing! You brought back a world of memories!

Bob

In a previous article, rwoolley@pacbell.net (Bob Woolley) says:

>> I never would have thought that the 8-bit fan culture was still so
>> active! Can anyone explain this?

>No, we may not be able to explain it - at least we will all probably
>have different feelings about them. Feelings, not hard facts. It really
>saddens me to think that the current generation of kids (of all ages)
>will never get to experience these (B)asic machines. For some reason,
>when I do something on my Atari 8-bit, I often wonder how it does that
>or can I modify it a little bit to do something similar. It generates a
>sense of wonder and accomplishment. My 8-bit and I did something cool...
>I never, ever get that feeling with my IBM (or the ST, for that matter).
>Closest I ever came to poking around on an IBM is doing a SIO2PC cable.
>Kind of like the old AM radio vs FM stereo receivers. How many kids try
>to build a crystal set or a simple AM radio? Ever try an FM? No way....
>Kind of rambling on here, aren't I? My kids grew up on Atari 8-bits and
>it didn't seem to hurt them. I got enough stashed so my granddaughter
>will have some to play with. The rest of the world may not be so lucky -
>pity. When the redwoods all get cut down..... they're gone. Same for
>Atari 8-bits, I guess.
> Bob Woolley
>
--
Still wading in that bit-stream...

1962. What is the BEST emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: burton@one.net
Message-ID: <5vmc1f$q5r$1@news.one.net>
Source record: 70090

I have tried some of the emulators for the atari, some will not run all the games, some run too fast others too slow. What is the best emulator for a PC, windows or dos makes no differece, just looking for best perforance.

1963. Information, please!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <5vmgiq$o56@alexander.INS.CWRU.Edu>
Source record: 70091

I have a few SCSI hard drives that I would like to be able to use with
my Atari 800XL (or even my old 800).

What hardware is available these days to interface hard drives to the 8-bit
systems?

Naturally, the least expensive, the better! <g>

Bob
--
Still wading in that bit-stream...

1964. Help With Downloads

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <5vmg62kcf1@newsd-121.bryant.webtv.net>
Source record: 70092

I am looking for some no-longer-available Atari 8-bit programs to add to my collection. I do not have a PC to download from some of the sites that have libraries of software. With my Atari equipment and Delphi, I can reach the U, Mich. library and download. However, I have been unsuccessful with other sites.
Can anyone give me step by step instructions including modem software to use, settings, etc. to reach other sites such as the ones listed in the British Underground home page?
I use a 130XE and 850 interface.
Any help would be greatly appreciated.
Thanks,
Harvey
p.s. Does anyone want to swap via the mail?

1965. Re: Atari BBSes

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: mhop <mhop@snip.net>
Message-ID: <01bcc2d0$fa8900c0$c341d3d0@computer-name>
Source record: 70093

> Michael,
> JACS (The Jersey Atari Computer Society) is still alive at (609)
> 346-1224) It's actually an ST run Citadel format BBS, but has loads of
> 8-bit support. It's 24 hour 1200-14400bps. The Sysop os Mike Hoppkins
> (mhop@snip.net). The BBS has been in constant service since 1982.

Wow, has it been that long? :)

I still remember the days it was running on the 8 bit.

--
mhop@snip.net

1966. Re: What is the BEST emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <341EE0FF.4B44@erols.com>
Source record: 70094

jack Burton wrote:
>
> I have tried some of the emulators for the atari, some will not run all the
> games, some run too fast others too slow. What is the best emulator for a PC,
> windows or dos makes no differece, just looking for best perforance.

A lot of it depends on your hardware, how you have it set up, etc. Some
sound cards do better with some emulators, for example. Nothing beats a
fast PC with lots of memory, but even with that, speed in emulation can
vary from system to system. I like XL-It!, personally, more than
XFormer, but I've been told that there are some areas in which XFormer
and Rainbow outshine XL-It!

Best advice is to get the latest version of several and try them all.
You will find that some programs work well in one, some in another, etc.

--
Alan

****
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 16 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
****

1967. fs: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: salimkX@nt.com
Message-ID: <5vmo3n$mtf@bcrkh13.bnr.ca>
Source record: 70095
Cross-posted to: alt.games.video.classic,rec.games.video.classic,att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Please send replies to johny@pipeline.com

The box and Books are in excellent condition.

Atari 5200 with power supply, TV adaptor, orignal box
in excellent condition $45

Buyer Pays the shipping

Salim Khan
Norcross, Georgia (USA)

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post.

1968. MPP-1000C 300 baud modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970916234900.TAA08406@ladder01.news.aol.com>
Source record: 70096

Does the MPP-1000C 300 baud modem work on the Atari 400? From what I've heard, it does, but I just wanted to make sure. It plugs into the joystick port. Thanks for the info!

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

1969. New version of atari800win

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: rich@cstone.net
Message-ID: <341eabf2.68517468@news.cstone.net>
Source record: 70097

Version 1.4 of Atari800Win (an 8-bit/5200 emulator for Win32 & DirectX) is released. The URL is:

http://www.cris.com/~Twist/atari800win

This improves sound, some optimizations, speed while in stretched windows, and a few other things.

-Rich

1970. Re: Information, please!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <341F283F.4E0A@mail.utexas.edu>
Source record: 70098

okay,

i'm just learning myself regarding hard drives and ataris, but here
it goes.

there are three type of interfaces...the mio (produced by icd), the
black box (by css) and the KPI (?). i have also read about an icd
interface produced by users in poland but have never seen one.

the KPI is rare.

you can get a black box from bob puff at css:

Computer Software Services
PO Box 17660
Rochester, NJ 14617
voice: (716) 429-5639 10am-5pm
fax: (716) 247-7158 BBS: (716) 247-7157
300-9600bps.

you can still find the mio's (multi i/o) from other users.

these are scsi interfaces that connect to the parallel bus interface
located on the rear of the 800xl. since there is no pbi on the 800 i
believe it isn't an option (though someone probably has a hardware hack
to overcome that)

the black box sells for $199.00 new. i haven't found one used.

i found an mio for w/ drives for $85.00, though i don't know if this is
really a going rate.

once you have it hooked up you need a dos (sparta or mydos seem to be
the consensus) to format/use the drives. dos controls upto 16megs, so
you can partition the drives if they are larger.

the difference between mio and black box:

mio's come in 256k or 1meg flavors, which can be setup as a ramdisk.

the black box offers a machine language monitor, screen dump, serial
port (upto 19.2k), a parallel port, an OS and some good extensions
(just what i have received, no personal experience)

all reliable sources have told me that if i have a choice...go for the
black box. i emailed bob puff at css, and css still actively supports
the black box...

still cost was a major factor for me...at least right now...so i went
with the mio...for now.

the atari faq has more detailed information.

thanks to :
bob puff
bob klaas
curt vendal
b & c computers
brent
for knowledgable help/and time.

cheers,
robert

1971. Halvassed Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <341F505B.E5AEE619@tcd.net>
Source record: 70099

I forgot a couple items on the catalog will up date it in the next few
days.

I also forgot to inform you that it was in Microsoft Word 6.0 if you
need a dos version
please state so and will forwart that file (asci)..

bob

1972. 8-bit to Mac transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <341F4041.6799@erols.com>
Source record: 70100

I thought I knew all about transfers from 8-bit to IBM, so I attempted to help somebody who wrote to me with a problem null-modeming from an 8-bit to a Mac. He was using an MIO as his interface at the Atari end and BobTerm was his program. The Mac was running either ZTerm or ClarisWorks through the Mac Serial Tool. He could get what he typed on the Mac to show up on the Atari, using TTY, VT100 or VT102. But he couldn't get what he typed on the Atari to show up on the Mac. He was using a standard Mac serial cable, a standard Atari modem cable and he had a null-modem adaptor (probably the IBM type you can buy in the store) hooked up between them.

Both machines could use a modem successfully, so he's pretty sure that the problem is not in the MIO or either of the cables. He suspects the null-modem adaptor is the probem.

Oh, yes, both machines are running the same baud rate, the same duplex, and the Atari is set in ASCII translation.

I told him to try a standard Mac printer cable instead of the Mac serial cable and the null-modem adaptor, together with whatever gender changers he might need at the DB-25 ends. I vaguely remember that working for me many years ago.

Has anyone done 8-bit to Mac null-modem successfully? Has anyone had this problem when they tried and solved it? If so, how?

Thanks.

--
Alan

```
*****************************************************
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 16 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
*****************************************************
```

1973. Halvassed Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <341F508D.2B0A10A7@tcd.net>
Source record: 70101

I forgot a couple items on the catalog will up date it in the next few
days.

I also forgot to inform you that it was in Microsoft Word 6.0 if you
need a dos version
please state so and will forward that file (asci)..

bob

1974. Items For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <341F51AC.3DE495CF@tcd.net>
Source record: 70102

Have come across a nice XE Game system.With Keyboard.. comes with afore
mentioned and power supply plus video cable. 1 cart..Star Raiders.

Price shipped $35.00.

Still have a couple 800XL's at $25.00 Shipped

And a few 130XE's at $35.00 shipped.

1050 Disk Drive stock..at $25.00 includes power supply and SIO cable.

2ea 850 Interfaces comes with Power supply/SIO cable, may even be able
to come up with Modem Cable and printer Cable..
bob

1975. Re: Getting Antic disks to work (.atr or .bas)???

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: "B. Sturk" <bsturk@NOSPAMnh.ultranet.com>
Message-ID: <341F498A.70E9@NOSPAMnh.ultranet.com>
Source record: 70103

> Brian,
> I'm assuming that you have converted these disks to .ATR images. If this
> is the case, most should work. Some ML programs may not, but... Since they
> were distributed with AtariDOS 2.x, you might want to try moving these
> images to MyDOS bood images. It might work better. Another option is to try
> another emulator. Try Rainbow or PC Xformer 3.60. I've tried some of my
> Antic disks with PCXf 3.60 and those seemed to work OK. I didn't try every
> program on them though. Voice synth programs like SAM don't work at all with
> PCXf, but other sound does (in most cases). I haven't tried Rainbow yet, but
> I hear it works very well. One of these days I'll unpack the file and try it
> out.
> --
> Robert S Ely --- Communications Systems Technician
> mailto:rsely@dhs.state.nj.us
> mailto:rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
Yes these are .ATR files, but they are ones I downloaded from an FTP
site. They had a lot of Antic disks for download. I don't have the
disks anymore just the mags. :] I tried using Dos25 on Disk 1 and then
putting one of the antic .atr's in drive 2 and nogo. Also can't boot
with these disks. It's not a big deal if I get these to work, although
Warrior 3000 would be very cool to play again! If it's any easier I also
have access to the .bas files. I appreciate the help!
--
Brian Sturk SW/Engineer (please remove NOSPAM to e-mail, Thanks!)

Curator of The Unofficial Borland C++ Builder Page
http://www.nh.ultranet.com/~bsturk
"Whatever happened to Pong?" Frank Black, The Pixies

1976. Re: FS 5200 w/multi cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R1609972058160001@nntp.ix.netcom.com>
Source record: 70104
Cross-posted to: rec.games.video.marketplace,alt.atari,rec.games.video.classic,alt.games.video.classic,comp.sys.atari.8bit

In article <341E8AD9.40EC@midamer.net>, Tony Martin <lmartin@midamer.net> wrote:

>I am willing to take offers on an Atari 5200 with the multi cartrige.
>
>5200 4-port model
>4-sticks (one for parts)
>Still has box in great shape.
>One stick works fine the others need the eraser treatment.
>Cart has switches to select games.
>Every game ever made for 5200 (except the sequel to Miner 2049er)
>
>Serious offers only please !!!

Does this include the special video switch/power supply that is needed to
hook the 5200 to the tv?

1977. Want to trade: Atari 130XE for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-16 00:00:00 UTC
From: peter.halin@pcb.mpoli.fi
Message-ID: <8DFB565.052500344D.uuout@pcb.mpoli.fi>
Source record: 70105

```
-> Organization: Teleport - Portland's Public Access (503) 220-1016
-> Message-ID: <5v17pk$qog$1@nadine.teleport.com>
->
-> Hi all,
->
-> I would like to trade my like-new 130XE for an 800XL. Since I
-> mainly use my Atari for cartridge games, I would prefer to have a
-> machine with a top-loadinCg cartridge design. If you have an 800XL
-> in excellent working condition that you would like to trade, please
-> let me know. Thanks.
```

well, I would have an Atari 800XL which I could trade. But it could be a problem that I live in Finland and you live in USA...

1978. Re: Question ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <5vnam3$9au$1@news.dmv.com>
Source record: 70106

THOMAS RAUKAMP (RAUKAMP@dame.de) wrote:
: Hi all,

: does anybody know how to copy files (D1: to D8:) without leaving BASIC
: (without using DOS). Must be a XIO-command - but I don't know the correct one.
: Please help! Thanks.

Thomas,

While there are XIO disk commands for format, rename, lock, unlock,
delete, open, close, get record, put record, get characters, and put
characters, I don't know of one for copy. You'd have to write a mini-dos
using some of the individual commands mentioned, or regular (non-XIO)
BASIC commands. BASIC is rather slow at this and you'd save time by going
to DOS and using the DUP copy function.

Steve

1979. **** FOR SALE: ATARI GAME CARTRIDGES FOR ATARI MODEL 2600 ****

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: happyman@erols.com
Message-ID: <34214fe3.101026435@news.erols.com>
Source record: 70107
Cross-posted to: alt.2600.warez,alt.atari.2600,rec.games.video.atari,rec.games.video.marke,rec.games.video.class,rec.collecting,comp.sys.atari.8bit,alt.toys

```
Soccer
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Phoenix
Football
River Raid
Berzerk
Asking price $3.00 ea plus shipping or best offer for the entire lot.
Contact happyman at erols.com
```

1980. Re: Can you copy atari 400/800/xe carts to pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <341f3c22.1066127@news.injersey.com>
Source record: 70108

On Mon, 15 Sep 1997 17:46:51 -0400, Mr Maddog <mrmaddog@*YOU_SPAM__YOU DIE!*.org> wrote:

-So far, I've been able to get decent ROM dumps from using an 800 and
-CartCopy 2. I've managed to get Basic and Star Raiders (both
unprotected)
-to work, so I believe they should work straight on an emulator.
-
-But if I'm worng on this, please correct me... :)
-

It shouldn't matter if the cart is protected or not (except bank select) if you straight rom dump it the emulators should run them (when you insert a cart into an emulator, it protects the RAM that the cart runs in, unlike an actual Atari unless you have the pill or some similar device. If you look on Ivo van Porten's page, he has docs (I think) to build this type of device.)

As for dumping the carts, I use that old favorite, Omnimon to do so. I can dump any cart but bank select ones (only because I havent written the program to do so yet)

yogi

1981. Re: Galahad and the Holy Grail

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <341f3bcd.981295@news.injersey.com>
Source record: 70109

On 7 Sep 1997 14:06:02 -0700, Glenn Saunders <krishna@primenet.com>
wrote:

-The mortal Yogi wrote:
-: thing on the 8 bit to that. That is, until Tony Ramos wrote 2600
-: adventure for the 8 bit........
-
-Where is this?

It SHOULD be in the Umich archive, if its not I think tony has it on
his homepage (sorry, forgot the link.)

1982. Re: Hard drive for the 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <01bcc32e$07f5ea40$3ee7c9d0@ben>
Source record: 70110

>you can still find the mio's (multi i/o) from other users.

>these are scsi interfaces that connect to the parallel bus interface
>located on the rear of the 800xl. since there is no pbi on the 800 i
>believe it isn't an option (though someone probably has a hardware hack
>to overcome that)

Now, now, let's not forget the venerable Corvus HD for the 800 or 400 for that matter. Connects via joy ports #3 and #4. A whopping 7 meg on my unit and you can even back them up with a VCR AND connect other 8 bits to it via a cute little networking box so you can share it.

Sharing is caring......

Ben Corr

1983. cable to hook Atari 8-bit disk drive to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: pnguyen@ucla.edu
Message-ID: <5vnukm$1i5i@uni.library.ucla.edu>
Source record: 70111

I have a cable that was originally intended to hook an Atari 1050 or XF551 to an Atari ST. I never really used it because Xformer was too slow. Is there any way to use it on a PC?

1984. Re: 8-bit to Mac transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R1709970059380001@nntp.ix.netcom.com>
Source record: 70112

In article <341F4041.6799@erols.com>, asharkis@erols.com wrote:

>I thought I knew all about transfers from 8-bit to IBM, so I attempted
>to help somebody who wrote to me with a problem null-modeming from an
>8-bit to a Mac. He was using an MIO as his interface at the Atari end
>and BobTerm was his program. The Mac was running either ZTerm or
>ClarisWorks through the Mac Serial Tool. He could get what he typed on
>the Mac to show up on the Atari, using TTY, VT100 or VT102. But he
>couldn't get what he typed on the Atari to show up on the Mac. He was
>using a standard Mac serial cable, a standard Atari modem cable and he
>had a null-modem adaptor (probably the IBM type you can buy in the
>store) hooked up between them.
>
>Both machines could use a modem successfully, so he's pretty sure that
>the problem is not in the MIO or either of the cables. He suspects the
>null-modem adaptor is the probem.
>
>Oh, yes, both machines are running the same baud rate, the same duplex,
>and the Atari is set in ASCII translation.
>
>I told him to try a standard Mac printer cable instead of the Mac serial
>cable and the null-modem adaptor, together with whatever gender changers
>he might need at the DB-25 ends. I vaguely remember that working for me
>many years ago.
>
>Has anyone done 8-bit to Mac null-modem successfully? Has anyone had
>this problem when they tried and solved it? If so, how?
>
>Thanks.

I've done just what you're talking about with no hitch at all. The only
difference was that I used an ATR8000 interface on the Atari. Bobterm and
ZTerm, standard cabling, a null-modem from radio shack. I think the highest
bps rate I could get to work was 4800. I used ymodem, too, for some reason.

A Mac printer cable is very different from a PC printer cable. On one end,
it has exactly the same sort of connector as the serial cable, since the
printer port is another serial port. You can in fact plug a modem in it and
use it like a second serial port.

1985. Re: cable to hook Atari 8-bit disk drive to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <341FEC32.D1F9521E@ix.netcom.com>
Source record: 70113

Patrick P.H. Nguyen wrote:

> I have a cable that was originally intended to hook an Atari 1050 or XF551 to
> an Atari ST. I never really used it because Xformer was too slow. Is there
> any way to use it on a PC?

Patrick,
There is a slight modification you need to do on the cable to make it work
with the PC. Go to http://www.emulators.com and get capture and print the cable
construction info. BTW, the XF Cable only works with PC Xformer 3.5 and above.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

1986. FS/T: Atari 8-bit computer items [09/17/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <3424f032.6453467@nntp.ix.netcom.com>
Source record: 70114

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 09/17/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 6.00 Home Filing Manager, The (Atari)
$ 6.00 Print Shop, The (Br0derbund) {3}
$ 6.00 SynFile+ (synapse) {2} -- also includes Reference Card
$ 6.00 Timewise (Atari) {1}
$ 6.00 Touchdown Football (Electronic Arts) {2}
$ 6.00 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 4.00 Atariwriter
$10.00 Ballblazer -- XE cartridge
$ 4.00 Basic -- for use with the Atari 400 and 800
$ 5.00 Centipede
$ 9.00 Delta Drawing [Spinnaker]
$ 8.00 Frogger [Parker Brothers]
$ 2.50 Missile Command
$10.00 Movie Musical Madness [CBS Software]
$ 8.00 Qix
$ 2.50 Space Invaders
$ 4.00 Star Raiders

Cartridges with case and manual:
$14.00 Alphabet Zoo [Spinnaker]

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 9.00

*****

LOT #2

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 8.00

*****

LOT #3

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print" Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for 400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 8.00

*****

LOT #4

EPSON RX-80 PRINTER with built-in power cord.

$15.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.00 for the first disk-based software item and $1.25 for each additional disk-based software item, unless otherwise listed. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your order *before* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address (this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

1987. FS/T: misc. printers [09/17/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <342ff43f.7490891@nntp.ix.netcom.com>
Source record: 70115
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 09/17/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 233 for various 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site,
including 12 for the Commodore Vic-20 computer!

I have the following printers available, for sale or trade. These
were acquired with various computer systems, and while they may work
with more than one type of computer system, I have included the
type of system that they were acquired with, where applicable.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

HARDWARE:

NOTE: The Lots listed below include only what is listed!

APPLE][COMPUTER:

LOT #1

APPLE IMAGEWRITER II PRINTER with power cord.

$54.00

*****

LOT #2

APPLE IMAGEWRITER PRINTER with power cord.

$27.00

*****

LOT #3

EPSON FX-80 DOT MATRIX PRINTER with built-in power cord.

$22.00

*****

LOT #4

PANASONIC KX-P1124 {24 pin multi-mode} PRINTER with built-in power
cord.

$17.00

****

ATARI 8-BIT COMPUTER:

LOT #1

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #2

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #3

EPSON RX-80 PRINTER with built-in power cord.

$15.00

****

COMMODORE 64 COMPUTER:

Accessories:
$ 6.00 Star SG-10/15 Dot Matrix Printer Users Manual

LOT #1

RITEMAN LQ [model LTR-1] TERMINAL PRINTER (InfoRunner / Japan Electronics Ind., Inc.), with manual and built-in power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 7.00

*****

LOT #2

COMMODORE MPS801 MATRIX PRINTER, with built-in power cord.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 9.00

*****

SALE CONDITIONS:

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2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

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To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your
order *before* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address
(this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
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Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

1988. Re: Emu authors: Please support snapshots!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: Trevin Beattie <*trevin*@*xmission*.*com*>
Message-ID: <5vol97$7a4$1@news.xmission.com>
Source record: 70116

Robert S Ely wrote:
> Paul David Doherty wrote:
> > It seems that none of the Atari emulators (I've tried XL-it, Xformer,
> > Pokey, Atari800) supports memory snapshots, e.g. saving a complete
> > memory dump (plus all the necessary registers) to a file. ...
>
> It was probably something like... they really didn't think of it.

I had thought of it, but A) I don't have the time to work on my
emulator, and B) I haven't got a working pthreads library that my
implementation needs.

-- Trevinsky

1989. Atari 400/800 games

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: reicher6@pilot.msu.edu
Message-ID: <874520129.26220@dejanews.com>
Source record: 70117

I am looking for some Atari 8-bit carts that will run a 48k Atari 800. I especially looking for:

Crystal Castles
Bounty Bob Strikes Back
Satans Hollow

Check out my Atari page at

http://pilot.msu.edu/user/reicher6/atari.htm

If you have a game you dont see on my list E-mail me.

I am willing to buy, or trade. See my other lists for games I have to trade.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

1990. Re: MPP-1000C 300 baud modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1454.000B1166@condor.circa.ufl.edu>
Source record: 70118

In article <19970916234900.TAA08406@ladder01.news.aol.com> pbjurman@aol.com (PBjurman) writes:

>Does the MPP-1000C 300 baud modem work on the Atari 400? From what I've
>heard, it does, but I just wanted to make sure. It plugs into the joystick
>port. Thanks for the info!

Wow the old smurf modem. I ran a BBS on one of those things back from 1983 to 1984 when I got an 850 and a 1200 baud modem.

Yes, it will work on the 400. If I remember correctly it plugged into joystick port #2, but that was a long time ago. I just remember I had to cut off part of the molded plastic connector to use it on an 800xl.

The MPP Smart Term cartridge should work as well, give you variable baud rates from 110-450. Pulse dialing, loud beep from the modem, and a nice smurf blue box.

Boy, those were the days...

Oh yeah, if I remember correctly, there was a baud rate compatibility problem with theMPP-1000c and the Atari 1030 (maybe the XM-301 also). The solution was to set the MPP baud rate to like 296 or something. It would cause xmodem checksum errors on file transfers which were really annoying. Didn't happen with any other modem brand.

Ken
ps - Are there any BBS'es supporting 300 baud anymore? Do any modems on the market support 300 baud anymore?

1991. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5vpkao$56j$6@triglav.iwaynet.net>
Source record: 70119

On 1997-09-11 lmartin@midamer.net said:
>Dave Goggin wrote:
>> I've been lurking around in this group for a while, getting
>> ready to post a message about selling all my old Atari stuff
>> when I realized... There still seems to be a lot of enthusiasm
>> for the 8-bit machines even now, many years later, even with
>> 200 Mhz Pentium MMX and such on the market.

Well the incompatibility of Linux with the various buggy PCI main-boards is one
reason.

>> I never would have thought that the 8-bit fan culture was still so
>> active! Can anyone explain this?

Well most of what I use is old.I'm the Fred Sanford of electronics!
I'm listening to a real wood radio/8-track play with a silver metal front.
But I also have a Saturn,Playstation and Nintendo Ultra 64.And a remote
controled stereo/CD/tape player.

But the Atari was just great.I had only really used the Apple before that.
Wow,I was shocked by the detail of Draconus' and Zybex's monochrome graphics.
And all the COLOURS!

Net-Tamer V 1.09 - Test Drive

1992. Question: Commerce in this group...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: Ed Haack <edhaack@ionet.net>
Message-ID: <5vptgh$k93$1@ionews.ionet.net>
Source record: 70120

Hi...

I'm curious. I'm rather new to this group, but not new to Atari 8-Bit systems (since 1982).

I see that a lot of folks use this group to sell and look-for hardware/software in, more or less, a garage sale format. There are very little actual deals, and more plain folks buyin' and sellin' stuff from one another.

My concern: Has there been much fraud reported in this group? I mean, folks that advertise, get someone to mail a check, and then not deliver as promised. I'm sure that this happens, and that no one takes responsibility for loss (who could?). Are we working on the honor system here? I sincerely hope so.

Yes, I realize that fraud can happen anywhere and at anytime. But how does everyone buy stuff from regular joes? Is there a way to send payment, the seller sends the product, and you confirm the payment once the product is received? (e.g. C.O.D.) I realize that the seller won't ship a product that isn't bought, but a buyer shouldn't send payment to an individual and "HOPE" that the seller holds true to his/her agreement.

What are your thoughts?

Ed Haack
Kansas City, MO

1993. Re: Question: Commerce in this group...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: Ed Haack <edhaack@ionet.net>
Message-ID: <5vptrc$ke5$1@ionews.ionet.net>
Source record: 70121

("dealers" not... "deals" ... sorry... there are very good deals in this group!!! 8^)

(Ed)

Ed Haack wrote in message <5vptgh$k93$1@ionews.ionet.net>...
>Hi...
>
>I'm curious. I'm rather new to this group, but not new to Atari 8-Bit
>systems (since 1982).
>
>I see that a lot of folks use this group to sell and look-for
>hardware/software in, more or less, a garage sale format. There are very
>little actual "dealers," and more plain folks buyin' and sellin' stuff from
one
>another.
>
>My concern: Has there been much fraud reported in this group? I mean, folks
>that advertise, get someone to mail a check, and then not deliver as
>promised. I'm sure that this happens, and that no one takes responsibility
>for loss (who could?). Are we working on the honor system here? I
sincerely
>hope so.
>
>Yes, I realize that fraud can happen anywhere and at anytime. But how does
>everyone buy stuff from regular joes? Is there a way to send payment, the
>seller sends the product, and you confirm the payment once the product is
>received? (e.g. C.O.D.) I realize that the seller won't ship a product that
>isn't bought, but a buyer shouldn't send payment to an individual and
"HOPE"
>that the seller holds true to his/her agreement.
>
>What are your thoughts?
>
>Ed Haack
>Kansas City, MO
>
>

1994. Re: Atari 130XE BUG? Definately a problem!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <5vpkam$56j$5@triglav.iwaynet.net>
Source record: 70122

On 1997-09-12 rsely@dhs.state.nj.us said:
>BobKlaas wrote:
>> Having repair many of these fine machines I am supprised that I
>>have not encountered this
>> problem, prior to my last repair shipment. While doing the normal
>> testing of any computer my
>> area is clear, clean ect..Nothing comes in contact with anything
>>else and I do not move bump ect any item..(My Mistake) Pristine
>>areas as I now find out do not tell the truth.
>> Reading the senders notes with the equipment sent...whole system,
>>with MIO ect..which
>> means they have a Cart Port extender..(produced by ICD, doesn't
>>matter who) when this item is plugged into the computer the
>>cartridge is up in the air available to be bumped
>> ect..when bumped the computer port contacts disengage and create a
>> problem with memory.
>> and the computer itself. Yea I know the port has a loose contact
>>or a trace is cracked.
>> This is not so!...I went through 6 other 130XE's same setup and
>>same problem happened computer lost track of what was going on
>>and had to be reset...So, pulled the Expansion Port
>> and put in a Cartridge, now the cart in the 130xe is protected
>>back behind where nothing touches it, so repeated the same test...
>>guess what? On all 7 Atari 130XE's if you bump the cartridge the
>>computer flakes out...Thought ok so hot glued the port to the
>>board to eliminate movement, well it eliminated a minor bump but
>>not one with a little more than normal..
>> This cartridge port design actually sucks, unless you use it as
>>it was intended by Atari PROTECTED!!...

Well all systems are like that.Especialy Nintendo,even though the cartridge is
"protected".You just nudge it and it freezes on a note of some anoying music.
I also notice that ALL modern systems leave the edge connector open to air.
All the Atari cartridges I have like that,especialy Dark Chambers and
Flight Simulator,take some shifting around to get them working each time I play
them.(around a minute)
Needless to say that my Nintendo cartridges can take 5 minutes to get working,
since it's very hard to adjust the cartridge while it's in.And it took me a few
minutes to get my 32X "adaptor" working.

Net-Tamer V 1.09 - Test Drive

1995. Re: Question: Commerce in this group...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-17 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <3420810B.4238@mail.utexas.edu>
Source record: 70123

after reading posts for awhile, you know who are the regulars...

it's a sure bet that most of these folks are honest, and most reliable.

one piece of advice.....stay away from someone named terry ortman...

cheers,
robert

1996. Re: Question: Commerce in this group...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: Bill Eraser <erasmus@gutta.percha.comm>
Message-ID: <Pine.GSO.3.96.970918040913.23758A-100000@iglou2>
Source record: 70029

On Wed, 17 Sep 1997, Ed Haack (of Kansas City, MO) wrote:
->("dealers" not... "deals" ... sorry... there are very good deals in this
->group!!! 8^)

You'll find all variations and combinations of good and bad. As an
Atarian I'm tempted to say there's no such thing as a bad deal on
Atari 8-bit stuff -- only occasional high prices that are way above market
levels. Which is why it's best to read this base for a while and
get some experience in what's going on and what market levels are, rather
than jumping at the first message offering stuff for sale.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

1997. Save on postage costs!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: no.spam@no.spam.net
Message-ID: <3425f5a8.27666821@news.sexzilla.com>
Source record: 70030

I'm putting this in my Atari 8-bit html this weekend.

USPS Barcoder, supports zip+4 and 11 digit barcodes which as of 1 July
1997, gives you a discount on barcoded mail, check your Post Office
for the price breraks,they have a chart there...

http://www.angelfire.com/biz/starfleetsoftware

----------==== Posted via Sexzilla News ====----------
http://www.sexzilla.com Search, Read, Post to Usenet
----------==== With A Whole Lot More ====----------

1998. Re: Hard drive for the 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <342134BB.8F345E66@aol.com>
Source record: 70031

Hi Ben,

I have a Corvus Constellation on my 800, I never hooked it up to one of my 400's, I'd have to boost the RAM obviously, but for some reason I remember someone saying that the Corvus wouldn't work on the 400 due to OS reasons. Hmmm, I doubt it, but one day I'll have to give it a shot.

Curt

1999. Re: LYNX Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <342133E6.E721C209@aol.com>
Source record: 70032

Hi Eric,

The Lynx 1 would display a message :INSERT GAME CARD, I don't know if
the
Lynx 2 placed anything on the display with nothing installed. If you'd
like to get all geared up with Lynx accessories and games, call B&C
Atari Sales & Service, they have
got a HUGE stock of EVERYTHING for the Lynx, plus more...

http://www.myatari.com
408-986-9960

Curt

2000. Dream 800 machine

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5vrcop$bht@alexander.INS.CWRU.Edu>
Source record: 70033

Atari 800 Dream Machine

Bob Woolley likes the 1200xl. He even can put a PBI on it.
BUT, here's a dream/questions. How come the 800 was never
capitalized on? How about the following dream Atari 800,
could it exist?

1. 4 256k RAM modules, total 1 meg memory, just plug 'em in.
Then, of course, renewed interest to write applications
that use this memory.

2. OS module with OSNXL and BASIC in it. Maybe even two or
three OSes, maybe the re-writable OS from B. Woolley.
SpartaDOS X already works with the 800. Again, just
plug it in. (Maybe some internal modifications.)

3. There is an edge connector inside, out the back of the
mother board. This edge connector has 27 contacts,
2 more than the 800xl PBI. Could an easy adapter from
this to a MIO or Black Box work, with the OS upgrade
from 2? Cut a rectangle in the back and plug in the
MIO/Black Box.

4. The 800 is also already very easy to find a problem
because of its modular design, just try the various
sections/modules until you find the part of the machine
that is the problem.

5. Personality board with, (what is it?) 65016, the CPU that
was in Apple][GS.

6. Ben Poehland makes an 800 video mod.

Such a machine/modules/modifications would of course be very
rare and unusual. It wouldn't be marketable. And if just the
video upgrade and PBI worked (PBI would require a different
OS), I'd probably do it and prefer it to any other A8 I
have.

Different people have different 'dream' machines. Right now,
that'd be my ideas for the ideal A8.

Russ Gilbert

2001. Re: Dream 800 machine

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <34214F13.5A9B@erols.com>
Source record: 70034

James R. Gilbert wrote:
>
> Atari 800 Dream Machine
>
> Bob Woolley likes the 1200xl. He even can put a PBI on it.
> BUT, here's a dream/questions. How come the 800 was never
> capitalized on? How about the following dream Atari 800,
> could it exist?
>
> 1. 4 256k RAM modules, total 1 meg memory, just plug 'em in.
> Then, of course, renewed interest to write applications
> that use this memory.
>
> 2. OS module with OSNXL and BASIC in it. Maybe even two or
> three OSes, maybe the re-writable OS from B. Woolley.
> SpartaDOS X already works with the 800. Again, just
> plug it in. (Maybe some internal modifications.)
>
> 3. There is an edge connector inside, out the back of the
> mother board. This edge connector has 27 contacts,
> 2 more than the 800xl PBI. Could an easy adapter from
> this to a MIO or Black Box work, with the OS upgrade
> from 2? Cut a rectangle in the back and plug in the
> MIO/Black Box.
>
> 4. The 800 is also already very easy to find a problem
> because of its modular design, just try the various
> sections/modules until you find the part of the machine
> that is the problem.
>
> 5. Personality board with, (what is it?) 65016, the CPU that
> was in Apple][GS.
>
> 6. Ben Poehland makes an 800 video mod.
>
> Such a machine/modules/modifications would of course be very
> rare and unusual. It wouldn't be marketable. And if just the
> video upgrade and PBI worked (PBI would require a different
> OS), I'd probably do it and prefer it to any other A8 I
> have.
>
> Different people have different 'dream' machines. Right now,
> that'd be my ideas for the ideal A8.
>

> Russ Gilbert
>
Don't forget the great feel of that 800 keyboard, either!
--
Alan

```
*****************************************************
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 16 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
*****************************************************
```

2002. volunteers required to test program

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Sep18204026@co.umist.ac.uk>
Source record: 70035

Hi all,

Right, I'm looking for some kind volunteers who'd be willing to run a simple BASIC program against their atari 8-bit drives and send me the results. I'm really after people with double sided drives (XF551 and others), although I want to test it against as many different types of drives in as many different configurations as I can. I want to get info for at least: SSSD, SSED, SSDD, and DSDD drives. (Are there any other type around?)

All it does is request the status and configuration block information from the drive and then display it on screen. Am I correct in thinking that Standard 810 and 1050's don't have configuration blocks? (I don't have my standard 1050 with me at the mo' to test it), I'd still be interested in the status information returned by these drives though.

I've included a copy of the program along with this message or you can download it from:
http://www.co.umist.ac.uk/~rje/8bit/readcfg.txt

In order to run it drop down into BASIC, and then ENTER it from disk, switch the drive into the configuration you're going to run it against (ie. for DSDD put a DSDD disk in the drive) and run the program then send me the results along with the drive type and configuration. And that's all there is to it. Anyone want to help me with this?
All help will be much appreciated.

--------- Cut here ----------

```
5 RESTORE 1000:CODE=30000:LOOP=0
10 READ D:IF D<>-1 THEN POKE CODE+LOOP,D:LOOP=LOOP+1:GOTO 10
20 ? "DRIVE";:INPUT DRIVE
30 IF DRIVE<0 OR DRIVE>9 THEN ? "ERROR, BAD DRIVE NUMBER ";DRIVE:STOP
40 POKE 746,0:POKE 747,0:POKE 748,0:POKE 749,0
50 POKE 768,49:POKE 769,DRIVE:POKE 770,83:POKE 771,64:POKE 773,2:POKE 772,234:POKE
776,4:POKE 777,0
70 I=USR(CODE)
72 IF I<>0 THEN ? "ERROR ";I;" READING STATUS":GOTO 90
75 PRINT PEEK(776)+PEEK(777)*256;" BYTES READ"
80 ? "STATUS=";PEEK(746);",";PEEK(747);",";PEEK(748);",";PEEK(749)
90 ADDR=31000:CFGLEN=12
95 FOR Q=ADDR TO ADDR+CFGLEN-1:POKE Q,0:NEXT Q
100 POKE 768,49:POKE 776,CFGLEN:POKE 777,0
110 POKE 769,DRIVE:POKE 770,78:POKE 773,INT(ADDR/256):POKE 772,ADDR-PEEK(773)*256:POKE
771,64
120 I=USR(CODE)
125 IF I<>0 THEN ? "ERROR ";I;" READING CFG":GOTO 145
```

```
130 PRINT PEEK(776)+PEEK(777)*256;" BYTES READ"
140 FOR Q=ADDR TO ADDR+CFGLEN-1:? PEEK(Q);",";:NEXT Q:?
145 END
1000 DATA 104,169,0,133,212,133,213,32,89,228,16,2,132,212,96,-1
```

--
Raphael Espino - rje@co.umist.ac.uk

2003. Re: Dream 800 machine

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: bmoris@webtv.net
Message-ID: <5vs2ok$t6d$1@newsd-111.bryant.webtv.net>
Source record: 70036
Body handling: HTML body converted to readable text

--WebTV-Mail-692738764-11497

I knew a guy in '85 who did about $3000 worth of modifications to a
Commodore 64......

So if you can think it up, its probably possible.

My freind with the 64 had to connect a second motherboard and devote it
to controlling a larger memory. I dont remember HOW the glue worked,
but maybee something similar would be possible with an 800?

-B

--WebTV-Mail-692738764-11497
Content-Description: signature

Thoughts and Opinions

--WebTV-Mail-692738764-11497--

2004. Re: Question: Commerce in this group...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970918165557.17043D-100000@fissure.scar>
Source record: 70037

On Wed, 17 Sep 1997, Ed Haack wrote:

>
> ("dealers" not... "deals" ... sorry... there are very good deals in this
> group!!! 8^)
>
> (Ed)
>
> Ed Haack wrote in message <5vptgh$k93$1@ionews.ionet.net>...
> >Hi...
> >
> >I'm curious. I'm rather new to this group, but not new to Atari 8-Bit
> >systems (since 1982).
> >
> >I see that a lot of folks use this group to sell and look-for
> >hardware/software in, more or less, a garage sale format. There are very
> >little actual "dealers," and more plain folks buyin' and sellin' stuff from
> one
> >another.
> >
> >My concern: Has there been much fraud reported in this group? I mean, folks
> >that advertise, get someone to mail a check, and then not deliver as
> >promised. I'm sure that this happens, and that no one takes responsibility
> >for loss (who could?). Are we working on the honor system here? I
> sincerely
> >hope so.
> >
> >Yes, I realize that fraud can happen anywhere and at anytime. But how does
> >everyone buy stuff from regular joes? Is there a way to send payment, the
> >seller sends the product, and you confirm the payment once the product is
> >received? (e.g. C.O.D.) I realize that the seller won't ship a product that
> >isn't bought, but a buyer shouldn't send payment to an individual and
> "HOPE"
> >that the seller holds true to his/her agreement.
> >
> >What are your thoughts?
Yes, you raise very good points.. Internet e-mail dealings do have some
inherent risks. I, personally have sold to over 5 American Atarians (I
live Toronto, Ontario) and I always stay in touch to make sure they
receive their package) I am bought some ROMs (money order is in the mail
right now) a money order is better for both parties. Give the buyer a
receipt, and gives the seller access to immediate funds. I am very wary
of personal cheques because they can bounce and take a long time to clear.
(30 days for American cheques at my bank)

Basically, yes an honour system governs Atari sales... you could also check some of the classic video game home pages.. I know some of the authors have posted a blacklist of users that have cheated or attempted to cheat them. (it is a small list) I would argue most of the users here are an honest bunch, but there is always one or two bad apples that are out to cheat you.

(Also the biggest "deal" I have been involved in was about $30 US) I would be very cautious buying a systems that are hundreds of dollars over the net!)

Alan
University of Toronto
Computer Science and Management and Economics

2005. FS:Atari, PS/1, PC, Tandy, and RadioShack equipment!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: talk@writeme.com
Message-ID: <5vs8pn$13ci$1@news.gate.net>
Source record: 70038
Cross-posted to: bit.listserv.coco,comp.sys.atari.8bit,comp.sys.ibm.pc.hardware.misc,comp.sys.ibm.pc.hardware.storage,comp.sys.ibm.pc.misc,comp.sys.ibm.ps2.hardware,comp.sys.tandy

Hello, folks:

I've got the following surplus Atari, PS/1, PC, Tandy, and RadioShack equipment I'd like to unload. The holidays are near, and this poor student could use some extra cash! (Hey, who couldn't?) In lieu of wrapping up this fine merchandise and giving it to family members for christmas (that didn't go over too well LAST year), I'll list them here in hopes that you fellow collectors will find something of interest.

Feel free to make me an offer I can't refuse! (Remember shipping costs.) This stuff, for the most part, is in good working condition. If anything catches your eye, Email me!

Atari

Qty Description
1 Atari 410 Program Recorder
1 Atari 1010 Program Recorder
2 Atari 800XL
1 Atari Disk Drive
1 Atari Power Supply for Peripheral
1 Star Raiders Cart. CXL4011
1 Basic Language Cart. CXL402
1 Atari Writer Cart. RX8036

Tandy/Radio Shack

Qty Description
1 Tandy 1000HD RL
w/ 40 MegHD, 3.5" DD, 2400bps modem, enhanced keyboard
1 Tandy CM-5 Monitor
1 Tandy CoCo2
1 FD-500 Disk Interface w/ Case and Drive
2 CoCo Joystick
1 TRS-80 Tandy Modem IB
X Assorted Cables

PC Related Equipment

Qty Description
1 AMD 486DX2/100 Processor
1 486 Motherboard
2 50W Power Supply
1 Argent Desktop Computer Case w/PS
1 Floppy Disk/IDE HD Interface (ISA)

1 MultiI/O Card (ISA)
1 VGA Graphics Card (ISA)
1 Monochrome Text Card (ISA)
1 5.14" Disk Drive
1 PS/2 30Meg HD (PN90x9403)
w/Mounting tray
1 PS/2 1.44 Meg 3.5" Drive (PN 90x6766)
2 102 Key Enhanced AT Keyboard

Best regards,

Joe

Joe Cassara "He works in radio. You know how
talk@writeme.com those people are."

2006. Re: Emu authors: Please support snapshots!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: rich@cstone.net
Message-ID: <3421b668.7728750@news.cstone.net>
Source record: 70039

On 18 Sep 1997 08:26:20 +0200, h0142kdd@joker.rz.hu-berlin.de (Paul David Doherty) wrote:

>>> It seems that none of the Atari emulators (I've tried XL-it, Xformer,
>>> Pokey, Atari800) supports memory snapshots, e.g. saving a complete
>>> memory dump (plus all the necessary registers) to a file.
>>
>> It was probably something like... they really didn't think of it.
>

I thought of it. It's not quite as easy as saying "gee, I'll save memory to a disk". There are tens, maybe even hundreds of additional variables that would have to be saved as well, and a mess of crash conditions that would have be guarded against. Quite a pain, actually.

Still, it is something I've put some thought towards and in some future version I might implement it.

In answer to the second question, David is still developing Atari800, and I believe Rainbow is actively supported (although it might be considered complete in this version, I'm not sure). Markus is apparently on hiatus, so that's it. I intend to help David with Atari800, since that just helps Atari800Win anyway.

-Rich (atari800win)

2007. !!!DANGER!!!Re: Save on postage costs!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <874632371.7292@dejanews.com>
Source record: 70040

!!!WARNING!!!

First off you can buy cheaper from reputable dealers like cdw, necx, or try a www.pricewatch.com search.

The author of this post is Terry Ortman. A 38 year old, single guy, still living with Mom & Dad, who tries to sell lots of "adult material" and other equipment from Mom's house. He was banned by moderators of FidoNet, the Il. State Police have previously served him with a search warrant and siezed all of his equipment. He is now on UseNet where he has started over again. Do a DejaNews search from about 6/96 where he explains "how business works" which was why he took CJ Moody's (cjms@vnet.com) money but wasn't going to send him a refund or the $268 of equipment he purchased. Kubo complained openly on UseNet about not getting delivery after months. Terry "fined" him $250,000 and applied the money from his order to the fine! No joke. He is one strange boy. It seems he collects your money, THEN goes out and tries to buy the unit he sold you. If there is a problem, it was the "supplier" who ripped you off" not him.

For additional information try:
*DejaNews (around 6/96)
*e-mail the listserver at scammers@pdsig.com
*http://www.dynweb.com/theblacklist

This has been a public service announcement.

Ron

In article <3425f5a8.27666821@news.sexzilla.com>,
no.one@no.spam.net wrote:
>
> I'm putting this in my Atari 8-bit html this weekend.
>
> USPS Barcoder, supports zip+4 and 11 digit barcodes which as of 1 July
> 1997, gives you a discount on barcoded mail, check your Post Office
> for the price breraks,they have a chart there...
>
> http://www.angelfire.com/biz/starfleetsoftware
>
> -------------==== Posted via Sexzilla News ====------------------
> http://www.sexzilla.com Search, Read, Post to Usenet
> -------------==== With A Whole Lot More ====------------------

-------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

2008. WTB: Atari 800 w/48K

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: RClaunch@Rocketmail.Com
Message-ID: <874634694.9357@dejanews.com>
Source record: 70041

Hello

I would like to buy a Atari 800 w/48K ram. Must be in good condition
with power pak.

I will pay $25.00 for a unit shipped to Riverside, CA.

Email me

RClaunch@Rocketmail.Com

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2009. Re: Question: Commerce in this group...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <874638959.13613@dejanews.com>
Source record: 70042

He also goes by Starfleet software, ortman enterprises, ect.....
Regardless of the name he is in Decatur IL and usually demands payment in
full, up front.

Ron

In article <3420810B.4238@mail.utexas.edu>,
robert erickson <dperw@mail.utexas.edu> wrote:
>
> after reading posts for awhile, you know who are the regulars...
>
> it's a sure bet that most of these folks are honest, and most reliable.
>
> one piece of advice.....stay away from someone named terry ortman...
>
> cheers,
> robert

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2010. Re: BallBlazer for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: John Hale <hale@onet.net>
Message-ID: <3421B877.2BC7F9FD@onet.net>
Source record: 70043

Where did you download BallBlazer from?

John Hale

Adrian Ryan wrote:

<snip>

I have downloaded another copy of BallBlazer for an Atari 8-bit (not

> <snip>

2011. New Lower Prices! Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: bensmith@kelly.teleport.com
Message-ID: <5vt5o6idi1@kelly.teleport.com>
Source record: 70044
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here, Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my Web Page, please E-Mail me at bensmith@teleport.com.

I'm looking for certain Items for my Atari. Item (1)Mega 4 ST. Not a Mega 2 ST upgraded to 4 Megs. I need a Mega ST with 4 Megs of RAM Populated at the Factory. A real Mega 4 ST, preferrably with TOS 1.4. (2) I'm also looking for a Canon IX-12F Flat Bed Scanner with a Navarone Cartridge & SoftWare. (3) I'm looking for CatBoxes for Atari Jaguar, as well as Jag Controllers, Jag-Links and even complete Jaguar Systems. If you have what I'm looking for, check my Atari Catalogs or E-Mail: bensmith@teleport.com

In some cases I'm willing to discount a sale if the Buyer makes an order of enough of my stock. One example, a customer ordered over $200 of software. So I discounted his order %25.

I've added more Items to my Catalogs, such as several large boxes full of Atari ST Software. All of them Complete in Boxes with Documentation. Some are still UNOPENED and SHRINKWRAPPED. As well as an Atari SM125 Mono Monitor with a Built in Monitor stand and an Atari Laser Printer. For the Classic Atari 8 Bit Line Added Hardware was a U.S. Doubler Disk Drive plus a modified 800xl with a built in Translator on a switch that will run older Software without a Translator Disk Plus Lots more new 8 Bit Disk SoftWare for $5 each.

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. Everything mentioned on this list is on this list because I have multiples of these Items and I thought I'd list them for you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: SLM 804 Laser Printers, Spectre GCR Macintosh Emulators, Color & MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes,

Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks,
Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is. Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports

on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2012. suche GRATIS SM124

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6e5U5sg4zHB@peter.soemtron.sb.sub.de>
Source record: 70045

Howdy!

ich br�uchte einen SM124 f�r den ST. Da der Monitor wirklich ur-alt ist,
will ich nicht gro�artig Kohle daf�r hinlegen. Gratis w�re mir am
liebsten!

Vielleicht verstaubt dieser Monitor gerade bei einem im Keller!!

(nur Deutschland!)
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2013. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <34209236.879110@news.injersey.com>
Source record: 70124

On 6 Sep 1997 16:00:21 GMT, dklugh@iwaynet.net wrote:
-
-And please post them as DCM.There is ABSOLUTELY no reason to ever
post ATRs.
-They're bigger and take longer to download.You can convert a DCM to
ATR with a
-Atari with DISKCOMM or a PC with DCMtoATR.
-

But thats what .ZIP is for (yes, I know it doesnt work on ataris.)

If .DCM supports the extra byte header that Steven Tucker wants to add
to APE, I'll happily convert the portion of the archive that I have
control over into .DCM's.

2014. User support and software wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <874564727snz@spheroid.demon.co.uk>
Source record: 70125
Cross-posted to: comp.sys.atari.8bit,comp.syst.atari.st

I have had a message left on my answerphone from an Atari user asking
if I can suggest sources of help and software for his Atari.

His address (he cannot access this newsgroup) is as follows:

Alan Meakin
100a Alexandra Road
Palfrey
Walsall
WS1 4AZ
England

He would welcome anything which might be relevant.
--
Brian Watson
::
: Protext Software * Independent Eight Bit Association * 8BIT magazine :
: Harrowden, 39 High Street, Sutton-in-the-Isle, Ely, Cambs, CB6 2RA England :
::

2015. Re: Emu authors: Please support snapshots!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: h0142kdd@joker.rz.hu-berlin.de
Message-ID: <5vqhic$73f@joker.rz.hu-berlin.de>
Source record: 70126

In article <341E9F96.3B0BB005@ix.netcom.com>,
Robert S Ely <rsely@dhs.state.nj.us> wrote:
>Paul David Doherty wrote:
>> It seems that none of the Atari emulators (I've tried XL-it, Xformer,
>> Pokey, Atari800) supports memory snapshots, e.g. saving a complete
>> memory dump (plus all the necessary registers) to a file.
>
> It was probably something like... they really didn't think of it.

Probably. Well, maybe some of them will consider it now. (Which of
the emulators is currently still being developed, anyway? Apart from
the Win95 one?)

-- Dave

2016. Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5vqieoqrj1@nuke.csu.net>
Source record: 70127

I've begun coding my Mah Jongg game. Nothing much, game-wise, but I've coded a pretty killer (so far) tile editor, so one (including myself, of course) can quickly and easily make cool graphics for the game. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2017. Please submit your have/want lists or links.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-18 00:00:00 UTC
From: classics@penny-empire.nospam.com
Message-ID: <3420b1d1.10617125@news.whc.net>
Source record: 70128
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,rec.games.video.atari

```
Visit http://www.penny-empire.com/oasis

Remove the .nospam for email.
```

2018. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <5vskep$4ru$1@nuke.csu.net>
Source record: 70046

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: I've begun coding my Mah Jongg game. Nothing much, game-wise, but I've
: coded a pretty killer (so far) tile editor, so one (including myself,
: of course) can quickly and easily make cool graphics for the game. :)

I haven't bug-tested it much, but it works. Features of the editor
include:

Edit 16x16 b/w bitmaps (tiles for the upcoming Mah Jongg game)
Save tileset
Load tileset
Get a disk directory
Spiffy error trapping (one problem, see below, esp. Action! gurus)
3 cursor speeds (slow, medium, and fast)
4 cursor modes ("drawer," toggle, draw only, and erase only)
Nifty use of PMGfx
Nifty use of DLIs
Nifty use of VBIs

I may add some graphics manipulation commands (negate tile, flip/mirror
tile, copy/move tile, rotate tile) as well. I've already found that
copy can be quite useful. :) (I did a "Dominoes" set... I may do a
"Digital Numbers" set as well. Copy would be very useful for these.)

The ONE problem I'm having so far is determining the error code from
Action! I'm used to PEEK(195) in BASIC, but I can't find an Action!
equivalent! I'm of course using my own error procedure...

Works like this:

```
Proc MyError()
...(complain)...
WASERR=1
Return

...
WASERR=0
Close(1)
Open(1,...)
If WASERR=0 Then
...
Fi
...
```

During that "complain" bit, I'd like to be able to show WHAT the error was.
Where in memory do I look?

I've tried $49 (73) ERRNO, I've tried $C3 (195) ERRSAVE (of course.. my first guess!), and I've tried $2EA (746) DVSTAT (I think that was it).

Any hints? :) Thanks!

Look for my Mah Jongg game soon! Hopefully I'll get Gem Drop out before hand, since it's 99% done. I may end up releasing it musicless. <:^| Maybe a "deluxe" version'll have the music and a spiffy intro. ;)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2019. a.n.a.l.o.g & antic

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: Banas <banas@webexpert.net>
Message-ID: <01bcc4a9$8cd333e0$5bb0d7d0@sally>
Source record: 70047

I have these mags for sale:

a.n.a.l.o.g. ; 66,65,22-13,10,9

antic ; vol issue
7 7,5
6 11,10
3 4,2,1
2 12-9,2,1
1 6,5,3

STlog issue 25

STart special issue 2

compute 39(v5 i8) 37(v5 i6)

creative
computing v10 i3, v9 i12

banas@webexpert.net
--

Banas

2020. Re: Will pay $40 for Ultima 1 or 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <5vt1rcfqg1@artemis.it.luc.edu>
Source record: 70048

That's all?

Ted B
(those old ultimas regularly go for a bit more than that...)

TomMage (tommage@aol.com) wrote:
: For complete games in good condition Atari 400/800 games. Will consider
: Ultima 2 for Atari ST.

: Thanks,
: Tom

2021. Re: Emu authors: Please support snapshots!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: h0142kdd@joker.rz.hu-berlin.de
Message-ID: <5vt8e0$4mg@joker.rz.hu-berlin.de>
Source record: 70049

In article <3421b668.7728750@news.cstone.net>, rich <rich@cstone.net> wrote:
>
>Still, it is something I've put some thought towards and in some future version
>I might implement it.

Great. I'm looking forward to it.

Now, for the time being, would anyone who has access to the sources
for one of the emulators and who can get them to compile on his system
(the latter rules me out, unfortunately) be willing to create one (1)
specific snapshot for me - just a memory dump, no variables or anything
required? I'd be very grateful.

-- Dave

2022. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <c17f01be.8081.3386@raukamp.dame.de>
Source record: 70050

DT4 schrieb am Donnerstag in COMP/SYS/ATARI/8BIT :

D> I never would have thought that the 8-bit fan culture was still so
D> active! Can anyone explain this?

I think everyone using 8-Bits has his own feelings about his machine, here are some of mine:

1. For me everytime I'm using my XE or programm it, it's amazing to see that I don't need Pentium-power to get things going and what a great job those XL/XE-designers did. It's the art of programming to get what you want out of a machine you have and not buying a new one.
2. For me my XE is more reliable than every other machine.
3. When I start me XE I'm starting the BASIC-editor (I still have the original Atari-DOS). It seems to invite you to just try things out and build your own ideas. To do that on today's computers takes just a longer way.
4. I don't lioke the idea of forgetting a machine that was so useful for me over the years. And it is still useful for me.
5. Most of the daily work I can do with a Pentium (like txtprocessing) I can also do on my XE fast and reliable. That shows what agreat concept it is.

D> --
D> regards,
--
cu -- thomas -- fonfax (+49)4331849337
-- atariFALCON030 -- atariMSTE4 -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

2023. Any interest?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5vsvar$au2@freenet-news.carleton.ca>
Source record: 70051

I've designed a AT keyboard <-> Atari 8 bit interface, is there
any real interest in my making a run of boards? I'm not sure what it
would cost since ive never done a commercial pcb run.

It allows the use of a AT (no XT keyboards) keyboard, and has eeprom for
saving custom macros (for all the extra keys :). I know the Transkey was
a similar device (though ive never seen one, or even seen one forsale),
but I dont know how popular it was.

I'll be posting plans for the whole device w/ the source code/image for the
eprom to my web site soon. If your interested seeing a production PCB
or whole device forsale in the future, let me know. I dont want orders,
or anything like that, just your opinion.

Thanks

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2024. Re: Dream 800 machine

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <5vtn0b$64$1@xmission.xmission.com>
Source record: 70052

James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:

: Different people have different 'dream' machines. Right now,
: that'd be my ideas for the ideal A8.

I'm with you, Russ. I've often wanted a modified 800 as well. Something
like what you described would be worth at least $200.00 to me.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2025. XL-it Black Screen

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: Al <71212.1644@compuserve.com>
Message-ID: <34227677.5ABF@compuserve.com>
Source record: 70053

All I get when I run XL-it is a black screen. I have the ROM images and the XFD file for the DOS in the same directory as XL-it. I'm running DOS 7.0 without going into Windows 95. HELP!

2026. Re: Any interest?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: Paul Castellani Jr <cfipaul@concentric.net>
Message-ID: <342282C7.DE06D800@concentric.net>
Source record: 70054
Body handling: HTML body converted to readable text

Steven J. Tucker wrote:

I've designed a AT keyboard <-> Atari 8 bit interface,
is there

any real interest in my making a run of boards? I'm not
sure what it

would cost since ive never done a commercial pcb run.

It allows the use of a AT (no XT keyboards) keyboard, and has eeprom
for

saving custom macros (for all the extra keys :).
I know the Transkey was

a similar device (though ive never seen one, or even seen one
forsale),

but I dont know how popular it was.

I'll be posting plans for the whole device w/ the source code/image
for the

eprom to my web site soon. If your interested seeing a
production PCB

or whole device forsale in the future, let me know.
I dont want orders,

or anything like that, just your opinion.

Would be a nice idea....Sure would take care of the lousy keyboard problem
on the 130 etc..etc..

2027. 7800.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: blah <blah@blah.com>
Message-ID: <5vu2q5$8gu@news.onramp.net>
Source record: 70055

what was the difference between the atari 7800 and the 5200??

also , i am looking to buy an xe game system and any xf551's that may be out there.

thanks

2028. Re: Any interest?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3422B24E.2AFD@erols.com>
Source record: 70056

Steven J. Tucker wrote:
>
> I've designed a AT keyboard <-> Atari 8 bit interface, is there
> any real interest in my making a run of boards? I'm not sure what it
> would cost since ive never done a commercial pcb run.
>
> It allows the use of a AT (no XT keyboards) keyboard, and has eeprom for
> saving custom macros (for all the extra keys :). I know the Transkey was
> a similar device (though ive never seen one, or even seen one forsale),
> but I dont know how popular it was.
>
> I'll be posting plans for the whole device w/ the source code/image for the
> eprom to my web site soon. If your interested seeing a production PCB
> or whole device forsale in the future, let me know. I dont want orders,
> or anything like that, just your opinion.
>
> Thanks
>
> Steve
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

I don't know how popular the device would be (except among 130XE owners
<G!>) but I do recall seeing several people asking how to get a Transkey
in this ng.
--
Alan

****
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 16 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
****

2029. Pong?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: adliving@ucsd.edu
Message-ID: <3422b233.11139164@news.earthlink.net>
Source record: 70057

I'm looking to buy an old Atari pong machine, the home version. Small black box, 2 paddle controllers, its sole purpose was to play pong. If anyone can either tell me where I can find one, has one to sell, or can at least give me some model/system number of this thing, I would be VERY appreciative. Thanks a lot!

adliving@ucsd.edu

2030. FS: 1400XL, 815, ATR8000, PercomDD, Chalk Board

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: apalmer@zapcom.net
Message-ID: <5vub19$3n5$4@ultra.sonic.net>
Source record: 70058

I would like to sell the following items to the highest bidder. If you have bid on any of these items before, I apologize for not returning your e-mail. Please see my other post about problems I was having with internet access.

I have a 1400XL for sale. This is a real 1400XL that I got from Atari in 1985. The case is a 1400XL case but the 1400XL sticker was removed before I was allowed to take it from Atari. It works fine and comes with the "brick" power supply needed for the 1400/1450XLs. I had received a bid of $120 before I started losing my e-mail. If you are the person who made that bid, please let me know.

I have a 815 disk drive for sale. This is a double drive double density unit. It looks like a very tall 810 with two drives. Atari never sold these drives because of problem with manufacturing them. Very few of them made it out of Atari. The drive works fine but uses a special format that no one else used. When Percom started selling double density drives for the eight bit, they picked a different format and then everyone else followed. I had also receive a bid of $120 for this drive from the same person who bid on the 1400XL.

I have a working ATR8000 and a non-working ATR8000 for sale. These are CPM computers that are cabled to the 8-bits using the SIO. You can the use CPM on the 8 bit Atari computers. The ATR8000 has a built in floppy port, printer port, and serial port that can be used by the Atari. You can use standard floppy drives. If you want more info, I will pull out the manual and post the specs.

I have a working Percom double drive double density drive for the Atari 8bit computer. The model number is RFD40-S2. There is a standard ribbon cable connector on the back for using standard floppy drives. I added switches and leds on the front for power on/off and defeating the write protect of each drive.

I have a Chalk Board for the Atari 8bits with MicroMaestro, BearJam, Leo's 'Lectric Paintbrush, and LogisMaster. There are very good for young kids.

I will ship UPS-COD with you paying the shipping. Send me e-mail with you bids or any questions.

thanks,
al

-----BEGIN GEEK CODE BLOCK-----
Version: 3.1
GCS/IT d- s+:++ a+ C++++$ U*+++$ P+>+++$ L+ E--- W++ N+++ o++ K-?
!w--- !O !M !V- PS+++ PE+(-)@ Y+ !PGP t+++ 5++ X++ !R tv+ b++ DI+
D++ G>++ e+ h+ r y+++*
------END GEEK CODE BLOCK------
\\\|///
\\ - - //
(@ @)

```
+-------------------------+---oOOo-(_)-oOOo-----------------------------+
| Albert M. Palmer, Jr. | Let your child choose his/her own path, |
| Lakeport, CA, USA | and it will always lead back to you. |
| apalmer@zapcom.net | Hang on to your dreams |
| TT/4/16/MiNT/MultiTOS | Use your brain to fix your mind. |
+-------------------------+-----------Oooo-----------------------------+
oooO ( )
( ) ) /
\ ( (_/
\_)
```

2031. 8bit items

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: apalmer@zapcom.net
Message-ID: <5vuarq$3n5$2@ultra.sonic.net>
Source record: 70059

I want to apologize to everyone who sent e-mail about the 1400XL and 815 disk drive I have for sale. I switched to a Falcon for internet access about a month ago. The Falcon kept crashing and causing garbage to be written to my hard drive, wiping out whole directories. I repeatedly lost my e-mail. Program would just stop working and I would have to reload software over and over. I have now switched to a TT for internet and everything should be stable.

al

-----BEGIN GEEK CODE BLOCK-----
Version: 3.1
GCS/IT d- s+:++ a+ C++++$ U*+++$ P+>+++$ L+ E--- W++ N+++ o++ K-?
!w--- !O !M !V- PS+++ PE+(-)@ Y+ !PGP t+++ 5++ X++ !R tv+ b++ DI+
D++ G>++ e+ h+ r y+++*
------END GEEK CODE BLOCK------
\\\|///
\\ - - //
(@ @)
+-------------------------+---oOOo-(_)-oOOo-----------------------------+
Albert M. Palmer, Jr.	Let your child choose his/her own path,
Lakeport, CA, USA	and it will always lead back to you.
apalmer@zapcom.net	Hang on to your dreams
TT/4/16/MiNT/MultiTOS	Use your brain to fix your mind.
+-------------------------+-----------Oooo-----------------------------+
oooO ( )
( )) /
\ ((_/
_)

2032. Re: Any interest?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: denon@netvision.net.il
Message-ID: <3422aeb3.22765041@news.netvision.net.il>
Source record: 70060

I am interested

On 19 Sep 1997 04:33:31 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>
>I've designed a AT keyboard <-> Atari 8 bit interface, is there
> any real interest in my making a run of boards? I'm not sure what it
> would cost since ive never done a commercial pcb run.
>
>It allows the use of a AT (no XT keyboards) keyboard, and has eeprom for
> saving custom macros (for all the extra keys :). I know the Transkey was
> a similar device (though ive never seen one, or even seen one forsale),
> but I dont know how popular it was.
>
>I'll be posting plans for the whole device w/ the source code/image for the
> eprom to my web site soon. If your interested seeing a production PCB
> or whole device forsale in the future, let me know. I dont want orders,
> or anything like that, just your opinion.
>
>Thanks
>
>Steve
>--
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2033. peeks/pokes and error codes

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-19 00:00:00 UTC
From: classics@penny-empire.nospam.com
Message-ID: <34229ab4.3538161@news.whc.net>
Source record: 70061

Does anybody have a complete list of these I can post on my web page?

Thanks

http://www.penny-empire.com/oasis

2034. Re: Any interest?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6001qs$7cs$1@nuke.csu.net>
Source record: 70062

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: I've designed a AT keyboard <-> Atari 8 bit interface, is there
: any real interest in my making a run of boards? I'm not sure what it
: would cost since ive never done a commercial pcb run.
<snip>

YES!!! :) My favorite Atari keyboard is still the 1200XL, but I don't use my 1200XL these days. In fact, it's not at my house, it's at my parents'.

I'm stuck using the ok keyboards of the 800XL (I HATE where they put the [BREAK] key! >:^( ) and I also now have a 130XE. Bleah! >:^(

How would it hook up? Directly to the motherboard?

Would it be something you could install inside and have an external connection for?

Will it use any software on the 8-bit itself? (I hope not, as that would kind of make it useless in many many cases. <:^( )

Thanks! :) Cool idea!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2035. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60022p$7cs$2@nuke.csu.net>
Source record: 70063

Update - I've put up a simple little web page about my Mah Jongg game! :)
It includes one screenshot. It's not a very good one. It's a digital
photo of my monitor. :) But it's better than nothing. :)
(It's of the cool tile editor I've been working on, by the way.)

http://zippy.sonoma.edu/kendrick/nbs/atari/games/mahjongg/

I'm going to try to work on the game some tonight (although it IS
getting late!)... It should be out pretty soon, I hope! At least
a joystick/keyboard version. (Dunno if I'll get good mouse/trakball
support in it very soon. Anyone wanna help out?)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2036. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_874744995@rtfm.mit.edu>
Source record: 70064
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2037. newbie

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: worchel <worchel@metronet.de>
Message-ID: <3423A026.2285@metronet.de>
Source record: 70065

Hi !
i have a question:I can load those 92160 byte *.atr images , but dont know how it works with other files. some i have downloaded are bigger than 1000 kbyte.
how does it work ?
HELP !
Thanx

2038. Atari Computer items

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <600ajddfm1@news3.voicenet.com>
Source record: 70066
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
Atari Items for Sale plus shipping - pre-paid only

Atari 800 Computer w/power supply..................... $49
Atari 1050 with Power Supply.......................... $29
Atari power supply for 1050 drive..................... $19
Ape Face Model XLP Digital Device..................... $39
Atari 850 Interface no power supply................... $39
Atari XMM801 printer.................................. $24
Atari 1020 Printer.................................... $15
Atari 410 Program Recorder (tape deck) (2).......... $14
Atari 400 Program Recorder (tape deck)............... $12
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ................ $ 8 each
Hot Stuff Joystick (rough)............................ $ 7
Paddles (3 sets)...................................... $12 each
WICO Command Control Joysticks - rough.............. $12 pair
DVE Printer Power Supply Model DV-2412A.............. $10
50 5-1/4 diskettes ................................... $10
50 3-1/2 diskettes.................................... $12.50
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

ALA Software - G-Men ALA Software - Assasins Cove
Bond Analysis Con*Putation
Cranston Manor Adventure (no box) DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler DeBug by Childware
Enhancer Hard Hat Mack by ElectArts

Leader Board Golf Game (no box) MatchBoxes
MegaFont II from XLEnt Software Master Diskette 3 (no box)
Murder on The Zinderneuf My First Alphebet (no box)
Page Designer from XLEnt Software Print Shop
Reading Skills Sesame Str Astro-Glover (3-6)
Spinnaker Alphabet Zoo (3-8) Spnker Hey Diddle Diddle
(3-10)
Spinnakers Kids on Keys (3-9) Spinnaker Kindercomp (3-8)
The Big Math Attack The Jar Game & Chaos
Tinks Adventure (4-8) Tuk Goes to Town (4-8)

Star Voyage Series - Star Voyage 1 & Star Voyage 2
Sesame Street Print Kit for Atari & Commodore
```

Graphic Generator by DataSoft w/box & docs
The Halley Project - A Mission in Our Solar System (no box)
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Tonk in the Land of Buddy-Bots (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Analog Disk #57 Analog Disk #73 June 1989
Andromeda Conquest Astro Grover
Cardware High Tech Expressions Caverns of Mars
Compute Disk October-December 1986 Compute Disk January-March
1987
Crypto Cube (2) DISKEY from Adventure
International Hacker
Ghostbuster Jingle Disk High Tech
Expressions Lode Runner
Lucas Films Ballblazer Match Up
Master of Lamps Memory Mania & Maxwells Demon
Micro Addition Micro Division
Micro Multiplication Monkey See, Monkey Spell
Moon Shuttle My First Alphabet
On Track Racing Paint Master Diskette
Print Shop Sea Bandit
Shape Up Sky Blazer from Broderbund
Spiderman Spy vs Spy
Summer Games - Tetrad
T.G,I,F. The Quest
Threshold Touchdown Football
Trapazoid Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore
Adventure 7.8.9 from Adventure International
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Artist Atari Writer Word Processor
Basic Language Computing (2) Demon Attack
Donkey Kong E.T. Phone Home
Galaxian Millipede
Missile Command Music Composer (2)
Pacman Qix

Sea Horse Hide & Seek Sky Writer
Space Invaders
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Andromeda Conquest Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800 Figure Fun
Ghost Hunter w/docs Gulp!!
Introduction To Graphics Joystick Sketchpad
Jungles Rainbow w/docs Juggles Rainbow
Moon Shuttle Sea Bandit
Spelling Genie Sargon II --

Star League Baseball States & Capitals

Atari Program Exchange - Midas Touch
Hickory Dickory Dock/Baa, Baa Black Sheep
List, General List, List Customizer
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Disk Operating System DOS 3

Atari Explorer Magazine Summer 1985
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Missile Command DOC
Atari Music Composer DOC
Atari Program Exchange - A guide to Effective Programming
Atari Space Invaders DOC
Atari Star Raiders DOC
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS --
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

2039. Re: Any interest?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <09970820122941.OUI35.schoedel@ny.tds.net>
Source record: 70067

In article <5vsvar$au2@freenet-news.carleton.ca>, From
ai123@FreeNet.Carleton.CA (Steven J. Tucker), the following was written:
>
> I've designed a AT keyboard <-> Atari 8 bit interface, is there
> any real interest in my making a run of boards?

Yes, I'd be interested in seeing such a beast made available.

--
Michael Schoedel schoedel@ny.tds.net
09/20/97 13:30

Dedicated Atari Nut

2040. Re: Half Vassed Catalog?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: schoedel@ny.tds.net
Message-ID: <09970820125425.OUI14.schoedel@ny.tds.net>
Source record: 70068

Bob, is this an email-type catalog, or something to be snail mailed?

--
Michael Schoedel schoedel@ny.tds.net
09/20/97 13:30

Dedicated Atari Nut

2041. Re: Any interest? A8/AT KB!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: bmcbrine@pine.alberni.net
Message-ID: <601938$fc1@pine.alberni.net>
Source record: 70069

In article <3422B24E.2AFD@erols.com>, Alan Sharkis <asharkis@erols.com> wrote:
>Steven J. Tucker wrote:
>>
>> I've designed a AT keyboard <-> Atari 8 bit interface, is there
>> any real interest in my making a run of boards? I'm not sure what it
>> would cost since ive never done a commercial pcb run.

I like it! Steve, I think it's a kool idea, and I agree it would be
worthwhile making as a project if not more. What's on the board?
Can there be that much to the circuit? Count me in as a positive vote!

>Alan
>
. ***
. * Windows 95: n. 32 bit extensions and a graphical *
. * shell for a 16 bit patch to an *
. * 8 bit operating system originally *
. * coded for a 4 bit microprocessor *
. * written by a 2 bit company that *
. * can't stand 1 bit of competition. *
. ***

Love that sig Alan! <G>

-See-Ya-
=Bill=
--
* Bill McBrine #*# EMail: ragtag@freenet.alberni.net (other address pending)
Interests: Atari-8bit. Tandy 6000 (with 3.01.00) * bmcbrine@pine.alberni.net
Robotics. Linux. Amiga News. Networking. User-friendly Data-management Systems.
Jacques Villeneuve: Pole Position in first career Formula-1 Race! Finished 2nd!

2042. ATARI 130XE and ATARI 2600 For Sale.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: usradio@ix.netcom.com
Message-ID: <3424385B.1658@ix.netcom.com>
Source record: 70070
Cross-posted to:
alt.atari.2600,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600vcs,rec.video.games.classic,rec.games.video.marketplace

For Sale:

*****ATARI 130XE System, Includes:

- Working ATARI 130XE Computer.
- Original Power Supply.
- Working ATARI XL12, Tape Play-Recorder.
- Owners Manual.
- 2 Programming Books.
- And the following Video Game Cartridges:
-MARIO BROS.
-MS. PAC MAN
-STAR RAIDERS
-ACE OF ACES
-RETURN OF THE JEDI
-DIG DUG
-SPACE INVADERS
-Jostick Cotoller

****

ATARI 2600 Includes:

-Working ATARI 2600 (sold by SEARS)
-Original Power Supply.
-WIRELESS JOSTICK CONTROLLERS.
-Paddle Controllers.
- And the following Video Game Cartridges:
- PAC-MAN (The Original)
- SPACE INVADERS
- BREAK OUT
- NIGHT DRIVER
- THE EMPIRE STRIKES BACK
- Q*BERT

The system are sold togheter or by separate.

Reply by E-Mail.

Marlon in Los Angeles.

2043. Re: FS 5200 w/multi cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: tiptonk@pacbell.net
Message-ID: <tiptonk-2009971420500001@ppp-206-170-4-224.wnck11.pacbell.net>
Source record: 70071
Cross-posted to: rec.games.video.marketplace,alt.atari,rec.games.video.classic,alt.games.video.classic,comp.sys.atari.8bit

In article <341E8AD9.40EC@midamer.net>, Tony Martin <lmartin@midamer.net> wrote:

> I am willing to take offers on an Atari 5200 with the multi cartrige.
>
> 5200 4-port model
> 4-sticks (one for parts)
> Still has box in great shape.
> One stick works fine the others need the eraser treatment.
> Cart has switches to select games.
> Every game ever made for 5200 (except the sequel to Miner 2049er)
>
> Serious offers only please !!!

How much do you think it's worth? What about just for the cartridges?

2044. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: pulliam@shopping4u.com
Message-ID: <09970819200529.OUI20.pulliam@shopping4u.com>
Source record: 70072

In article <c17f01be.8081.3386@raukamp.dame.de>, RAUKAMP@dame.de
(THOMAS RAUKAMP) wrote:

> I think everyone using 8-Bits has his own feelings about his machine,
> here are some of mine:

Right on the money!

I use my pentium every day, but my Atari 130xe is set up right next to
it, and it is still the machine I love. I word process with MS Word,
but have probably had less crashes with the old Paperclip program,
though I haven't used it in years.

It truly did invite one to program every time you turned it on. My
Pentium doesn't do that!

--
- Ed L. Pulliam pulliam@shopping4u.com

2045. Free 1200xl,1050&P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: gregghippi@aol.com
Message-ID: <19970920181200.OAA03662@ladder01.news.aol.com>
Source record: 70073

I have mentioned hardware at the right price, FREE. I believe that everything works, although I haven't had it plugged in for several years. I also have lots of books, software, cartridges that I want to get rid of. The "stuff" isn't worth anything to me, so if you are willing to pick it up or pay the postage, I'll be gald to give it away. I live in the Akron, Ohio area. You can email me at gregghippi@aol.com.

2046. atari unix project

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <600k84$661$1@sanos.psych.uw.edu.pl>
Source record: 70074

all people that want to participate in atari unix project (temporary name
in ANIX project) are welcome at atari8-l mailing list. to subscribe, please
mail a message to majordomo@zwieracz.psych.uw.edu.pl, putting a line:

subscribe atari8-l <mailing address you want to receive the list to>

in the body (not the subject) of the message.

i've also setup a mail to news gateway two days ago, so all the postings
that will appear from now on will be available read-only as a usenet
articles on

news://zwieracz.psych.uw.edu.pl/listserv.atari8-l

124
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2047. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <601u9pspc1@newsd-123.bryant.webtv.net>
Source record: 70075

What is the point of having an Atari archive where the files are in a
zip format and cannot be used by Ataris?
This makes absolutely no sense to me, as I only have an Atari.
Harvey

2048. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-20 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <519.202T2453T9095312@pianosa.demon.co.uk>
Source record: 70076

William Kendrick wrote something interesting,

Hello William,

>Update - I've put up a simple little web page about my Mah Jongg game! :)

Question: Is going to be a /real/ Mah Jongg game, or as most of the ones
I've come across are (not on the A8), just a pairing of the tiles type
thing?

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

Don't believe your elders, and don't believe your eyes.
(And) Don't Believe Your Eyes - Eddie And The Hot Rods

2049. Re: Any interest?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <3425a930.39214463@news.inc.net>
Source record: 69980

On 19 Sep 1997 04:33:31 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>
>I've designed a AT keyboard <-> Atari 8 bit interface, is there
> any real interest in my making a run of boards? I'm not sure what it
> would cost since ive never done a commercial pcb run.

Steve, that sounds vaery interesting to me. Is it the kind of thing that would pretty much need to be on a PCB to be practical, or could it be put on some project board with much success?

Jon

*** Please make sure responses are also sent via email.

2050. Re: Any interest? A8/AT KB!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <6028fk$1q1@freenet-news.carleton.ca>
Source record: 69981

Bill_McBrine (bmcbrine@pine.alberni.net) writes:
> In article <3422B24E.2AFD@erols.com>, Alan Sharkis <asharkis@erols.com> wrote:
>>Steven J. Tucker wrote:
>>>
>>> I've designed a AT keyboard <-> Atari 8 bit interface, is there
>>> any real interest in my making a run of boards? I'm not sure what it
>>> would cost since ive never done a commercial pcb run.
>
> I like it! Steve, I think it's a kool idea, and I agree it would be
> worthwhile making as a project if not more. What's on the board?
> Can there be that much to the circuit? Count me in as a positive vote!

Just reading and translating the keyboard was not a big deal, but after
that I wanted the eeprom for macros, etc and it pretty much ended up
being a sbc design. I'll post it to my web site as soon as I get a little
time to work on it.

Thanks for the feedback :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2051. Re: Any interest?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <60285s$1ln@freenet-news.carleton.ca>
Source record: 69982

William Kendrick (kendrick@zippy.sonoma.edu) writes:
> Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
>
> : I've designed a AT keyboard <-> Atari 8 bit interface, is there
> : any real interest in my making a run of boards? I'm not sure what it
> : would cost since ive never done a commercial pcb run.
> <snip>
>
> I'm stuck using the ok keyboards of the 800XL (I HATE where they put the
> [BREAK] key! >:^( ) and I also now have a 130XE. Bleah! >:^(
>
> How would it hook up? Directly to the motherboard?

If I run boards, you will have to remove the POKEY chip, place it on
the board, and attach a ribbon cable to the pokey socket. I was going
to just add an inline connector for the keyboard mylar, but I dont think
the sockets or strips are in production anymore.

> Would it be something you could install inside and have an external
> connection for?

I've laid out a space for a pcb din 5, so you could attach a keyboard
extension cable and have an outside connection. It would be just as easy
to use the connector on the board as a cable, and more durable imho.

The only problem is w/ the eprom, eeprom, etc, the board is going to be
larger than I want it to really be. Things will change im sure before
I put up the final schematics.

> Will it use any software on the 8-bit itself? (I hope not, as that would
> kind of make it useless in many many cases. <:^( )

No, its strictly a hardware thing. :)

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2052. Re: MPP-1000C 300 baud modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: matthewp@netcom.com
Message-ID: <matthewpEGuDot.BKJ@netcom.com>
Source record: 69983

PBjurman (pbjurman@aol.com) wrote:
: Does the MPP-1000C 300 baud modem work on the Atari 400? From what I've
: heard, it does, but I just wanted to make sure. It plugs into the joystick
: port. Thanks for the info!

Yup. Plug it into Joystick Port #2. I can't believe I wrote BBS
software for that thing. I also did a mod to install a switch that
toggled between the annoying internal speaker and a red LED. The thing
is interrupt driven and the frequency can't get 300 baud exactly right.
It's either too high or too low, so go with too low for maxiumum
compatibility.
--
-Matt P

Matt Pritchard | Antique Computer & Game System Collector
matthewp@netcom.com | Assembly Language Programming Guru
via Dallas, Tx dialup | Article Writer/Game Programmer/Developer

2053. Atari 2600/ST/8-bit items/CD-I/Toys[UPDATE 14a]

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: ad300@sfn.saskatoon.sk.ca
Message-ID: <6024n3$uc9$1@missing.its.to>
Source record: 69984
Cross-posted to: alt.atari.2600,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit,alt.forsale

```
---------------------------------------------------------------
Atari 2600 items/8-bit Auction #4B
---------------------------------------------------------------
Hi Everyone. Here is my listing and a few simple rules:
Bidders must supply full name, address, and phone number.
Otherwise, bids will not be accepted. I've had to many
people agree to buy an item and then pull-out.
Buyer pays post office shipping from Canada.
All prices in USD. Canadians can pay in equivalent $CDN.
I will keep you posted on the current high bid(s).
All items are in good working condition(unless noted)
but sold AS IS.

Auction ends 11:59 PM CST September 30th, 1997

NOTE: Please bid on individual items, no bulk bids.

Thanks.
David
-------------------------------------------------------------------------
-------------------------------------------------------------------------
Cartridges(Atari 2600)
-------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min> -------
Pitfall! $2 <min> -------

Atari
-----
Asteroids $1 <min> -------
Centipede $1 <min> -----------
Defender $1 <min> -----------
Maze Craze $1 <min> $1 mrupp

Coleco
------
Donkey Kong $2 <min> -----------

Epyx
----
California Games $4 <min> ------

M-Network
---------
```

Football $1 <min> -----------
Tron Deadly Discs $1 <min> ------

Atari 8-bit Cartridge(metal/plastic casing)

Asteroids $3 <min> --------
Basic $3 <min> --------
PAC-MAN $3 <min> --------

Misc.

Bentley COMPU-VISION Deluxe Home-TV Video Game System
(black with simulated wood trim, 2 controllers, attached RF cable)
Features:
TENNIS $15 <min> --------
SOCCER
SQUASH
SOLO HANDBALL
i.e. This is an enhanced PONG! system!. Self contained.
Eight combinations of player controlled skill settings.
Complete with manual and box(fair condition).
Operates on 4-AA batteries or AC/DC adapter(not included).

I also have for sale:
Atari ST 16/32 bit MIDI Computer hardware/software
Atari 8-bit carts
IBM hardware/software
GI JOE/TRANSFORMERS/GOBOTS(NEW in packaging)
Philips/Magnavox CD-I unit/DVC/games(NEW).
Please email for a listing.
I'm also looking for Atari 8-bit, Lynx and Jaguar games.
Thanks.
Updated 09/20/97

--End--

2054. Re: Anyone got Chipmunk 3.01?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970921131301.JAA09821@ladder02.news.aol.com>
Source record: 69985

>I accidentally nuked side 1 of my copy... can anyone mail me a diskcommed/
>uuencoded version of theirs?

That could be a problem. I have Chipmunk (I believe 3.04, I haven't looked at it in a while) and I can say that that disk is itself copy protected. You may need to find someone to make a Happy or Archiver copy of it for you. Good luck.

2055. test

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: "Chris L. Fleshner" <fleshner@tconl.com>
Message-ID: <602fpe$6f3$1@news1.uswest.net>
Source record: 69986
Body handling: Inline uuencoded payload not displayed: Chris L Fleshner.vcf

```
[Inline uuencoded payload not displayed: Chris L Fleshner.vcf]

end
```

2056. Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19970921153100.LAA12267@ladder01.news.aol.com>
Source record: 69987

Has anyone else had this problem?
On XLIT, Koronis's "Rifts" are white?
on atari800 emu by david firth when will it support Koronis Rift and Sound
on the dos VERSION?

2057. Re: MPP-1000C 300 baud modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970921165200.MAA23281@ladder02.news.aol.com>
Source record: 69988

>Yup. Plug it into Joystick Port #2. I can't believe I wrote BBS
>software for that thing. I also did a mod to install a switch that
>toggled between the annoying internal speaker and a red LED.

Okay, it's working now, but I was wondering - are there any other terminal programs out there that support ANSI graphics (colored text) that would work with this modem? (considering this modem uses the joystick port, and not the SIO connector)- SmartTerminal (the program that comes with the MPP-1000C) is okay, but I would like something a little more powerful, preferably on cartridge but even on a single-sided disk. Thanks for your help!

-Sam Hartmann

2058. Re: Term. Program for MPP-1000C modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970921203301.QAA03467@ladder01.news.aol.com>
Source record: 69989

>Are there any other terminal
>programs out there that support ANSI graphics (colored text) that would
>work with the MPP-1000C modem?

The problem is, there's a local BBS that uses VT-100 and ANSI graphics,
and with the MPP-1000C, the codes normally used for colors just comes in as
garbage characters and jumbles up the screen and makes it hard to read.
Please let me know if there any VT-100 supported terminal programs that
would work with the MPP-1000C. Thanks!

-Sam

2059. VT-100 supported on Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970921203401.QAA08990@ladder02.news.aol.com>
Source record: 69990

The problem is, there's a local BBS that uses VT-100 and ANSI graphics, and with the MPP-1000C, the codes normally used for colors/bolded text just comes in as garbage characters and jumbles up the screen and makes it hard to read. Please let me know if there any VT-100 supported terminal programs that would work with the MPP-1000C. Thanks!

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

2060. Re: VT-100 supported on Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.970921200108.10844A-100000@moose.erie.net>
Source record: 69991

On 21 Sep 1997, PBjurman wrote:

>
> The problem is, there's a local BBS that uses VT-100 and ANSI graphics,
> and with the MPP-1000C, the codes normally used for colors/bolded text just
> comes in as garbage characters and jumbles up the screen and makes it hard
> to read. Please let me know if there any VT-100 supported terminal
> programs that would work with the MPP-1000C. Thanks!
>

I used VT10SQ (VT-10 Squared - clever, eh!) on my Atari 800XL. It
had a software 80-column driver and it did decent VT-100 emulation for its
time. It's probably still on umich.

2061. Term. Program for MPP-1000C modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970921184901.OAA26158@ladder01.news.aol.com>
Source record: 69992

Are there any other terminal
programs out there that support ANSI graphics (colored text) that would
work with the MPP-1000C modem? (considering this modem uses the joystick
port, and
not the SIO connector)- SmartTerminal (the program that comes with the
MPP-1000C) is okay, but I would like something a little more powerful,
preferably on cartridge but even on a single-sided disk. Even if they
don't support ANSI, are there any good terminal programs anyway that would
work with the MPP-1000C? Thanks for your help!

-Sam

2062. Re: VT-100 supported on Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EGvtzz.EJt@iglou.com>
Source record: 69993

PBjurman (pbjurman@aol.com) wrote:

: The problem is, there's a local BBS that uses VT-100 and ANSI graphics,
: and with the MPP-1000C, the codes normally used for colors/bolded text just
: comes in as garbage characters and jumbles up the screen and makes it hard
: to read. Please let me know if there any VT-100 supported terminal
: programs that would work with the MPP-1000C. Thanks!

Bill Marcum mentioned BobTerm in a previous message. It's got the ability
to use that particular modem, as well as others. I once used the term
program that came with it, and Bob Puff had me change over to BobTerm.
While SmartTerm was a nice piece of software, it had the weird ability to
show the characters in that baud rate that you changed the software to.

For example, if you changed it to 110 baud, you would see the characters
go by at 110 baud. I nearly went to sleep when I changed it to 45 baud,
which is the speed of a TTY device the deaf use.

Then I sold it, and got an Avatex 1200 and 850.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

2063. Re: Term. Program for MPP-1000C modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EGvMK9.83C@iglou.com>
Source record: 69994

In message <19970921184901.OAA26158@ladder01.news.aol.com>,
pbjurman@aol.com (PBjurman) wrote:
>Are there any other terminal
>programs out there that support ANSI graphics (colored text) that would
>work with the MPP-1000C modem? (considering this modem uses the joystick
>port, and
>not the SIO connector)- SmartTerminal (the program that comes with the
>MPP-1000C) is okay, but I would like something a little more powerful,
>preferably on cartridge but even on a single-sided disk. Even if they
>don't support ANSI, are there any good terminal programs anyway that would
>work with the MPP-1000C? Thanks for your help!
>
> -Sam
I think Bobterm comes with an MPP modem handler, which could be used with
other terminal programs. I don't think there are any programs that support
ANSI color, but there are some that at least have 80 columns with ANSI cursor
control.

--
Bill Marcum bmarcum, not go_spam_yourself at (see above)
"Well, actually, the Internet has been cream-filled for years" (Over the Hedge)

2064. ATARI 130XE and ATARI 2600 For Sale.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: usradio@ix.netcom.com
Message-ID: <3425F937.644D@ix.netcom.com>
Source record: 69995
Cross-posted to:
alt.atari.2600,rec.games.video.atari,comp.sys.atari.8bit,alt.atari.2600vcs,rec.video.games.classic,rec.games.video.marketplace

For Sale:

*****ATARI 130XE System, Includes:

- Working ATARI 130XE Computer.
- Original Power Supply.
- Working ATARI XL12, Tape Play-Recorder.
- Owners Manual.
- 2 Programming Books.
- And the following Video Game Cartridges:
-MARIO BROS.
-MS. PAC MAN
-STAR RAIDERS
-ACE OF ACES
-RETURN OF THE JEDI
-DIG DUG
-SPACE INVADERS
-Jostick Cotoller

****

ATARI 2600 Includes:

-Working ATARI 2600 (sold by SEARS)
-Original Power Supply.
-WIRELESS JOSTICK CONTROLLERS.
-Paddle Controllers.
- And the following Video Game Cartridges:
- PAC-MAN (The Original)
- SPACE INVADERS
- BREAK OUT
- NIGHT DRIVER
- THE EMPIRE STRIKES BACK
- Q*BERT

The system are sold togheter or by separate.

Make me an offer.

2065. Wizard of Wor & Fort Apocalypse for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: Geoff Waters <waters@hk.super.net>
Message-ID: <34244C37.689B@hk.super.net>
Source record: 70077

Anyone have the files to run these on an emulator or in PC format?

2066. Anyone got Chipmunk 3.01?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-21 00:00:00 UTC
From: ajbufort@mail2.sas.upenn.edu
Message-ID: <6022jr$76q$1@netnews.upenn.edu>
Source record: 70078

I accidentally nuked side 1 of my copy... can anyone mail me a diskcommed/
uuencoded version of theirs?

Thanks,

-Tony

2067. BobTerm question

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970922005701.UAA23183@ladder01.news.aol.com>
Source record: 69996

Does BobTerm have an 80-column emulator built into the software so the old Atari 400/800 computers that had a 40 column screen can show 80-columns? Thanks for the help!

-Sam

2068. Graphic Web Browser for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@user1.teleport.com>
Message-ID: <604mh3$l1p$1@news1.teleport.com>
Source record: 69997

Anybody out there know of any software similar to
Netscape for Atari XL/XE computers? I know the
color and graphic capability would be limited, but
hey, this is Atari - still alive after 18 years!

David P. Loewen
Salem, Oregon USA
produnl2@teleport.com

2069. Re: XL-it Black Screen

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: burton@one.net
Message-ID: <604sue$gt6$2@news.one.net>
Source record: 69998

In article <34227677.5ABF@compuserve.com>, 71212.1644@compuserve.com says...
>
>
>All I get when I run XL-it is a black screen. I have the ROM images and
>the XFD file for the DOS in the same directory as XL-it. I'm running
>DOS 7.0 without going into Windows 95. HELP!
i have the same problem with dos 7.0 but when i load win 95 the program
works

2070. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: burton@one.net
Message-ID: <604sn5$gt6$1@news.one.net>
Source record: 69999

In article <19970921153100.LAA12267@ladder01.news.aol.com>, rack2000@aol.com says...
>
>Has anyone else had this problem?
>On XLIT, Koronis's "Rifts" are white?
>on atari800 emu by david firth when will it support Koronis Rift and Sound
>on the dos VERSION?

has you tried xl-it

2071. Re: Graphic Web Browser for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60556q$oa3$2@nuke.csu.net>
Source record: 70000

DAVID P. LOEWEN (produnl2@user1.teleport.com) wrote:

: Anybody out there know of any software similar to
: Netscape for Atari XL/XE computers? I know the
: color and graphic capability would be limited, but
: hey, this is Atari - still alive after 18 years!

One day, if I get a good modem setup on my Atari (ie, >2400 bps), I'll write such a beast.. :)

All the "hard" stuff will be done on your Unix account (oh, you'll need a Unix account - shell access, particularly, and the ability to compile and install the "proxy" program which does the hard stuff, and which I'm about to explain :))

The system will be at least two programs:

(1) For the Atari - it displays the pages and lets you interact with them. Ie, it's your I/O device.

(2) For Unix - this is the proxy. You use the Atari to dial up to your Unix account and then invoice the proxy program. The proxy then handles all of the socket stuff (to download the pages and graphics), and converts the HTML into a simpler HTML or perhaps even a completely different layout format, understood by the (1) Atari program, of course.

As for graphics, it will download them, resize them to something more managable by the Atari, and then send them over. The Atari won't be doing any GIF or JPG decompression, and won't be doing any of the time- and math-intensive junk... just displaying a simple image in a format easily handled by the Atari. :)

Pretty cool, no? :)

I guess that means it won't be able to display any "offline" HTML stuff (ie, sitting on your Atari's drives). Oh well. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2072. VINTAGE COMPUTER FESTIVAL

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: siconic@jasmine.psyber.com
Message-ID: <605652$k39$4@warez.psyber.com>
Source record: 70001

```
Announcing the First Annual Vintage Computer Festival!
------------------------------------------------------

Mark your calendars! The first ever public celebration of vintage
computers will take place at the Alameda County Fairgrounds in Pleasanton,
California this October 25th and 26th.

The Vintage Computer Festival (VCF) is the first event of its kind
anywhere in the world. This two day festival will feature presentations
and workshops by notable computer industry figures and vintage computer
hobbyists. There will also be an on-site, hands-on vintage computer
exhibition. Experiment with the classic computers of yesteryear!

Each year a computer from the past is placed in the Vintage Computer
Spotlight. This year we focus on the Apple ][. To celebrate the 20th
anniversary of this classic,

WE WILL BE GIVING AWAY AN ORIGINAL APPLE ][ PERSONAL COMPUTER!

Each person who attends the VCF is automatically entered into the drawing!

Both seasoned and new computer collectors will enjoy workshops and
panels to share ideas and learn about finding, acquiring, restoring,
and enjoying vintage computers. Visit http://www.siconic.com/vcf for an
up to date list of speakers and workshops.

The VCF also features the Vintage Computer Flea Market. Find those old
computers, peripherals, manuals, and programs you've been looking for!
The flea market is the ideal way for new comers to the field to start
their own collection or for seasoned collectors to add to their existing
stash.

Celebrate the good old days of computing! Attend the First Annual Vintage
Computer Festival!!!

When: October 25-26th, 9:00AM - 5:00PM daily

Where: Alameda County Fairgrounds, Pleasanton, California

Admission: Pre-registered ($SAVE$)

Individual: $15
Family: $24 (two adults and four children)

Benefits of pre-registration include:

o Access to speakers, workshops, flea market and
exhibition
o Pre-paid parking
```

To pre-register, send a check or money order to:

Vintage Computer Festival
4275-29 Rosewood Drive #161
Pleasanton, California 94588

Please make checks payable to "Vintage Computer Festival"

Print and mail the handy form at the end of this posting
for easy pre-registration!

At-the-door

o Speakers, Workshops, Flea Market and Exhibition

Individual: $10.00
Family: $16.00

o Flea Market and Exhibition only

Individual: $5.00
Family: $10.00

Please note: "At-the-door" rate is for a one day pass
only and does not include parking.

For more information including the latest list of speakers and workshops
please check out:

http://www.siconic.com/vcf

or send e-mail to:

mailto:vcf@siconic.com

If you are interested in vending at the Vintage Computer Festival, please
send e-mail to the above address.

SEE YOU AT THE VINTAGE COMPUTER FESTIVAL!!!

----------cut here----------

VINTAGE COMPUTER FESTIVAL PRE-REGISTRATION FORM

Name(s): _____

Address: _____

City: _____ State: ____ ZIP: _____

Phone: _____

Type of Pass: INDIVIDUAL FAMILY

Number of Passes: ____ x $15.00 ____ x $24.00

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2073. Re: 8-bit to Mac transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60591h$8d6$8@triglav.iwaynet.net>
Source record: 70002

On 1997-09-17 nunyobiz@nul.nul(Mile23) said:
>In article <341F4041.6799@erols.com>, asharkis@erols.com wrote:
>>I thought I knew all about transfers from 8-bit to IBM, so I
>>attempted to help somebody who wrote to me with a problem
>>null-modeming from an 8-bit to a Mac. He was using an MIO as his
>>interface at the Atari end and BobTerm was his program. The Mac
>>was running either ZTerm or ClarisWorks through the Mac Serial
>>Tool. He could get what he typed on the Mac to show up on the
>>Atari, using TTY, VT100 or VT102. But he couldn't get what he

TTY emulation?
What,you underline text with a _,backspace and the character?

>>typed on the Atari to show up on the Mac. He was using a standard
>>Mac serial cable, a standard Atari modem cable and he had a
>>null-modem adaptor (probably the IBM type you can buy in the
>store) hooked up between them. >

You know that a Mac doesn't have a RS232 port?
You need a special adaptor to use RS232 deivces with Macs.

>>Both machines could use a modem successfully, so he's pretty sure
>>that the problem is not in the MIO or either of the cables. He
>>suspects the null-modem adaptor is the probem.
>>Oh, yes, both machines are running the same baud rate, the same
>>duplex, and the Atari is set in ASCII translation.

>A Mac printer cable is very different from a PC printer cable. On
>one end, it has exactly the same sort of connector as the serial
>cable, since the printer port is another serial port. You can in
>fact plug a modem in it and use it like a second serial port.

So in fact it's a RS232 cable;not a printer cable at all???

Net-Tamer V 1.09 - Test Drive

2074. Re: VT-100 supported on Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: Bingham <bbingham@IDT.NET>
Message-ID: <605mjq$jc5@nnrp4.farm.idt.net>
Source record: 70003

There should be ANSITERM or ICET floating around somewhere.

2075. AXIOM AT-846

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19970922014901.VAA27274@ladder01.news.aol.com>
Source record: 70004

Hello all!
Just found an Axiom AT-846 Interface at a garage sale, and was
wondering if anyone could give me some info about it. Please e-mail me if
you are familiar with this device. Thanks in advance, Wes

2076. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34268F82.D22DA3D5@ix.netcom.com>
Source record: 70005

harvey klein wrote:

> What is the point of having an Atari archive where the files are in a
> zip format and cannot be used by Ataris?
> This makes absolutely no sense to me, as I only have an Atari.
> Harvey

Harvey,
Sure it does. Most of us use PCs or some other system to d/l and
unzip the files. It's easy to x-fer the programs and files to the 8-bit
system once they're decompressed. PKZip packs files much better than ARC,
so d/l time is much shorter, especially on multiple d/ls and very long
files. Most of us use both (or more) systems. I personally use 3
different PCs, my 130XE and an Amiga. I'm sure ther are those tha use
MACS or STs too. It really does make lots of sence if you look at it this
way. I doubt that many users actually use the 8-bit systems to FTP files
from these sites. It's different with a regular BBS and y-modem or
x-modem. The 8-bit systems do well with them.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2077. Re: VT-100 supported on Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: davepat@total.net
Message-ID: <3425d874.0@news.total.net>
Source record: 70006

In an article dated 21 Sep 1997 20:34:18 GMT, someone named PBjurman says...
>
>The problem is, there's a local BBS that uses VT-100 and ANSI graphics,
>and with the MPP-1000C, the codes normally used for colors/bolded text just
>comes in as garbage characters and jumbles up the screen and makes it hard
>to read. Please let me know if there any VT-100 supported terminal
>programs that would work with the MPP-1000C. Thanks!
>
> -Sam

You could try FlickerTerm, which emulates 80 columns by rapidly flickering
between two images, emulating 80 columns. It does a very good VT100, too...
better than some commercial PC packages I've tried.

It should be at Umich.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
And she handed me twenty dollars for a two-fifty fare
She said "Harry, keep the change."

2078. Re: BobTerm question

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EGwx3K.B1A@iglou.com>
Source record: 70007

In message <19970922005701.UAA23183@ladder01.news.aol.com>,
pbjurman@aol.com (PBjurman) wrote:
>Does BobTerm have an 80-column emulator built into the software so the old
>Atari 400/800 computers that had a 40 column screen can show 80-columns?
>Thanks for the help!
>
Bobterm can show 80 columns with the XEP-80 interface, but it doesn't have
a software 80-column display. It's still probably the best all-around
terminal program, but for 80 columns try Flickerterm or Ice-T. Those were
written years after BobTerm, it took that long to come up with ways to do 80
columns in software at 9600 or faster.

--
Bill Marcum bmarcum, not go_spam_yourself at (see above)
"Well, actually, the Internet has been cream-filled for years" (Over the Hedge)

2079. Re: BobTerm question

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: davepat@total.net
Message-ID: <3425d821.0@news.total.net>
Source record: 70008

In an article dated 22 Sep 1997 00:57:48 GMT, someone named PBjurman says...
>
>Does BobTerm have an 80-column emulator built into the software so the old
>Atari 400/800 computers that had a 40 column screen can show 80-columns?
>Thanks for the help!
>
> -Sam

It only supports 80 columns with an XEP80.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
And she handed me twenty dollars for a two-fifty fare
She said "Harry, keep the change."

2080. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6054of$oa3$1@nuke.csu.net>
Source record: 70009

Brad Rogers (brad@pianosa.demon.co.uk) wrote:
: William Kendrick wrote something interesting,

: Hello William,

: >Update - I've put up a simple little web page about my Mah Jongg game! :)

: Question: Is going to be a /real/ Mah Jongg game, or as most of the ones
: I've come across are (not on the A8), just a pairing of the tiles type
: thing?

Errr? :) That's all Mah Jongg was, I thought!

I mean, not exactly... you're constrained to only pairing tiles which
are (1) not covered and (2) have a free space on either the left or
right or both.

Or do I just not know Mah Jongg? :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2081. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60591j$8d6$9@triglav.iwaynet.net>
Source record: 70010
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

On 1997-09-10 dklugh@iwaynet.net'smessageof9Sep199710:56:03GMT said:
>And if the requested amount of memory is not available then the OS
>will say so. And of course every programmer always
>- checks the result of every system call

Well,yeah!
How else would you do it???

>- writes appropriate code to deal with the case that the system
>call failed

Well at least show the error code and exit.

>- actually tests all of these special cases to see that
>nothing bad happens.

Well there has to be something for memory.Or else PKZIP would just keep eating
up memory until it crashed.I've run PKZIP on 1MB PCs before with no errors.
PKZIP was writen long beofre there were 16MB PCs.

Net-Tamer V 1.09 - Test Drive

2082. BIG text files under Win95 & Word

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60591l$8d6$10@triglav.iwaynet.net>
Source record: 70011

I was reading the advocacy groups for Windows when I came upon a guy complaining about how is 5-page text file (actually it was a Word file so it's really binary) took up 120k!!!
It turns out that it's OLE's fault.
(OLE is for mixing text&graphics.I have something like that.It's call a GIF!)
The Word files actually are a file system unto them selves.It also had something to do with a "FASTSAVE" function.

Of course Windows doesn't even HAVE a text mode...

Net-Tamer V 1.09 - Test Drive

2083. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <606gru$6i9$1@newsd-123.bryant.webtv.net>
Source record: 70012

My objection is that the .zip format precludes Atari-only users from
accessing the Atari archives. If it is more convenient for people with
PC's, that is O.K. as long as there is also a format that can be used by
Atarians.
To lock out the people with the computer that the archive is meant for
is what I think is nuts.
Harvey

2084. Re: Anyone got Chipmunk 3.01?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: Mr Maddog <mrmaddog@*NOSPAM*.org>
Message-ID: <Pine.UW2.3.95.970922174111.18190B-100000@reality>
Source record: 70013

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the offending e-mail has been sent will be notified of such actions,by
any means necessary.

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E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

On 21 Sep 1997, Lenspencer wrote:

> >I accidentally nuked side 1 of my copy... can anyone mail me a diskcommed/
> >uuencoded version of theirs?
>
> That could be a problem. I have Chipmunk (I believe 3.04, I haven't
> looked at it in a while) and I can say that that disk is itself copy
> protected. You may need to find someone to make a Happy or Archiver copy
> of it for you. Good luck.

That's a good one, a program that copies well protected disks but can't
copy itself :)

I have 2.9x and it has Chipmunk on the list, see if it's on your copy.

Eric Noss
a.k.a
Mr. Maddog

"Just because man no longer understands his place in this Universe,
let us not assume All Gods creatures are equally confused & trivial."
.... Bill Tarrant

2085. Re: Graphic Web Browser for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: Mr Maddog <mrmaddog@*NOSPAM*.org>
Message-ID: <Pine.UW2.3.95.970922174323.18190C-100000@reality>
Source record: 70014

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

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the offending e-mail has been sent will be notified of such actions,by
any means necessary.

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E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

On 22 Sep 1997, William Kendrick wrote:

> All the "hard" stuff will be done on your Unix account (oh, you'll need
> a Unix account - shell access, particularly, and the ability to compile
> and install the "proxy" program which does the hard stuff, and which I'm
> about to explain :))
>
> The system will be at least two programs:
>
> (1) For the Atari - it displays the pages and lets you interact with
> them. Ie, it's your I/O device.
>
> (2) For Unix - this is the proxy. You use the Atari to dial up to your
> Unix account and then invoice the proxy program. The proxy then
> handles all of the socket stuff (to download the pages and graphics),
> and converts the HTML into a simpler HTML or perhaps even a completely
> different layout format, understood by the (1) Atari program, of
> course.

Never thought of that one, using a proxy program to run on the remote Unix
shell to get the web pages and zip them over to the 8-bit.

I have an idea for making an interface to "read" HTML files from the Lynx
browser and giving it to the CAB browser on ST computers, so this sounds
like something I like to look into :)

Eric Noss
a.k.a
Mr. Maddog

"Don't worry, I don't have low self-esteem. It's a mistake.
I have low esteem for everyone else." - Daria

2086. Re: 8-bit to Mac transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R2209971744420001@nntp.ix.netcom.com>
Source record: 70015

In article <60591h$8d6$8@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:

>TTY emulation?
>What,you underline text with a _,backspace and the character?

For the purposes of transferring files, its not an issue.

> >>typed on the Atari to show up on the Mac. He was using a standard
> >>Mac serial cable, a standard Atari modem cable and he had a
> >>null-modem adaptor (probably the IBM type you can buy in the
> >store) hooked up between them. >
>
>You know that a Mac doesn't have a RS232 port?
>You need a special adaptor to use RS232 deivces with Macs.

BZZZT!! Thank you for playing... We have some lovely parting gifts for you backstage... <grin>

All Macs have two funky-looking serial ports on the back. One has a little phone icon above it (for a modem), and the other has a little printer icon above it. Macs use the printer port for networking with AppleTalk. Macs usually use AppleTalk to talk to printers and tell them what to do.

The modem port is a really nice one, although its missing a few important pins. You need a differently-wired cable for hardware handshaking, but this isn't such a big deal. Most modem manufacturers ship a 'mac version' of their modem, which includes the cable.

> >A Mac printer cable is very different from a PC printer cable. On
> >one end, it has exactly the same sort of connector as the serial
> >cable, since the printer port is another serial port. You can in
> >fact plug a modem in it and use it like a second serial port.
>
>So in fact it's a RS232 cable;not a printer cable at all???

Sorta. Yah. :-) Its a funky-looking mac serial cable. Or its an AppleTalk cable, or a PhoneNet connector (which uses phone cable, like for telephones). Confused yet? :-)

2087. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R2209971749150001@nntp.ix.netcom.com>
Source record: 70016

In article <606gru$6i9$1@newsd-123.bryant.webtv.net>, harveyklein@webtv.net (harvey klein) wrote:

>My objection is that the .zip format precludes Atari-only users from
>accessing the Atari archives. If it is more convenient for people with
>PC's, that is O.K. as long as there is also a format that can be used by
>Atarians.
>To lock out the people with the computer that the archive is meant for
>is what I think is nuts.
>Harvey

Ask nicely and someone might volunteer to unzip files for you. :-)

2088. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <6076f5hvm1@newsd-121.bryant.webtv.net>
Source record: 70017

I have been properly chastised for not asking whether anyone would be
willing to unzip some files for me.
Anyone out there willing to do so?
I would greatly appreciate it.

I ran across an unzip utility in the U. Mich. 8-bit archives.
Unfortunately, it did not come with instructions, so I don't know if it
would work on bootdisk.zip files or how to use it.
Does anyone know anything about it?

Thanks,
Harvey

2089. Re: 8-bit to Mac transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2209972256100001@port114.bitstream.net>
Source record: 70018

In article <60591h$8d6$8@triglav.iwaynet.net>, dklugh@iwaynet.net wrote:

> On 1997-09-17 nunyobiz@nul.nul(Mile23) said:
> >In article <341F4041.6799@erols.com>, asharkis@erols.com wrote:
> >>I thought I knew all about transfers from 8-bit to IBM, so I
> >>attempted to help somebody who wrote to me with a problem
> >>null-modeming from an 8-bit to a Mac. He was using an MIO as his
> >>interface at the Atari end and BobTerm was his program. The Mac
> >>was running either ZTerm or ClarisWorks through the Mac Serial
> >>Tool. He could get what he typed on the Mac to show up on the
> >>Atari, using TTY, VT100 or VT102. But he couldn't get what he
>
> TTY emulation?
> What,you underline text with a _,backspace and the character?
>
> >>typed on the Atari to show up on the Mac. He was using a standard
> >>Mac serial cable, a standard Atari modem cable and he had a
> >>null-modem adaptor (probably the IBM type you can buy in the
> >store) hooked up between them. >
>
> You know that a Mac doesn't have a RS232 port?
> You need a special adaptor to use RS232 deivces with Macs.
>
> >>Both machines could use a modem successfully, so he's pretty sure
> >>that the problem is not in the MIO or either of the cables. He
> >>suspects the null-modem adaptor is the probem.
> >>Oh, yes, both machines are running the same baud rate, the same
> >>duplex, and the Atari is set in ASCII translation.
>
> >A Mac printer cable is very different from a PC printer cable. On
> >one end, it has exactly the same sort of connector as the serial
> >cable, since the printer port is another serial port. You can in
> >fact plug a modem in it and use it like a second serial port.
>
> So in fact it's a RS232 cable;not a printer cable at all???

The Mac's two serial ports (for modem and printer) are RS-422, but can be
used as RS-232 if the cable is wired the proper way, i.e., the recieve +
line must be grounded. Here is the schematic:

The ports as viewed on the back of the Mac and the 850:

Mac 8 pin mini-modem Atari 850 9 pin DIN connector
(or printer port)

2090. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <605d6m$a65$1@nyheter.chalmers.se>
Source record: 70019

In article <6054of$oa3$1@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:

>I mean, not exactly... you're constrained to only pairing tiles which
>are (1) not covered and (2) have a free space on either the left or
>right or both.
>
>Or do I just not know Mah Jongg? :)

Well, I thought so too until a friend of mine told me about
mah jong as a four player game, similar to poker, where you draw
tiles and combine them for gambling purposes. Supposedly mah-jong was
forbidden during mao era in China.

>
>-bill!

Fredrik Lundholm
d1dol@dtek.chalmers.se

2091. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-22 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <1201.204T42T11583581@pianosa.demon.co.uk>
Source record: 70020

William Kendrick wrote something interesting,

Hello William,

>: Question: Is going to be a /real/ Mah Jongg game, or as most of the ones
>: I've come across are (not on the A8), just a pairing of the tiles type
>Errr? :) That's all Mah Jongg was, I thought!

No it isn't. /Real/ Mah Jongg is more akin to (Gin) Rummy in it's play.
Sets of three or four matched tiles, or runs of three tiles. Played from a
hand of 13. Usually played, but not restricted to, four players.

There are several books available about the rules and strategies of MJ, in
the same way that there are books on Chess and Go.

>I mean, not exactly... you're constrained to only pairing tiles which
>are (1) not covered and (2) have a free space on either the left or
>right or both.

The type of game I've met on other platforms, yes. That is, a solitaire
game.

>Or do I just not know Mah Jongg? :)

No you don't. Not that that's your fault. I blame all the other
programmers that have called their game Mah Jongg incorrectly.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

I need excitement, oh! I need it bad. - Teenage Kicks; The Undertones

2092. Re: Question: Commerce in this group...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3427D259.1690A10C@ix.netcom.com>
Source record: 69930

Anonymous wrote:

> THE SLANDER CONTINUES!!!!!
>
> TERRY ORTMAN is a WORLD RENOWNED ATARI 8-Bit programmer!!
>
> ANYONE who has bought STARFLEET SOFTWARE titles has been completely
> satisfied.
>
> Ron Feiegn probably OWNS A COMMODORE!!!
>
> Since STARFLEET SOFTWARE is the ONLY CURENTLY OPERATING COMPANY
> releasing NEW TITLES for the 8-Bit Ataris, as I said, ROn Feigen and
> this Robert guy are out to KILL the ATARI computers!!!
>
> AS I SAID, ALL MY COPYRIGHTS WILL REMAIN VALID UNTIL some other
> comapny decides to PURCHASE them from me, for my ASKING PRICE!!!!
>
> Until then, I will NOT stand by and HAVE MY NAME RUINED by LIARS who
> do NOT WANT ANYONE to get NEW software for their Atari 8-bit
> computers!!!!
>
> RON FEIGEN IS VIOLATING DEJA NEWS RULES, every time he posts from
> there!!!!
>
> YOU Can see him at the FBI's most wanted sites, read about him at
> www.scambusters.org www.ftc.gov and any other place that EXPOSES SCAMS
> on the INTERNET!!!!!
>
> Terry Ortman is LISTED in Who's WHo in AMerica, and Who's Who int eh
> Media and Communications. Ron Feigen is listed in the FBI's MOST
> WANTED FILES, as well as WHO's NOBODY IN AMERICA and WILL NEVER BE
> ANYBODY!!!!
>
> I'm going to put up a Ron Feigen Page, where you can all see his UGLY
> FACE, READ about his criminal violations, his child moestations, his
> sex offender crimes, and even send him FAN MAIL!!!!!!!
>
> ronf1@ix.netcom.com wrote:
>
> >He also goes by Starfleet software, ortman enterprises, ect.....
> >Regardless of the name he is in Decatur IL and usually demands payment in
> >full, up front.
> >

> >Ron
> >
> >
> >In article <3420810B.4238@mail.utexas.edu>,
> > robert erickson <dperw@mail.utexas.edu> wrote:
> >>
> >> after reading posts for awhile, you know who are the regulars...
> >>
> >> it's a sure bet that most of these folks are honest, and most reliable.
> >>
> >> one piece of advice.....stay away from someone named terry ortman...
> >>
> >> cheers,
> >> robert
> >
> >----------------------==== Posted via Deja News ====-----------------------
> > http://www.dejanews.com/ Search, Read, Post to Usenet
>
> -------------==== Posted via Sexzilla News ====------------------
> http://www.sexzilla.com Search, Read, Post to Usenet
> -------------==== With A Whole Lot More ====------------------

I'd hazard a guess and say that this is probably Terry Ortman himself.
We've seen, we've heard, some hve done that and gotten burned. DO NOT BUY
anything form this guy under any circumstanses!!!

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2093. Re: Koronis Rift

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: burton@one.net
Message-ID: <607e46$16v$2@news.one.net>
Source record: 69931

In article <604sn5$gt6$1@news.one.net>, burton@one.net says...
>
>In article <19970921153100.LAA12267@ladder01.news.aol.com>, rack2000@aol.com
>says...
>>
>>Has anyone else had this problem?
>>On XLIT, Koronis's "Rifts" are white?
>>on atari800 emu by david firth when will it support Koronis Rift and Sound
>>on the dos VERSION?
>
>
>has you tried xl-it

just forget my last post it was 2 in the morning
>

2094. Re: BIG text files under Win95 & Word

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <3427BCE8.21CF@erols.com>
Source record: 69932

```
William Kendrick wrote:
>
> dklugh@iwaynet.net wrote:
>
> : I was reading the advocacy groups for Windows when I came upon a guy
> : complaining about how is 5-page text file (actually it was a Word file
> : so it's really binary) took up 120k!!!
> <snip>
> : The Word files actually are a file system unto them selves.It also had
> : something to do with a "FASTSAVE" function.
>
> Well, actually, if used properly, this is a pretty neat feature.
>
> Too bad 99.99999999% of Windows Users ( (TM) (c) MicroSoft ) probably
> don't even know what it means. :)
>
> Heck, most Windows users probably barely know what just "SAVE" means! ;)
>
> -bill!
> Bill Kendrick
> /|\ Software Engineer
> kendrick@zippy.sonoma.edu
> http://zippy.sonoma.edu/kendrick/

And I'm willing to bet that those who do cut their teeth on 8-bit
machines like ours <G!>
--
Alan -- WordPerfect user, when not using the Atari.

*****************************************************
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 16 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
*****************************************************
```

2095. Miscellaneous Atari Items FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: jack <jarice@suffolk.lib.ny.us>
Message-ID: <3427BAC9.386B@suffolk.lib.ny.us>
Source record: 69933

The adventure of opening boxes in the basement continues!

I have found the following items:

Atari CX 85 Numeric Keypad (in original box)
Atari 830 Acoustic Modem (in original box
MPP 156 Serial Adaptor
Mosaic I/O package for use with Atari controller jacks
Mosaic Adapter for Atari 800 Owners
Mosaic 64K Cable Kit #1
Atari Basic Reference Manual for 400/800
Atari Technical Reference Notes (shrink wrapped)

If anyone is interested, please make me an offer

Thanks

Jack

2096. Re: Graphic Web Browser for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <6087q1$bs5@cletus.bright.net>
Source record: 69934

William Kendrick wrote in article <60556q$oa3$2@nuke.csu.net>...>
>
>
>All the "hard" stuff will be done on your Unix account (oh, you'll need
>a Unix account - shell access, particularly, and the ability to compile
>and install the "proxy" program which does the hard stuff, and which I'm
>about to explain :))
>
>

This sounds remarkably similar to the anonymous lynx server at Sailor. You can use any a8 term program that supports one of the supported emulations to telnet to 192.188.199.5. From there you can go to any http:// or ftp:// address. It renders the html pages into a text format. You can also download the embeded graphics for viewing offline. This does not require a lynx client, just a term program that supports cursor positioning, like ansi or vt100. Try telnet://192.188.199.5 to check it out. Then choose selection #1.

2097. Re: Want to trade: Atari 130XE for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: thedm <thedm@idir.net>
Message-ID: <01bcc811$ab34e160$1f247c18@thedm.lawrence.ks.us>
Source record: 69935

I have an 800XL in great condition Id love to trade Email me.

PETER HALIN <peter.halin@pcb.mpoli.fi> wrote in article
<8DFB565.052500344D.uuout@pcb.mpoli.fi>...
> -> Organization: Teleport - Portland's Public Access (503) 220-1016
> -> Message-ID: <5v17pkqog1@nadine.teleport.com>
> ->
> -> Hi all,
> ->
> -> I would like to trade my like-new 130XE for an 800XL. Since I
> -> mainly use my Atari for cartridge games, I would prefer to have a
> -> machine with a top-loadinCg cartridge design. If you have an 800XL
> -> in excellent working condition that you would like to trade, please
> -> let me know. Thanks.
>
> well, I would have an Atari 800XL which I could trade. But it could be a
> problem that I live in Finland and you live in USA...
>

2098. Re: More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3427CF81.E5E398AA@ix.netcom.com>
Source record: 69936

PBjurman wrote:

> I was wondering about a few things - I assume that most people in this
> newsgroup will have no problem answering these questions...they're probably
> really simple.
>
> 1) If I were to get DOS 2.0, etc. on a floppy disk, do I load it by just
> having it in the drive when I turn on the computer?

Yes. This is the normal boot process

>
>
> 2) In order to run "BobTerm" do I need a DOS, or does the floppy start by
> itself?
>

Yes. BobTerm is not a self booting program.

> 3) Are there some Atari programs that won't run on my Atari because I have
> a Atari 1050 drive? (do some disks require a double-sided drive?)

The problem isn't the drive in most cases. This would come into play if you get DCM files or receive floppies that are formatted in Double Density or Double sided double density. Then you'd need a high density double sided drive like the XF-551. The big problem is that you are limited by the amount of RAM. Many programs require at least 48K. Many programs were written for the XL/XE systems and require the XL-OS and at least 64K of RAM

>
>
> 4) What DOS would you recommend for a 32K Atari 400?

AtariDOS 2.5 or MyDOS. If you were talking about an XL or XE, I'd highly recommend SpartaDOS, but it won't rin on your machine. (I don't know if the SDX cart would or not, though.)

>
>
> 5) How hard would it be to obtain an 80-column card for my 400? Do these
> even work in the 400 at all?
>

You might try the XEP-80. I never owned one, so I don't know the memory requirements for it.

> Thanks for answering my questions! Please e-mail me at pbjurman@aol.com
>

> -Sam

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2099. Re: Graphic Web Browser for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <875013000_OASIS_@pcc-uky.campus.mci.net>
Source record: 69937

In article <6087q1$bs5@cletus.bright.net>
"Tom Hunt Sr." <tomhunt@bright.net> said:-

>This sounds remarkably similar to the anonymous lynx server at Sailor. You
>can use any a8 term program that supports one of the supported emulations to
>telnet to 192.188.199.5. From there you can go to any http:// or ftp://
>address. It renders the html pages into a text format. You can also
>download the embeded graphics for viewing offline. This does not require a
>lynx client, just a term program that supports cursor positioning, like ansi
>or vt100. Try telnet://192.188.199.5 to check it out. Then choose
>selection #1.

Hmm...just out of curiosity, I tried this with Oasis v1.35 on my Falcon, and
I couldn't get in. Not sure if telent thru Oasis supports VT100 though. I
don't think it supports ANSI... Anyways when I tried it went like this:

Login as "guest"
login:

So I tried guest, and it knocked me off. I tried "guest" and it asked for a
password. I gave it a <return>, #1, my E-mail address, nothing worked. Oh
well... :)

--

```
_/_/_/
```

2100. Re: Term. Program for MPP-1000C modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: "A. Tari" <erasmus@6502.world>
Message-ID: <Pine.GSO.3.96.970923101334.16704B-100000@iglou2>
Source record: 69938

On 21 Sep 1997, "Sam" PBjurman <pbjurman@aol.com> wrote:
->Please let me know if there any VT-100 supported terminal programs
->that would work with the MPP-1000C. Thanks!

Around 1983 there was an Atari 8-bit terminal program put out called Chameleon (not to be confused with other programs of the same name for other platforms) which emulated four other computer types, including IBM mainframe. This program would provide you with the VT-100 capability you're looking for. It also has many features and options, handles various baud rates, and toggles between 40- and 80-column screen modes. The program uses the name "lizard" for its disk files.

My first modem was an MPP-1000C which was a trusty workhorse in its day, but seriously, 300 baud is extremely slow by today's standards, even for an 8-bit! 1200 and 2400 baud modems are worthless today -- you ought to look around for somebody giving one away, or look for a five buckeroni deal on an old 9600 at the flea markets.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

2101. Re: More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <3428088F.A2282188@erols.com>
Source record: 69939

PBjurman wrote:

> I was wondering about a few things - I assume that most people in this
> newsgroup will have no problem answering these questions...they're probably
> really simple.
>
> 1) If I were to get DOS 2.0, etc. on a floppy disk, do I load it by just
> having it in the drive when I turn on the computer?
>

Yes. But DOS 2.0 on the disk is defined by having a DOS.SYS and DUP.SYS. With
these 2 items then it will boot into the DOS menu (with Basic not inserted)

> 2) In order to run "BobTerm" do I need a DOS, or does the floppy start by
> itself?
>

The BobTerm disk will atleast need the DOS.SYS file on it to boot.

> 3) Are there some Atari programs that won't run on my Atari because I have
> a Atari 1050 drive? (do some disks require a double-sided drive?)
>

No. Nothing that I am aware of came out on Double Sided or even Double density
disks.

> 4) What DOS would you recommend for a 32K Atari 400?
>

DOS 2.5 is pretty good and should run all the software you'll probably get.

> 5) How hard would it be to obtain an 80-column card for my 400? Do these
> even work in the 400 at all?
>

Lots of answers to this one. I got a XEP80 module awhile back that really didn't
work well with anything. Your mileage may vary.

Later,
Steve

> Thanks for answering my questions! Please e-mail me at pbjurman@aol.com
>
> -Sam

2102. DOS 1.0 anyone ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcc869$3f8da520$a4374382@vidar>
Source record: 69940

I would really like to get a copy of an old dos I once had. Atari DOS 1.0 (I think it's called). It is a single load DOS and DUP, so it takes more RAM to run, but I still would like to have it! Can anyone help ? Take Atarian care everybody!

2103. Re: Graphic Web Browser for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <609ec8$ljn@cletus.bright.net>
Source record: 69941

```
>
> Hmm...just out of curiosity, I tried this with Oasis v1.35 on my Falcon,
and
> I couldn't get in. Not sure if telent thru Oasis supports VT100 though. I
> don't think it supports ANSI... Anyways when I tried it went like this:
>
> Login as "guest"
> login:
>

I just logged in with netterm. I also used to do this with term80 on the
a8. Here is an example session:

==== login sequence begins here ====

UNIX(r) System V Release 4.0 (sailor)

Login as "guest"
login: guest
Last login: Tue Sep 23 17:24:50 from anne-gwa.lib.md.
Enter your terminal type, or H for help ( hit enter for vt100 ):

********************** WELCOME to SAILOR ***************************
Maryland's Online Public Information Network

**********************************

==== snip ====

Please choose a program:

1 for Sailor Home Page
2 for InfoTrac SearchBank
3 for HELP
q to QUIT

Enter your choice (Press RETURN for Sailor):1

==== after this I typed 'g', then '
http://closertohome.dyn.ml.org/index.html ' and got the following ====

Closer To Home Web Page (p1 of 2)

The Closer To Home Web Page

[1][USEMAP]

An animated tall sailing ship
```

Closer To Home Enterprises (TM), aka CTH (TM) has been serving the telecommunicating public since 1987! Beginning with a single-line dial up bbs, CTH has now been expanded into a network presence.

This is a spinning world.

CTH has gone global!

Click [2]here to enter the CTH live chatroom! (Requires Java)

[3]Other favorite a8 links that you can add to.

[4]APS

[5]CTH WebFAQ

This page was created May 3, 1997. .

Email: [6]Tom Hunt

Visitors to this page:

(Since last reset)

[7]MAIN | [8]SEARCH | [9]BBS | [10]CHAT | [11]FAQ

[12]E-Mail Webmaster or [13]E-Mail Tom Hunt

Copyright ©1997 [14]Tom Hunt, All Rights Reserved

-- press space for next page --
Arrow keys: Up and Down to move. Right to follow a link; Left to go back.

==== end of session capture ====

Overall, it's just a great way for a8 owners to surf the net. The "[1] [USEMAP]" is actually an image map. The way the anonymous lynx server displays it allows the user to press either a "1", or use his cursor keys to highlight and select it. Then the screen clears and displays all of the links in the image map.

Sailor might have been maxed out when you tried to access it, or maybe something else was hosed up. I know of about 4 or 5 of these telnetable anonymous lynx servers besides Sailor.

An interesting footnote is that even though many isp's only offer slip/ppp accounts, that you can actually do more. What I did, was I dialed up my isp with my 8bit, logged in, and at the prompt where the trumpet winsock script would normally type "ppp", I typed "?". A menu of about 10 command was displayed, of which telnet was one of them. Using this I was able to telnet all over the place.

2104. WTB: Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19970923223601.SAA15217@ladder01.news.aol.com>
Source record: 69942

Please e-mail info including prices- thanks, Wes

2105. Re: More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EGzFKp.6uC@iglou.com>
Source record: 69943

In message <3428088F.A2282188@erols.com>,
gooch@erols.com (Stephen Knox) wrote:
>> 2) In order to run "BobTerm" do I need a DOS, or does the floppy start by
>> itself?
>>
>
>The BobTerm disk will atleast need the DOS.SYS file on it to boot.
>
Bobterm, or any program written as a binary file, will start automatically if
it is named AUTORUN.SYS.

Did you say a 32K Atari 400? If I remember right, Bobterm requires at least
48k. But I don't remember there being any 400s with 32K. They were made with
either 8k or 16k, and an expansion board would give you 48k. Maybe you assume
it's 32k because FRE(0) in Basic is around 29000-30000?

>> 5) How hard would it be to obtain an 80-column card for my 400? Do these
>> even work in the 400 at all?
>>
>
>Lots of answers to this one. I got a XEP80 module awhile back that really didn't
>work well with anything. Your mileage may vary.
>
>Later,

The XEP-80 should work with Bobterm on any 48K Atari computer, but I don't
think it will work with an MPP modem. The XEP-80 and the MPP modem are both
designed to plug into joystick port #2.

--
Bill Marcum bmarcum, not go_spam_yourself at (see above)
"Well, actually, the Internet has been cream-filled for years" (Over the Hedge)

2106. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3428692C.6A5C6E03@tcd.net>
Source record: 69944

Ok, it is of little inconvenience if you wish Pirated software..If you want P/D software then the request is not out of line..Adabt to the situation.
bob

2107. Halvassed Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <34286E17.D672801E@tcd.net>
Source record: 69945

If you wish to pay by Credit Card either Visa/Mastercard the same items
are avaiable
at The Repair Shop BBS 801-967-8738..3oob thrugh 19.2
Hayes..modem..either as
a Visitor or a New user..

If you do not trust your cards to the Internet..(I don't)..the BBS is a
secure are to
order either BBS Express! Professional or a used/new Item for Atari
8-Bit or IBM..
The IBM area is being updated but the Atari 8-bit area is complete..well
maybe I forget one or two items..

bob..So If you logon and press a + go to the catalog area and do not
find what you wish then
leave feedback to SysOp..will find it.

bob

2108. Re: URL for Jellystone or

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <875918164@stackbbs.xs4all.nl>
Source record: 69946

PKZIP-Archivers.... I agree with you.. Sometimes I log on to some BBS' supporting a bit of Atari-8-bit. Well, they sure have a list containing all available files to download for Atari-8-bit, but... archived in *.ZIP!!

They could at least use LZH (LHarc) to crunch the files ! Compression is not as high as with PKZIP, but a lot more when using ARC...

And ofcourse, there is no LHZ-packer for 8-bit, be we've at least a De-Packer for that format. I'm using LHARC to crunch the data in my download-sig's at my Atari-8bit-only BBS. Till now I never had a file that won't decompres with UNLZH V0.1...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2109. Any interest?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <875918163@stackbbs.xs4all.nl>
Source record: 69947

Just read about your "AT-keyboard at 8bit". I know about the transkey.
Has some nice features. In Germany they've also a PC->Atari interface,
but his one needs to be plugged-in to the 8-bit joysticksports...
When you wanna use it, you need a driver ofcourse. I think also a
modified o.s. is available with the handler already built-in...

The only little disadvantage using PC-keyboards at atari-8bit-systems is
the difference in the layout of the keys. I mean, when atari-software
says to press Shift-8, they actually ment '@' must be pressed. This is a
little problem since Shift-8 at a AT-keyboard is a '*' (asterix) :-))

On our visit to Poland we met a guy who totally rewired a XT-keyboard ! A
hell of a job, but it doesn't need an interface, nor a handler...
The Shift-problem was still not solved ofcourse :-)

If your idea is 100% based on hardware, I like it anyways. How should it
be connected to the XL or XE ? Is it to the foil-connector of the
original keyboard, or are you using something similar as used in the XEGS ?
(external keyboard without start-select-option, using 13-pole connection.)

If it's something like that, is it possible to use both the keyboards
without exchanging connectors ?

Are you releasing the project into the public domain ? Would be nice to
see such a project in the list of hardware-projects of ABBUC-Germany...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2110. Atari t-shirt.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: tbekiare@students.uiuc.edu
Message-ID: <6078nq$p9$1@vixen.cso.uiuc.edu>
Source record: 70021

anyone know if there is a current distributor of t-shirts sporting
the old Atari logo? preferably one which allows credit card orders
over the web or something equally convenient?

Thanks!
tb93@uiuc.edu

2111. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: go_spam_yourself@iglou1.iglou.com
Message-ID: <EGxx39.I7y@iglou.com>
Source record: 70022

In message <606gru$6i9$1@newsd-123.bryant.webtv.net>,
harveyklein@webtv.net (harvey klein) wrote:
>My objection is that the .zip format precludes Atari-only users from
>accessing the Atari archives. If it is more convenient for people with
>PC's, that is O.K. as long as there is also a format that can be used by
>Atarians.
>To lock out the people with the computer that the archive is meant for
>is what I think is nuts.
>Harvey

Some people might think it's nuts to spend $20/month for net access with a
$10 computer. :) (But I've been nuts for years.)
At present, if you have only an Atari, almost the only way to access
the Web is with a shell account, and most of those can unzip files
online (Delphi couldn't when I had an account there, but that wasn't a Unix
shell.)

--
Bill Marcum bmarcum, not go_spam_yourself at (see above)
"Well, actually, the Internet has been cream-filled for years" (Over the Hedge)

2112. Re: VT-100 supported on Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <607mj9$e68$1@nuke.csu.net>
Source record: 70023

PBjurman (pbjurman@aol.com) wrote:
: The problem is, there's a local BBS that uses VT-100 and ANSI graphics,
: and with the MPP-1000C, the codes normally used for colors/bolded text just
: comes in as garbage characters and jumbles up the screen and makes it hard
: to read. Please let me know if there any VT-100 supported terminal
: programs that would work with the MPP-1000C. Thanks!

Set your BBS's account to VT only (ie, turn off ANSI) and use either
FlickerTerm-80 (which flips between two 40-column screens with fonts
that span only the left, and only the right half of the characters)
or Ice-T or Ice-T XE (128K RAM required) (which uses a 320x192 graphics
screen and some Display List manipulation to increase the vertical scrolling
speed probably, oh, 800-fold compared to other 320x192 text modes).

Both are excellent programs. Both are available at the UMIch archives:

http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/

(via FTP access it's ftp.archive.umich.edu then "cd atari/8bit...etc."
although FTP access is extremely hard to get <:^( )

Unfortunately, I haven't used EITHER enough to get to know them very well.
They came out around or after my SX212 died and since the best Atari
modeming I could do was 2400 bps with a P:R: Connection. (My 14.4k that
I use with my PC refuses to work with the PR!)

Good luck!

I know there have already been many replies, but I've tried to sum them
up and give a solid URL for downloading the stuff. :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2113. Re: BIG text files under Win95 & Word

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <607mpo$e68$2@nuke.csu.net>
Source record: 70024

dklugh@iwaynet.net wrote:

: I was reading the advocacy groups for Windows when I came upon a guy
: complaining about how is 5-page text file (actually it was a Word file
: so it's really binary) took up 120k!!!
<snip>
: The Word files actually are a file system unto them selves.It also had
: something to do with a "FASTSAVE" function.

Well, actually, if used properly, this is a pretty neat feature.

Too bad 99.99999999% of Windows Users ((TM) (c) MicroSoft) probably
don't even know what it means. :)

Heck, most Windows users probably barely know what just "SAVE" means! ;)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2114. More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19970923022401.WAA21797@ladder02.news.aol.com>
Source record: 70025

I was wondering about a few things - I assume that most people in this newsgroup will have no problem answering these questions...they're probably really simple.

1) If I were to get DOS 2.0, etc. on a floppy disk, do I load it by just having it in the drive when I turn on the computer?

2) In order to run "BobTerm" do I need a DOS, or does the floppy start by itself?

3) Are there some Atari programs that won't run on my Atari because I have a Atari 1050 drive? (do some disks require a double-sided drive?)

4) What DOS would you recommend for a 32K Atari 400?

5) How hard would it be to obtain an 80-column card for my 400? Do these even work in the 400 at all?

Thanks for answering my questions! Please e-mail me at pbjurman@aol.com

-Sam

2115. FS: Misc. Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <EGyCGx.6nz.0.bloor@torfree.net>
Source record: 70026

I have the following items for sale:

Epson LX-86 Printer, 9-pin dot-matrix, includes removable tractor mechanism,
slightly used ribbon. Like new condition, looks and works great. I'll also
throw in an Ape-Face parallel printer interface to connect it to an Atari. $20

Okidata Microline 182 printer. Works. FREE!!! You pay shipping.
I've been trying to sell it for nearly a year with no luck, so
now I'm just giving it away.

Software:

Print Shop, with box and manual. $5

Print Shop Companion, with box and manual. $5

SynFile+, box and manual. $5

Paperclip, with manual and joystick port "key". No box. $5

Letterperfect, for 400/800, with photocopied manual in binder. $4

B/Graph, with photocopied manual in binder, $4

Flight Simulator II, cart,label torn. $4

Atari BASIC cart, Revision A. $3

Book: Inside Atari BASIC, $3

SAM, speech synthisizer, with manual. $4

The following disks are $3 each:

Bank St. Writer
Graphics Library #1 for Print Shop (I have two of these)
Graphics Library #2 for Print Shop
Graphics Library #3 for Print Shop
Christian Scenes & Symbols (Grfx. disk for P.S.)
Print Shop
Print Shop Companion
Tax Advantage 1984
Atari Timewise
Silent Butler (2 disks, counts as one)
Partyware (2 disks, counts as one, also runs on C64)

Prices do not include shipping. All prices are in US Dollars. I am
in Dayton, Ohio.

I also have some C64/128 stuff for sale. If anyone's interested please
inquire, or see my post in comp.sys.cbm.

--

| Justin R. Smith | Dayton, Ohio USA | (937) 233-2125 |
| bx557@freenet.toronto.on.ca / an422@dayton.wright.edu |

2116. Re: Question: Commerce in this group...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: no.one@no.spam.net
Message-ID: <342885a9.3394529@news.sexzilla.com>
Source record: 70027

THE SLANDER CONTINUES!!!!!

TERRY ORTMAN is a WORLD RENOWNED ATARI 8-Bit programmer!!

ANYONE who has bought STARFLEET SOFTWARE titles has been completely satisfied.

Ron Feiegn probably OWNS A COMMODORE!!!

Since STARFLEET SOFTWARE is the ONLY CURENTLY OPERATING COMPANY releasing NEW TITLES for the 8-Bit Ataris, as I said, ROn Feigen and this Robert guy are out to KILL the ATARI computers!!!

AS I SAID, ALL MY COPYRIGHTS WILL REMAIN VALID UNTIL some other comapny decides to PURCHASE them from me, for my ASKING PRICE!!!!

Until then, I will NOT stand by and HAVE MY NAME RUINED by LIARS who do NOT WANT ANYONE to get NEW software for their Atari 8-bit computers!!!!

RON FEIGEN IS VIOLATING DEJA NEWS RULES, every time he posts from there!!!!

YOU Can see him at the FBI's most wanted sites, read about him at www.scambusters.org www.ftc.gov and any other place that EXPOSES SCAMS on the INTERNET!!!!!

Terry Ortman is LISTED in Who's WHo in AMerica, and Who's Who int eh Media and Communications. Ron Feigen is listed in the FBI's MOST WANTED FILES, as well as WHO's NOBODY IN AMERICA and WILL NEVER BE ANYBODY!!!!

I'm going to put up a Ron Feigen Page, where you can all see his UGLY FACE, READ about his criminal violations, his child moestations, his sex offender crimes, and even send him FAN MAIL!!!!!!!

ronf1@ix.netcom.com wrote:

>He also goes by Starfleet software, ortman enterprises, ect.....
>Regardless of the name he is in Decatur IL and usually demands payment in
>full, up front.
>
>Ron
>
>
>In article <3420810B.4238@mail.utexas.edu>,
> robert erickson <dperw@mail.utexas.edu> wrote:
>>

>> after reading posts for awhile, you know who are the regulars...
>>
>> it's a sure bet that most of these folks are honest, and most reliable.
>>
>> one piece of advice.....stay away from someone named terry ortman...
>>
>> cheers,
>> robert
>
>--------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

-------------==== Posted via Sexzilla News ====------------------
http://www.sexzilla.com Search, Read, Post to Usenet
-------------==== With A Whole Lot More ====------------------

2117. Re: Atari t-shirt.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-23 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3427D07F.F3911399@ix.netcom.com>
Source record: 70028

tyrone drew bekiares wrote:

> anyone know if there is a current distributor of t-shirts sporting
> the old Atari logo? preferably one which allows credit card orders
> over the web or something equally convenient?
>
> Thanks!
> tb93@uiuc.edu

Tyrone,
Sure, try http://www.myatari.com . D/L/print their price sheet under
that general topic then e-mail or snail-mail your order. Their physical
address is on their site.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2118. **** FOR SALE: ATARI GAME CARTRIDGES FOR ATARI MODEL 2600 ****

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: happyman@erols.com
Message-ID: <342c8bf0.166393019@news.erols.com>
Source record: 69948
Cross-posted to: alt.atari,alt.atari.2600,rec.games.video.atari,rec.games.video.marke,rec.games.video.class,rec.collecting,comp.sys.atari.8bit,alt.toys

```
Soccer
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Phoenix
Football
River Raid
Berzerk
Asking price $3.00 ea plus shipping or best offer for the entire lot.
Contact happyman at erols.com
```

2119. Koronis rift - rift 20

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19970924021601.WAA00874@ladder02.news.aol.com>
Source record: 69949

Has anyone ever beat Koronis rift (don't tell me what happens at the end)
how do you beat it at rift 20?

2120. HUGE RANT :) Keyboard layout for PC -> Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <609s2a$b6n@freenet-news.carleton.ca>
Source record: 69950

Since i've got the kinks worked out, and all the goodies are working now,
what do you think the layouts for the AT->Atari keyboard interface
should be?

Right now I have the default layout set so that the unshifted PC keys
are in the right place. For example, press 1 you get 1, press Shift-1
you get !, but press shift 2 you get " like the Atari keyboard, not @.

A better example might be the '-' key, its right beside 0 on the PC
keyboard. On the Atari this position is '</CLEAR'. Should it generate
'-' or CLEAR? What do you think?

The PC arrow keys are pre-programmed macros that generate Atari arrow
sequences, and all the keys that dont exist on the Atari can be programmed
to produce any key/macro sequence you want. I couldn't think of anything
special to use ALT for, so its programmable too. Mabey the INVERSE
key? It's set to '\' now (oops, there is a \ on the atari keyboard! doh!)

What about characters that are commonly used but arent on the Atari
keyboard, like the TILDE character? Typing a URL using the Atari keyboard
is annoying w/o it. I think TILDE is equivilant to delete or something
(cant recall at the moment :)

I think I will allow the whole table to be user-programmed via the keyboard,
but any thoughts on the default layout(s)? Mabey two layouts that are
user selectable?

Also what about the RESET/OPTION/SELECT/START/HELP keys? On my Foucs keyboard
there is a line of F-Keys on the left hand side that are 2x5, so assigning
these keys to F1/F3/F5/F7/F9 or F2/F4/F6/F8/F10 would put them all
in a position that feels right. The 1200XL F keys are assignable to any
key

What about a coldstart option? A real coldstart (not just CPU reset) would
require a few more parts, and a much harder install. Right now the
finished product will be a solderless installation if you have
a socketed POKEY chip. If you want the console keys on the PC keyboard
you have to make 1 solder connection for each one to/near GTIA (3 total + 1
connection to the RESET circuit, HELP is already part of the keyboard scan).

I could add another socket header for GTIA, but the board is already bigger
than I want it to be w/ the POKEY socket+header cable. Including the
POKEY there are 2 40-pin IC's, 1 28 pin, 1 14-pin mux, the EEPROM and
various gunk (crystal/caps, etc). Soldering the IC DIP header cable right
to the top of the POKEY might be an idea for people who cant remove the
POKEY, but seems a little drastic.

Using a little black magic I was able to figure out how to run from the EEPROM
and still be able to write to it at runtime, so I got rid of the program rom.

I think as-is it will end up being about 4x4, and i'm not sure a 5-pin pcb
din will fit into a 130XE, even near the back behind the keyboard so I
will use a cable connection to a female jack. Sound too big? It would
be no problem in a 800XL, 1200XL (ha), 400 or 800. How about a panel
mount 5-pin din w/ bolts? You could drill a 1" round hole and have a
PC keyboard jack on the back panel ;)

Guess you can run the ribbon cable out the front of the computer and keep
the board outside if your really cramped (read 600XL :)

Sorry for the huge rant :) Any feedback you have would be nice, and if you
know of a place that will make a few prototype PCB's for a reasonable
price (dont need to be plated through or anything yet) let me know.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2121. Re: VT-100 supported on Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: Bosco! <atari8_NOSPAM!_@usa.net>
Message-ID: <01bca538$36b34080$2f65c6d0@Pbosco>
Source record: 69951

William Kendrick <kendrick@zippy.sonoma.edu> wrote in article
<607mj9$e68$1@nuke.csu.net>...
: PBjurman (pbjurman@aol.com) wrote:
: : The problem is, there's a local BBS that uses VT-100 and ANSI graphics,
: : and with the MPP-1000C, the codes normally used for colors/bolded text
just

: Set your BBS's account to VT only (ie, turn off ANSI) and use either
: FlickerTerm-80 (which flips between two 40-column screens with fonts
: that span only the left, and only the right half of the characters)
: or Ice-T or Ice-T XE (128K RAM required) (which uses a 320x192 graphics
: screen and some Display List manipulation to increase the vertical
scrolling
: speed probably, oh, 800-fold compared to other 320x192 text modes).

I wouldn't recommend Flicker-Term for people prone to seizures. ;)

(Sorry about that, Clay).

JC

2122. Re: Atari t-shirt.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: Gary Tabar <gareee@worldnet.att.net>
Message-ID: <01bcc8a5$3c6d8220$ef15460c@ast-adventure>
Source record: 69952

Hee hee!! I still have my old atari centepede and caverns of mars shirts!!!
Great stuff, this 100% cotton!!

--
/| / ___ / / ___ / Gary Tabar Jr,
/ | / /__ /__ / / / /__/ / @ Da Mouzzz...
/ |/ /__ /__/ /__/ / / / . EMAIL: gareee@worldnet.att.net
"Well, i'm at a turning point in my life. I'm no longer where i was, nor
am i where i think i will end up... but i'm on my way there."
----ROT

tyrone drew bekiares <tbekiare@students.uiuc.edu> wrote in article
<6078nq$p9$1@vixen.cso.uiuc.edu>...
> anyone know if there is a current distributor of t-shirts sporting
> the old Atari logo? preferably one which allows credit card orders
> over the web or something equally convenient?
>
> Thanks!
> tb93@uiuc.edu
>

2123. Re: DOS 1.0 anyone ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <60a6se$gf4@freenet-news.carleton.ca>
Source record: 69953

"Vidar Olavesen" (olavese@online.no) writes:
> I would really like to get a copy of an old dos I once had. Atari DOS 1.0
> (I think it's called). It is a single load DOS and DUP, so it takes more
> RAM to run, but I still would like to have it! Can anyone help ? Take
> Atarian care everybody!

I sent a copy of this to the kind people who make the Pooldisk for the
Pookdisk 2, you might try asking them for a copy since I can't seem
to find mine anymore :(

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2124. Re: HUGE RANT :) Keyboard layout for PC -> Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bcc8d1$57314ca0$134badce@crc3.concentric.net>
Source record: 69954

My thoughts:

I really think you should stick with the standard PC keyboard connectors. There are two main types. The PS2 one doesn't take up as much room but is harder to work with (solder).

Keyboard layout? Hm, I'm partial to the layout as the PC has it because I'm used to it now. (It's also much more standard.) I like the idea of two default switchable layouts to support diehards. What about a user customizable layout? Don't some of the PC keyboards have that?

Wouldn't it be nice if somebody who has the ability to screen-print on keys is interested in helping on this project? Then you could get them with the appropriate graphics instead of the PC standards!

2125. Re: HUGE RANT :) Keyboard layout for PC -> Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <60asf2$g44$1@xmission.xmission.com>
Source record: 69955

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:

: Since i've got the kinks worked out, and all the goodies are working now,
: what do you think the layouts for the AT->Atari keyboard interface
: should be?

I think you're on the right track with the key layout you've described.
However, I'm partial to the PC keyboard mapping, especially location of
backslash and shifted characters.

Use the F keys for START, SELECT, etc, then leave remainder available for
programmable hot keys.

Use right ALT for INVERSE..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2126. Re: HUGE RANT :) Keyboard layout for PC -> Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3429200C.BA540AFB@ix.netcom.com>
Source record: 69956

Steven J. Tucker wrote:

> Since i've got the kinks worked out, and all the goodies are working now,
> what do you think the layouts for the AT->Atari keyboard interface
> should be?
>
> Right now I have the default layout set so that the unshifted PC keys
> are in the right place. For example, press 1 you get 1, press Shift-1
> you get !, but press shift 2 you get " like the Atari keyboard, not @.
>
> A better example might be the '-' key, its right beside 0 on the PC
> keyboard. On the Atari this position is '</CLEAR'. Should it generate
> '-' or CLEAR? What do you think?
>
> The PC arrow keys are pre-programmed macros that generate Atari arrow
> sequences, and all the keys that dont exist on the Atari can be programmed
> to produce any key/macro sequence you want. I couldn't think of anything
> special to use ALT for, so its programmable too. Mabey the INVERSE
> key? It's set to '\' now (oops, there is a \ on the atari keyboard! doh!)
>
> What about characters that are commonly used but arent on the Atari
> keyboard, like the TILDE character? Typing a URL using the Atari keyboard
> is annoying w/o it. I think TILDE is equivilant to delete or something
> (cant recall at the moment :)
>
> I think I will allow the whole table to be user-programmed via the keyboard,
> but any thoughts on the default layout(s)? Mabey two layouts that are
> user selectable?
>
> Also what about the RESET/OPTION/SELECT/START/HELP keys? On my Foucs keyboard
> there is a line of F-Keys on the left hand side that are 2x5, so assigning
> these keys to F1/F3/F5/F7/F9 or F2/F4/F6/F8/F10 would put them all
> in a position that feels right. The 1200XL F keys are assignable to any
> key
>
> What about a coldstart option? A real coldstart (not just CPU reset) would
> require a few more parts, and a much harder install. Right now the
> finished product will be a solderless installation if you have
> a socketed POKEY chip. If you want the console keys on the PC keyboard
> you have to make 1 solder connection for each one to/near GTIA (3 total + 1
> connection to the RESET circuit, HELP is already part of the keyboard scan).
>
> I could add another socket header for GTIA, but the board is already bigger
> than I want it to be w/ the POKEY socket+header cable. Including the

> POKEY there are 2 40-pin IC's, 1 28 pin, 1 14-pin mux, the EEPROM and
> various gunk (crystal/caps, etc). Soldering the IC DIP header cable right
> to the top of the POKEY might be an idea for people who cant remove the
> POKEY, but seems a little drastic.
>
> Using a little black magic I was able to figure out how to run from the EEPROM
> and still be able to write to it at runtime, so I got rid of the program rom.
>
> I think as-is it will end up being about 4x4, and i'm not sure a 5-pin pcb
> din will fit into a 130XE, even near the back behind the keyboard so I
> will use a cable connection to a female jack. Sound too big? It would
> be no problem in a 800XL, 1200XL (ha), 400 or 800. How about a panel
> mount 5-pin din w/ bolts? You could drill a 1" round hole and have a
> PC keyboard jack on the back panel ;)
>
> Guess you can run the ribbon cable out the front of the computer and keep
> the board outside if your really cramped (read 600XL :)
>
> Sorry for the huge rant :) Any feedback you have would be nice, and if you
> know of a place that will make a few prototype PCB's for a reasonable
> price (dont need to be plated through or anything yet) let me know.
>
> Steve
>
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

Steve,
How about the same layout as that used by PC Xformer. I'm used to that and it seems to work fine. Everything seems to be represented. If you need a key listing I can forward a list.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2127. 6502 multitasking OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <60at5r$f4r$1@narses.hrz.tu-chemnitz.de>
Source record: 69957
Cross-posted to: comp.sys.cbm,comp.arch.embedded,alt.comp.hardware.homebuilt,comp.sys.atari.8bit,comp.sys.apple2.gno,comp.sys.apple2.programmer

[Note: sorry, if it's off-topic (in ..apple2.gno?), but I think you]
[might be interested anyway. please note if not...]
[for alt.comp.hardware.homebuilt: How's PRR doing?]

OS/A65

This is the announcement of my 6502 CPU Multitasking/Multithreading
operating system I wrote some time ago and which I have put on the Web.
It's copyrighted under the GNU public license.

For those who do not already know about it, please see the info at
the end of this text.

The new stuff in this version is:

There is a preliminary release of the new major release 2.0 of my 6502
operating system available for BETA testing. It features a new kernel
with threads, task priorities, a unix-like init task, unix-like
signals (with interruptable kernel calls) and it is much faster.

And the new version is much more portable than the old one. The source
has been divided into system dependent stuff and system-independent
stuff. Only in the arch subdirectory the different codes for different
architectures are located. And a porting guide - well, some comments on
porting to other platforms - is available. Currently supported are the
famous Commodore C64, as well as the Gecko computer and my selfbuilt
CS/A65 machine with virtual memory.
I am looking for volunteers to port it to other platforms!

You find it at the usual place: http://www.tu-chemnitz.de/~fachat/csa/

From the old announcement:

OS/A65

This is the announcement of "OS/A65", a 6502 CPU operating system
I wrote some time ago and which I now put on the Web. It is
copyrighted under the GNU public license.

Some of its features are:

- preemptive multitasking/multithreading

- (kind of) microkernel design

- filesystems for PC FAT disks and CBM floppy drives on a IEEE488 interface
or CBM serial IEC bus

- runs on 6502 computer with and without MMU

- developed on a selfdesigned and -built 6502 computer

- supports multiple platforms

If someone is really interested in, I can also write an article for
a publication or so about it. But, well, 8 bit times are gone...

I'm coming from the Commordore world, not from atari (8bit) nor apple side.
The hardware is close to CBM3032 compatible, but the kernel itself is
completely hardware independent. So just the device drivers have to
be rewritten for porting it to another platform.

It is a good machine/OS to do some small control tasks,
where you can watch them from another shell...
My computer controls my audio equipment via infrared signals ;-)

Well, if you are interested in, here is it's homepage:

http://www.tu-chemnitz.de/~fachat/csa/

so long
Andre Fachat

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

2128. Re: HUGE RANT :) Keyboard layout for PC -> Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <60au5l$5bm@alexander.INS.CWRU.Edu>
Source record: 69958

I'm interested.
Personally, I'd rather see the pc keyboard use all the pc characters, eg, a @ instead of a " for shift 2. I can't remember what the Atari was and it would be easier for me that way.
Oh, yes, you gotta have the console keys. f1, f2, f3, f4, f5, f6 for reset, option, select, start help would be easy to remember. I'm interested in this project because the 130xe keyboards aren't too hearty. I'd rather stick with an original A8 keyboard, but if the mylar or other reason the keyboard fails, it'd be increasingly hard/expensive to replace/repair.
Russ

2129. Re: Atari - the beginning of everything

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: Will Dwinnell <76743.1740@CompuServe.COM>
Message-ID: <OFmiOfOy8GA.262@ntdwwaaw.compuserve.com>
Source record: 69959

"But it was arrogant management (Ray Kasar [sp]) which
killed off Atari (a $4 billion [yes] at the time)."

'$4 billion' what? Profit? Revenue? Assets?

--
Will Dwinnell
Commercial Intelligence

2130. Re: HUGE RANT :) Keyboard layout for PC -> Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <34292AFA.5DF1@erols.com>
Source record: 69960

Steven J. Tucker wrote:
>
> Since i've got the kinks worked out, and all the goodies are working now,
> what do you think the layouts for the AT->Atari keyboard interface
> should be?
>
> Right now I have the default layout set so that the unshifted PC keys
> are in the right place. For example, press 1 you get 1, press Shift-1
> you get !, but press shift 2 you get " like the Atari keyboard, not @.
>
> A better example might be the '-' key, its right beside 0 on the PC
> keyboard. On the Atari this position is '</CLEAR'. Should it generate
> '-' or CLEAR? What do you think?
>
> The PC arrow keys are pre-programmed macros that generate Atari arrow
> sequences, and all the keys that dont exist on the Atari can be programmed
> to produce any key/macro sequence you want. I couldn't think of anything
> special to use ALT for, so its programmable too. Mabey the INVERSE
> key? It's set to '\' now (oops, there is a \ on the atari keyboard! doh!)
>
> What about characters that are commonly used but arent on the Atari
> keyboard, like the TILDE character? Typing a URL using the Atari keyboard
> is annoying w/o it. I think TILDE is equivilant to delete or something
> (cant recall at the moment :)
>
> I think I will allow the whole table to be user-programmed via the keyboard,
> but any thoughts on the default layout(s)? Mabey two layouts that are
> user selectable?
>
> Also what about the RESET/OPTION/SELECT/START/HELP keys? On my Foucs keyboard
> there is a line of F-Keys on the left hand side that are 2x5, so assigning
> these keys to F1/F3/F5/F7/F9 or F2/F4/F6/F8/F10 would put them all
> in a position that feels right. The 1200XL F keys are assignable to any
> key
>
> What about a coldstart option? A real coldstart (not just CPU reset) would
> require a few more parts, and a much harder install. Right now the
> finished product will be a solderless installation if you have
> a socketed POKEY chip. If you want the console keys on the PC keyboard
> you have to make 1 solder connection for each one to/near GTIA (3 total + 1
> connection to the RESET circuit, HELP is already part of the keyboard scan).
>
> I could add another socket header for GTIA, but the board is already bigger
> than I want it to be w/ the POKEY socket+header cable. Including the

> POKEY there are 2 40-pin IC's, 1 28 pin, 1 14-pin mux, the EEPROM and
> various gunk (crystal/caps, etc). Soldering the IC DIP header cable right
> to the top of the POKEY might be an idea for people who cant remove the
> POKEY, but seems a little drastic.
>
> Using a little black magic I was able to figure out how to run from the EEPROM
> and still be able to write to it at runtime, so I got rid of the program rom.
>
> I think as-is it will end up being about 4x4, and i'm not sure a 5-pin pcb
> din will fit into a 130XE, even near the back behind the keyboard so I
> will use a cable connection to a female jack. Sound too big? It would
> be no problem in a 800XL, 1200XL (ha), 400 or 800. How about a panel
> mount 5-pin din w/ bolts? You could drill a 1" round hole and have a
> PC keyboard jack on the back panel ;)
>
> Guess you can run the ribbon cable out the front of the computer and keep
> the board outside if your really cramped (read 600XL :)
>
> Sorry for the huge rant :) Any feedback you have would be nice, and if you
> know of a place that will make a few prototype PCB's for a reasonable
> price (dont need to be plated through or anything yet) let me know.
>
> Steve
>
> --
> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
> * * * Ape Homepage: http://www.nacs.net/~classics * * *
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

I'm inclined to agree with James King on the right-ALT for the inverse
(Fuji key,) and his comments on the location of the backslash, etc., are
well-taken.

I'm also not sure that changing the Shift-2 to give a quote would work
for everyone. I tend to think of my PC keyboard in terms of a PC along
those lines, and I naturally go to Shift-2 for a quote when I use the
130XE. Others might react differently. It may be difficult to please
everyone.

Hey! Here's an interesting thought:

Suppose you use F1-F4 for the Atari console keys. Couldn't one of the
other function keys toggle between a PC keyboard layout and one more in
line with the Atari's keyboard? That might solve the Shift-2
controversy.
--
Alan

****
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 16 bit patch to an *

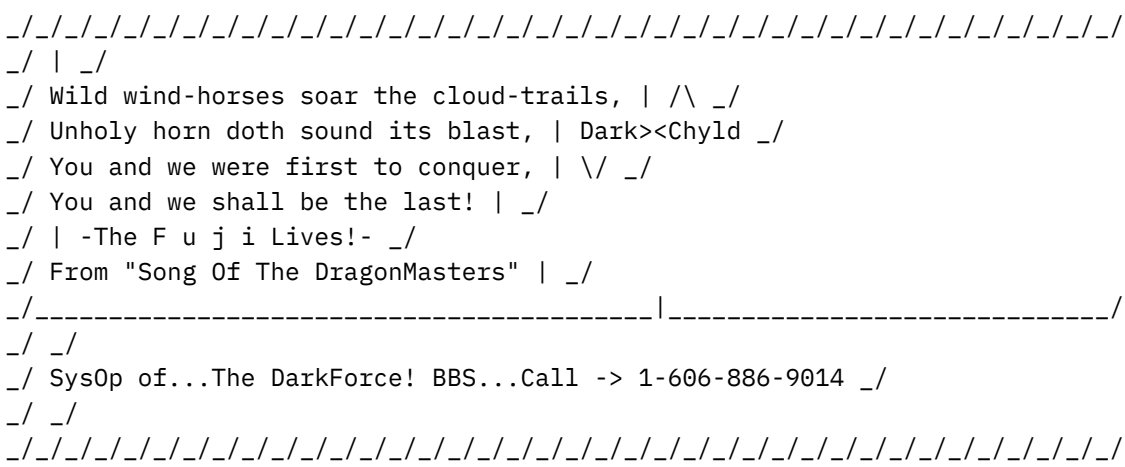
```
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
**************************************************
```

2131. Re: Graphic Web Browser for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <875094334_OASIS_@pcc-uky.campus.mci.net>
Source record: 69961

Thanks for all the info...I'll try it again later this morning...! :)

--



2132. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <60au08itr1@xmission.xmission.com>
Source record: 69962

harvey klein <harveyklein@webtv.net> wrote:
: I have been properly chastised for not asking whether anyone would be
: willing to unzip some files for me.

I don't know, I'm a big PC user, but like to download Atari files
directly to my Atari, using my Atari, via my shell account.

Site owners either are restricted with space limitations or are too
closed minded to bother with folks who still use thier Atari as
regularly as you and I appear to do.

It would be nice to see more Atari oriented FTP sites, ATARI oriented.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2133. *****NEW Atari WEB SITE*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: burton@one.net
Message-ID: <60bbo0$a8l$1@news.one.net>
Source record: 69963

Atari B.A.S.I.C. Emulation

http://w3.one.net/~tom_cody

2134. Draconus and Zybex music

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: yashka@geocities.com
Message-ID: <34292869.1729425@daifuku-w.daifuku.co.jp>
Source record: 69964

Hi all.

Can you help to find this two great sound tracks in any PC music
format? Or at least for Atari itself?

Thanks.

2135. Re: Atari t-shirt.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Sep24174716@co.umist.ac.uk>
Source record: 69965

In article <01bcc8a5$3c6d8220$ef15460c@ast-adventure>

tyrone drew bekiares <tbekiare@students.uiuc.edu> wrote in article
<6078nq$p9$1@vixen.cso.uiuc.edu>...
> anyone know if there is a current distributor of t-shirts sporting
> the old Atari logo? preferably one which allows credit card orders
> over the web or something equally convenient?
There's recently been a whole lot of Blue Atari T-shirts appear in the music stores (HMV, Virgin...) here in the UK. The T-shirts have an Atari logo on the front, with the word Atari underneath it in the Atari font, and under that in small writing it says copyright 1996. I was surprised when I first saw them, but they seem to be all over the place (I've seen them in 4 different shops). Question is where did they all come from? And how come they're being sold in music super-stores all of a sudden? Anyone know?

2136. Re: Question: Commerce in this group...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <34293c8d.0@news.carleton.edu>
Source record: 69966

In article <342885a9.3394529@news.sexzilla.com>, no.one@no.spam.net
(Anonymous) wrote:

>AS I SAID, ALL MY COPYRIGHTS WILL REMAIN VALID UNTIL some other
>comapny decides to PURCHASE them from me, for my ASKING PRICE!!!!

What products do you own the rights to? Anything I may have heard of?

>Terry Ortman is LISTED in Who's WHo in AMerica, and Who's Who int eh
>Media and Communications.

Well that should be pretty easy to check.

Here now in my hands I've got: Who's Who in America 1997 (the 51st edition),
Volume 2, L-Z.

On page 3225 I see Eldon E. Ortman, an entomologist and educator, and I see
George Earl Ortman, an artist, but no Terry Ortman.

Where exactly is your entry?

My library doesn't carry Who's Who in the Media and Communications, which is
a brand new publication of Marquis Who's Who, so I can't check there.

-Michael (an academic librarian in real life)

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2137. Re: More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <60c2e1$h7r@alexander.INS.CWRU.Edu>
Source record: 69967

In a previous article, go_spam_yourself@iglou1.iglou.com (Bill Marcum) says:
>In message <3428088F.A2282188@erols.com>,
> gooch@erols.com (Stephen Knox) wrote:
>
>Did you say a 32K Atari 400? If I remember right, Bobterm requires at least
>48k. But I don't remember there being any 400s with 32K. They were made with
>either 8k or 16k, and an expansion board would give you 48k. Maybe you assume
>it's 32k because FRE(0) in Basic is around 29000-30000?

Actually, I remember having a 32K Atari 400. When RAM was really expensive
(in Atari'ans eyes), several companies made 32K boards. I bought one!

>>> 5) How hard would it be to obtain an 80-column card for my 400? Do these
>>> even work in the 400 at all?

Although I never saw one "in person" there WAS once a kludge-type board (never
in mass-production) that offered true 80-columns on an Atari 400. It was SO
big and unweildy, though, that you had to have the case and the metal RF shield
off the 400..!

Other than that, there were NO 80-column hardware adapters for the 400.

Sorry.
Bob
--
Still wading in that bit-stream...

2138. Re: HUGE RANT :) Keyboard layout for PC -> Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <60c3er$ki9@alexander.INS.CWRU.Edu>
Source record: 69968

Hello, everyone!

In a previous article, ai123@FreeNet.Carleton.CA (Steven J. Tucker) says:
>Since i've got the kinks worked out, and all the goodies are working now,
> what do you think the layouts for the AT->Atari keyboard interface
> should be?

Well!

I hope this doesn't raise everyone's hackles, but: since most of us are
now VERY used to using standard PC's, wouldn't it be best to leave the
AT key-assignments the way the keys are stamped?

For example, moving the " character to a shifted-2 position seems CRAZY
to a touch-typist! I mean, we all complained about THAT when the Atari's
were NEW !!

My opinion would be to use F1 through F4 as Start, Select, Option and Reset.
Function keys F5 through F12 could be used for all Atari-specific keys,
and/or any AT keys that don't have ANY Atari-correspondence could be used
for practically any Atari-specific use.

I guess what I'm saying, too, is that if any AT-marked keys can be mapped
to the Atari, even if it means programmed key-SEQUENCES, they should.
(i.e., Page Up, Page Down, Home, End...) Just a thought.

Again, sorry if I'm "offending" anyone's Atari-sensibilities...

Bob

>I think I will allow the whole table to be user-programmed via the keyboard,
> but any thoughts on the default layout(s)? Mabey two layouts that are
> user selectable?

P.S. - Now, THAT's an incredible idea! TWO layouts!

>What about a coldstart option? A real coldstart (not just CPU reset) would
> require a few more parts, and a much harder install.

P.P.S. - I personally would like to have a true ColdStart.
--
Still wading in that bit-stream...

2139. Re: Atari 8bit Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: "Kory M. Keith" <msmcl303.kkeith01@eds.com>
Message-ID: <342931CE.5304@eds.com>
Source record: 69969

Jeff M. wrote:
>
> In article <5smdou$5972@tcenter.erlm.siemens.de>, bor@bwgc679 (Andree
> Borrmann Werkstudent) wrote:
>
> > : BOUNTY.COM Bounty Bob strikes back! - Big Five Software / Rackosoft
> > : --
> >
> > : a game like Miner'2049er..
> >
> > ;-) I think the Miner was called Bob, Bounty Bob...
> >
> > Bye,
> > Andree
>
> That's it. I think it's a sequal. There is also Scraper Caper on
> cartridge. I want the BIN cartridge file to run on Rainbow. I have the
> bin.cartridge file of Miner2049er which runs on the Rainbow emulator for
> PC and Mac.
> I also have the bountybobstrikesback.exe for Rainbow but don't know how to
> run it.
>
> Jeff
Where can I get my hands on this file? I loved that game and haven't
played it in years. Please email me or post a reply.

Thanks,
Kory
mailto:keith@seas.nospamhere.smu.edu
Take out the nospamhere to reply

2140. Re: BIG text files under Win95 & Word

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <60c3s4$m79@alexander.INS.CWRU.Edu>
Source record: 69970

>> Too bad 99.99999999% of Windows Users ((TM) (c) MicroSoft) probably
>> don't even know what it means. :)
>>
>> Heck, most Windows users probably barely know what just "SAVE" means! ;)

>
>And I'm willing to bet that those who do cut their teeth on 8-bit
>machines like ours <G!>

And I would HAVE to agree with you heartily!! <g>

My Atari experience made it "child's play" to move "up" to PC's...

Bob
--
Still wading in that bit-stream...

2141. The Official Terry Ortman FanClub!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: Aaron or Fully Loaded <fully_loaded@hotmail.com>
Message-ID: <3429BD2D.2CD@hotmail.com>
Source record: 69971
Cross-posted to: biz.marketplace.computers.mac,alt.fan.jewel,alt.fan.traci-lords,biz.marketplace.computers.pc-clone,comp.publish.cdrom.hardware,comp.sys.atari.8bit,misc.forsale.computers.storage

Review the below e-mail addresses:

tortman@fgi.net
tortman@templar.fgi.net
starfleet@q-com.com
tortman@virtualisys.com
starfleet_tm@usa.net
starfleet_tm@hotmail.com
starfleet_tm@bigfoot.com
starfleet@springnet.com
starfleet@mcleodusa.net
elsie.ortman@mcleodusa.net
terry.ortman@mcleodusa.net
starfleet@freebbs.com
starfleet.software@fantasy.com
starfleet4@juno.com
starfleet5@juno.com
starfleet6@juno.com
starfleet.software@juno.com
terry.ortman@juno.com
terry.ortman@mustang.com
terry.ortman@eosinc.com
terry.ortman@springnet1.com
starfleet@mailexcite.com
ortman@freeyellow.com
ortman-info@freeyellow.com
starfleet@springnet1.com
starfleet5@juno.com

Have you even been spammed or even scammed by one of these? Well we have, and we're sick of it. We have put up a site that helps to publically fight the scammer named Terry Ortman. Please join us at:

http://www.ted.org/~cob/asshole/ortman/fanclub/index.html

This man has been a pest to the internet group long enough. Please visit the above site and write the postmasters at the top 2 of the above domains asking them to help stop internet spam/scams as this Terry Ortman is notorious for each!

MTO

2142. Re: HUGE RANT :) Keyboard layout for PC -> Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <60c80c$27g@freenet-news.carleton.ca>
Source record: 69972

"Fred Thompson" (fhthomps@concentric.net) writes:
> My thoughts:
>
> I really think you should stick with the standard PC keyboard connectors.
> There are two main types. The PS2 one doesn't take up as much room but is
> harder to work with (solder).

It will be a 5 pin female keyboard connector, so you can just plug any
AT keyboard into it. Keyboards w/ the PS2 connector will just need the
regular ps2->AT adapter, a cheap item, and some keyboards come with it :)

> Keyboard layout? Hm, I'm partial to the layout as the PC has it because I'm
> used to it now. (It's also much more standard.) I like the idea of two
> default switchable layouts to support diehards. What about a user
> customizable layout? Don't some of the PC keyboards have that?

I dont think most keyboards allow custom layouts, my Focus 5001 lets
you program hotkeys and the typematic rate from the keyboard, but in
my experience its the exception.

I'm told the machine emulators already have a layout people are used to
so I might make the 2 default layouts 'standard PC' and 'emulator'. The
eeprom keytables can be reprogrammed from the keyboard anyway, but its
nice to know where to start :)

> Wouldn't it be nice if somebody who has the ability to screen-print on keys
> is interested in helping on this project? Then you could get them with the
> appropriate graphics instead of the PC standards!

It would definatly be cool to have little stickers for the keys, I remeber
having an Atari 400 w/ a real keyboard that had stickers like that.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2143. Re: The Official Terry Ortman FanClub!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <34298DF9.48@mail.utexas.edu>
Source record: 69973
Cross-posted to: biz.marketplace.computers.mac,alt.fan.jewel,alt.fan.traci-lords,biz.marketplace.computers.pc-clone,comp.publish.cdrom.hardware,comp.sys.atari.8bit,misc.forsale.computers.storage

let me guess ....

it'll cost me $20,000. if i don't pay he'll throw all his atari
equipment in the crusher ;)

forgot to post it to alt.lunatics

2144. Re: Term. Program for MPP-1000C modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19970924231101.TAA01191@ladder02.news.aol.com>
Source record: 69974

>Are there any other terminal
>programs out there that support ANSI graphics (colored text) that would
>work with the MPP-1000C modem?

To the best of my knowledge there are NO such prg's available for that
particular modem.

2145. AW: Atari 8-bit/CV/SNES/Commodore/Stand-alones/2600/Genesis & more

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: classics@penny-empire.nospam.com
Message-ID: <342992f0.1199247@news.whc.net>
Source record: 69975
Cross-posted to: alt.sega.genesis,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.sega

go here for the item
http://komodo.ebay2.com/aw-cgi/UserISAPI.dll?MfcISAPICommand=ViewListedItems&userid=an833@rgfn.epcc.edu&since=-1&sort=2

visit here and maybe leave a cheat or report a BAD BUSINESS person
http://www.penny-empire.com/oasis

Thanks

2146. Epyx software house?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-24 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6eTdhHTKzHB@peter.soemtron.sb.sub.de>
Source record: 69976

```
Howdy!

remember those crazy atari games from epyx! (Pitstop, IK+, Seawolf)... Do
they still exist?
```

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2147. Re: GEM DROP IS HERE!!! (it's at UMich now too!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60d5rihrv1@nuke.csu.net>
Source record: 69881

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Come download Gem Drop, the newest Atari 8-bit game! :)
: It is available as an ATR, zipped ATR, DCM or arc'ed DCM on my website.
: http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/
: It will also be available on UMich as an arced DCM file.

And this is so:

http://www.umich.edu/~archive/atari/8bit/Games/Puzzle/gemdrop.arc

You SIO2PC and APE users would probably appreciate the ATR and/or ZIP file
on my website, however...

Again, I can't re-iterate this enough! Please let me know what you think
of the game! :)

PS - It comes with full source code! (See the "SOURCE" MyDOS directory
on the disk!)

Enjoy!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2148. Re: VT-100 supported on Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: John McGowan <jmcgowan@shell.inch.com>
Message-ID: <60dj1ophf1@news.inch.com>
Source record: 69882

In comp.sys.atari.8bit Dennis McGuire <mcguired@moose.erie.net> wrote:

> I used VT10SQ (VT-10 Squared - clever, eh!) on my Atari 800XL. It
> had a software 80-column driver and it did decent VT-100 emulation for its
> time. It's probably still on umich.

I used to use Kermit 3.7 and OmniComm (Kermit when I needed to
upload/download using Kermit, naturally -- and using the keyboard macro in
OmniComm to have a macro set to "ATDT..." to automatically dial the phone
number). They used software 80 col. displays (not too good... but
legible).

2149. Re: Term. Program for MPP-1000C modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <EH1x90.3yu@iglou.com>
Source record: 69883

KWBurgess (kwburgess@aol.com) wrote:

: >Are there any other terminal
: >programs out there that support ANSI graphics (colored text) that would
: >work with the MPP-1000C modem?
:
: To the best of my knowledge there are NO such prg's available for that
: particular modem.

None? Then what do you call the MPP Express? I used it, so I should know.
I believe BobTerm allowed use of it, before I switched to an 850 and
Avatex 1200.

Then there was a BBS program, I forget the name, that actually allowed use
of the MPP. I used it. The MPP came with the SmartTerm software as well.
The wild kicker is that I tried once to copy the disk right in the store,
with the monitor off. I set it up, then turned off the monitor. That way,
if a salesman came in the room, I'd be doing something else.
Unfortunately, a salesman did walk in the room. I walked out shortly
afterwards.

I don't know if I still have it with me somewhere, but you can easily
check the Umich archives. Way back then, Bob Puff and I were in chat, and
he was actually pleading with me, asking me to change from SmartTerm to
BobTerm or MPP Express. That should give you an idea of how bad SmartTerm
was at the time.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

2150. Re: Help With Downloads

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60do9t$7oi$7@triglav.iwaynet.net>
Source record: 69884

On 1997-09-16 harveyklein@webtv.net(harveyklein) said:
>I am looking for some no-longer-available Atari 8-bit programs to
>add to my collection. I do not have a PC to download from some of
>the sites that have libraries of software. With my Atari equipment
>and Delphi, I can reach the U, Mich. library and download. However,
>I have been unsuccessful with other sites.
>Can anyone give me step by step instructions including modem
>software to use, settings, etc. to reach other sites such as the
>ones listed in the British Underground home page?
>I use a 130XE and 850 interface.

You might try your local Freenet.Just ask your library about it.
Why can't you reach the other sites from Delphi?

Net-Tamer V 1.09 - Test Drive

2151. Re: Any interest?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60doa8$7oi$13@triglav.iwaynet.net>
Source record: 69885

>Steven J. Tucker wrote:
>> * * * Author of Imagic and APE - The Atari Peripheral
>>Emulator! * * * * * * Turn your 8-bit Atari into a
>>powerhouse with APE! * * * * * * Ape Homepage:
>>http://www.nacs.net/~classics * * * !! Request my *FOR
>SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

I couldn't find the info about the keyboard.I looked in the for-sale section
but it was blank!!!
Aparently it just has frames and no text.Not even text saying that you need
frames.
(so that the smart ones will know to look into the raw HTML file for filenames)
How a Atarian is supossed to use frames is beyond me.Do you use some programme
that I can telnet (or,GOD forbid,Gopher) to that supports frames?
It's really anoying to type in all those filenames.
(you DO know that Lynx doesn't support frames?)

Net-Tamer V 1.09 - Test Drive

2152. BlackBox debugger:Can it be triggered by a BRK?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60doa1$7oi$9@triglav.iwaynet.net>
Source record: 69886

Well EVERYBODY knows that a BRK will cause that good old "*" monitor prompt to
appear on the Apple.(BRK=CPU tried to execute blank (zeroed) memory)
And the Commodore 128 has one too. (and it can take advantage of disk drives)
Well can the BB's "monitor" (though it's not actually part of the OS monitor)
be set (via the OS's BRK vector) to pop up on a BRK?

And what actually happens on the Atari (without BB) if a BRK is encountered?
Does it just RTI itself to death?

Net-Tamer V 1.09 - Test Drive

2153. Re: atari st image

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60do9q$7oi$5@triglav.iwaynet.net>
Source record: 69887

On 1997-09-12 rsely@dhs.state.nj.us said:
>Sorry, I don't have that image, but it sounds interesting. Anyway,
>there is a program for the 130XE (only) called degasview. Locat
>that and you should be able to view the image when you get it. I
>have a copy someplace. If I find it I'll e-mail a copy to you. In
>the mean time, check some of the FTP sites for it (the viewer).

Is there a programme to convert them to RGB (4096 colours/lumnas) format?
(COLRVIEW and JVIEW use it)

>If you happen to get a copy of that picture, could you e-mail a
>copy to me?

Me too!

Net-Tamer V 1.09 - Test Drive

2154. Re: Can you copy atari 400/800/xe carts to pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60do9s$7oi$6@triglav.iwaynet.net>
Source record: 69888

On 1997-09-15 341c8400.10834422@news.dx.net said:
>Any plans to post the instructions here or somewhere on a web site?
>So far, I've been able to get decent ROM dumps from using an 800 and
>CartCopy 2. I've managed to get Basic and Star Raiders (both
>unprotected) to work, so I believe they should work straight on an
>emulator.
>But if I'm worng on this, please correct me... :)

If you're talking about puting a cartridge in the right cartridge slot so that they don't steal control of the computer,you'll only be able to copy 8k cartridges.You won't be able to copy 16k cartridges unless they boot DOS. And bank-switched cartridges are out of the question.

Net-Tamer V 1.09 - Test Drive

2155. Re: Xfer to PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60do9k$7oi$2@triglav.iwaynet.net>
Source record: 69889

On 1997-09-08 rsely@dhs.state.nj.us said:
>Michael,
>If you have it, use Y-Modem Batch mode. You have to set one to send
>and one to recieve. If you are sending files to the PC, the 8-bit
>neds to be in send mode and the PC needs to be in file recieve mode.
>Unlike Z-Modem, Y-Modem and X-Modem don't have auto-start-recieve.
>You must manually start the recieve (download) once you start the

Actually the receiver sends a "C".Of course the sender only pays attention when the user tells it to for obvious reasons.But this might be useful for automated situations.(most PC term programmes could be set to start Y-modem automaticly)

>send (upload). Y-Modem also has the benefit of faster transfer due
>to larger (1K) block size and 16-bit CRC error correction. If you
>must use X-Modem, select X-Modem 1K CRC mode (if you have it). It's
>almost as good as Y-modem, but is still missing some of the
>benefits, such as file size and auto name transfer.

Once again,COM files sent via X-modem will not always work.Of course everything should be ARCed.This means that EVERYBODY can download them (since Gopher and Lynx don't recognize the DCM extention as being binary) and insures data integrity.Makes downloads faster too.I wish that Yogi would realize that not everyone can unZIP and have access to a pay-ISP.
(I used Freenet for the longest time)
Of course I hate Gopher and Lynx.FTP has a nice interface that allows batch downloads and works with 40-columns.

Net-Tamer V 1.09 - Test Drive

2156. WTB:MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: "Jacobs, Michael A" <michael.jacobs@lexis-nexis.com>
Message-ID: <342A6CEE.6903@lexis-nexis.com>
Source record: 69890

I am looking for an MIO interface, preferably a 1 meg unit. If you have one to sell, let me know how much you want for it.

2157. This is a must visit site!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: webmaster@webvermont.com
Message-ID: <342a6c53.1@news.together.net>
Source record: 69891

Check out this site!

http://www.webvermont.com

2158. Atari show in Dallas - update

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: smedley@gte.net
Message-ID: <60dv15$6bt$1@gte2.gte.net>
Source record: 69892
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Here we go! I finally have a list of vendors committed to attending the show. Chromagic, Crawly Crypt, Systems for Tomorrow, Emulators Inc (formerly Branch Always Software) and More Than Games. These names should all be familair to you ST computer fans out there. For the Atari gamers, Systems for Tomorrow also sells 2600, 7800, Lynx, and Jaguar games - contact them if you would like them to bring along a specific title for you. Sorry XL/XE fans, as far as I know none of these guys carry products for the older Atari computers. Hey, believe me, I e-mailed both Best Computers and B&C Computervisions to try to get them to attend the show, but neither could. (Come to think of it, I don't remember if Best even replied... I wonder if the address I used was any good?) But come on by anyway, meet some fellow Atarians and maybe strike a few trade deals. (And yes, fellow gamers, I will have some trade fodder along if you wanna wheel & deal!)

The show is on Saturday, October 11th, at the Infomart in downtown Dallas Texas. For directions or other info, contact:

Dan Mazurowski smedley@gte.net

-=-=-=

2159. Re: Atari 8-bit starter system?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60do9g$7oi$1@triglav.iwaynet.net>
Source record: 69893

On 1997-09-07 loosecannon@jumpnet.com said:
>I think the term you were looking for is "tokenized", not compiled.
>BASIC does not store files as compiled code.

Actually my BASIC manual refers to BASIC as a "pre-compiled" language.
(as opossed to storing the programme as text (files) like on the PC)

>"Compiled" usually refers to the translation of a symbolic language
>into a data format binary compatible with the processor (the
>"tokens" of the BASIC program have no direct equivalent to actual
>machine language, and as such have to be deciphered at run-time -
>therefore, the BASIC code has not been "compiled.") All that most

Actually C compilers (cc1) "compile" a C source file into assembly language,
not machine code.Of course the PC compilers (except GNU's) don't do this as
everything on the PC is just weird.
(no libraries,no support for graphics (except changing into graphics mode))

>non-compiling BASICs do is store a token for each command you input.

You just repeated what I said in my previous post.

>Some BASICs provide actual compilers to translate these tokens into
>actual machine language instructions, and it is the fact that
>run-time translation of these tokens does not have to be done that
>enables the speed increase (along with the ability to do more
>sophisticated optimization passes, etc. since you can take a little
>more time figuring out the best way to perform the required
>operations if you do not have to do it in real-time.) "Assembling"
>refers specifically to the translation of processor-specific
>commands to machine language. The only difference between
>assembling and compiling, therefore, is that "assembling" involves
>a direct translation from a mnemonic (i.e. LDA, STA, etc. on the
>6502, or mul, div, mov, inc, etc. on the x86) whereas 'C', 'C++',
>etc. (higher level languages) have no direct equivalent between the
>command being interpreted and the commands native to the processor
>(this is also why assembling takes way less time than compiling -
>99% of it is just a simple look up to determine what actual machine
>language code should replace a text string - although this gets a
>little more opaque as you come to the latest microprocessors, since
>they often like to have their instructions streams "formatted" a
>certain way for optimal performance.) Note that "compiling" often
>involves an intermediate step of translation between the high-level
>language and assembler commands (most C and C++ compilers actually
>translate their commands to assembler commands, and then assemble
>that, but the translation to assembler is usually transparent to

That's sort've what I said.

>the user.) Once a BASIC is compiled, there is no reason why it
>would REQUIRE a run-time library to operate (I'm sure some BASICs
>probably do need this, but that's simply because of the way they

Well remember that they just change the tokens to machine code.
The routines that the tokens cause to run are not included in the file.
It's like Linux and the Amiga.This means the files are smaller and you can
upgrade the run-time for increased speed.(and bug fixes!)
Of course in a multi-tasking enviroment,this also saves memory.
(except for UNIX and PURE Amiga programmes)

>chose to implement the procedure.) A BASIC program can be compiled
>just like any other program and any dependencies it has can be
>statically bound to it (so that it wouldn't require any run-time
>libraries.) - Loose

But then we'd be just like the PC. (ack!)

Net-Tamer V 1.09 - Test Drive

2160. Re: Xl-it 0.20 help!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60do9o$7oi$4@triglav.iwaynet.net>
Source record: 69894

On 1997-09-09 forester@blarg.net said:
>Alright, does anyone know how to get DOS to recognize more than 2
>disk drives and actually see the "Hx" (harddrives)? No matter what
>I do, it doesn't seem to work. I am using Atari DOS 2.5. I have
>tried using MYDOS4.5 but Xl-it refuses to boot with it.

If the hard drives are actually access as "H:",as you seem to indicate,then DOS
has nothing to do with it.The letter is used by the OS to know which handler it
should send the request to.Only devicespecs starting with "D:" will go to DOS.
"H:" is obviously some special handler that XL-It supplies.
It's up to DUP to access the H: drives.
Besides copying multiple files from H:,I would see no problem.
(since DUP would assume that only "D:" contains "files")

If the "Hx" drives show up as real physical (SIO) drives,then it should be a
matter of changing the allocation of disk buffers.But you'd be better off using
MyDOS,which has no limitation (of disk buffers).Remember not to use the MyDOS
that comes with APE.If XL-It doesn't work with MyDOS,which is pretty simple,
it'll probably be useless for games.
(remember:no high-speed SIO handlers!)

Net-Tamer V 1.09 - Test Drive

2161. Re: *****NEW Atari WEB SITE*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dan.boris@coat.com
Message-ID: <875210829.7378@dejanews.com>
Source record: 69895

In article <60d0id$es5$1@nuke.csu.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>
> jack Burton (burton@one.net) wrote:
> : Atari B.A.S.I.C. Emulation
>
> : http://w3.one.net/~tom_cody
>
> I didn't look around much, but it looks pretty good. (I hate frames,
> though, but from Lynxing, it looks like you might have some ok nonframes
> support. Good job. :))
>
> BTW, I copied your BEST ELECTRONICS banner and linked to your BEST
> page from my website.. I hope that's alright! :)
>

Just thought I'd would point out that the majority of this page (The
Atari B.A.S.I.C emulation page) was stolen from Atari Gaming Headquarters
(AGH), including the Best Electronics banner. They did not even bother to
remove the AGH title from the page! The ISP that this page is on has been
notified of the copyright violation.

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2162. Re: GEM DROP IS HERE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <60e9p7$t1n@alexander.INS.CWRU.Edu>
Source record: 69896

In a previous article, kendrick@zippy.sonoma.edu (William Kendrick) says:
>It is available as an ATR, zipped ATR, DCM or arc'ed DCM on my website.

I've been away from the 8-bit Atari for a couple of years now, and I'm
just "coming back"...

So, could you please explain the ATR and DCM formats?

(I'm familiar with using Zip and Arc)

Thanks,
Bob
--
Still wading in that bit-stream...

2163. Re: DGS Web page statistics

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60do9m$7oi$3@triglav.iwaynet.net>
Source record: 69897

On 1997-09-08 mcurrent@carleton.edu said:
>In article <5ups4v$j3j$1@eros.clara.net>, DGS <dgs@clara.net> wrote:
>>I just wanted to take this opportunity to thank the 295 people who
>have visited
>>our Atari 8-bit Web site between 01-Aug-97 and 04-Sep-97.
>Dean,
>Don't forget, you're probably looking at hit counts, rather than
>people counts. The actual number of people those hits represent
>would be a smaller figure.

Isn't this because HTTP programmes just connect long enough to get the file(s)
and then dis-connect?
I'll never understand why people want to put up FAQs and other important files
up on HTTP sites when FTP is so much easier and faster.

Net-Tamer V 1.09 - Test Drive

2164. Re: Help with ATRs

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60do9v$7oi$8@triglav.iwaynet.net>
Source record: 69898

On 1997-09-10 jwilkins@uctgsh1.uct.ac.za(JustinWilkins) said:
>Dear all,
>I've been trying to extract files from Atari ATR disk images to my
>PC without much success... S2PC reports file size is wrong.
>The size is 133136 K, downloaded from ftp.sodre.net, directory
>/pub/users/cmwagner/atari8/mirrors/ftp.hackerz.com/bootdisk****.
>The files work fine in the emulators. Any help?

Well ATRs can only be 16384k long,for one thing.
Tell us what programme you are using to extract,and where you got it.
Some programmes are limited to 720 sector images.Others are limited to
128-bytes per sector images.

Net-Tamer V 1.09 - Test Drive

2165. Re: Question ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60doa2$7oi$10@triglav.iwaynet.net>
Source record: 69899

On 1997-09-11 RAUKAMP@dame.de(THOMASRAUKAMP) said:
>Hi all,
>does anybody know how to copy files (D1: to D8:) without leaving
>BASIC (without using DOS). Must be a XIO-command - but I don't know
>the correct one. Please help! Thanks.

You mean without using "DUP".DOS is always loaded.The naming of the BASIC "DOS"
command comes from the (really) old days when DUP and DOS were one thing.
(I wished that DOS 2 had made keeping DUP resident a option)

Anyway,there is no copy XIO in DOS.In fact I've never heard of such a thing in
ANY OS or DOS except for OS/2.

Net-Tamer V 1.09 - Test Drive

2166. Re: Xl-it 0.20 help!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60doa4$7oi$11@triglav.iwaynet.net>
Source record: 69900

On 1997-09-09 brad@pianosa.demon.co.uk said:
>Whilst reading the rubbish I usually find here, Richard Forester
>wrote something interesting about Xl-it 0.20 help!,
>Hello Richard,
>>Alright, does anyone know how to get DOS to recognize more than 2
>>disk drives and actually see the "Hx" (harddrives)? No matter
>>what I do, it doesn't seem to work. I am using Atari DOS 2.5. I
>have tried using
>IIRC, both version 2.0 and version 2.5 of AtariDOS were supplied
>ready to deal with 2 drives. Somewhere in the DOS manual or a
>memory map, will be listed the location in RAM to poke to alter the
>number of drives supported. Once the value has been altered, you
>need to return to DOS and write DOS files to disk to save the value.
>Sadly, all my manuals are elsewhere, ATM, so I can't refer to them.

SABYTE,which keeps track of the number of file buffers,is 1801.
(so if you "POKE 1802,3",you could have 3 files open)
DRVBYT,which is the number of drive buffers,is 1802.
POKE with 1,3,7 and 15 for 1,2,3 and 4 drives,respectivly.
You're only really supossed to have 6 buffers in DOS 2.5,total.
And you must press RESET to make the changes take effect.
IF you have a resident programme loaded at the bottom (above DOS) of memory
(like the RS232 handler),increasing DOS's memory useage will destroy that
programme.So you should really do this right after you turn on (or coldstart)
the computer.You can use "H" to write out the changes.

Of course you could always use the SETUP programme that comes with DOS 2.5.
It will do it much more quickly too.

Net-Tamer V 1.09 - Test Drive

2167. chameleon program

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: supraman <erasmus@krypton.city>
Message-ID: <Pine.GSO.3.96.970925144821.13255A-100000@iglou2>
Source record: 69901

A change of stripes here.... The information I posted the other
day about the Chameleon program providing VT-100 capability was all
well and good *if* you have a regular modem attached to the 8-bit.
I forgot that the MPP-1000 connects thru the joystick port; Chameleon
by itself wouldn't support that.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

2168. Re: *****NEW Atari WEB SITE*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: "Kory M. Keith" <msmcl303.kkeith01@eds.com>
Message-ID: <342A787A.1095@eds.com>
Source record: 69902

William Kendrick wrote:
>
> jack Burton (burton@one.net) wrote:
> : Atari B.A.S.I.C. Emulation
>
> : http://w3.one.net/~tom_cody
>
> I didn't look around much, but it looks pretty good. (I hate frames,
> though, but from Lynxing, it looks like you might have some ok nonframes
> support. Good job. :))
>
> BTW, I copied your BEST ELECTRONICS banner and linked to your BEST
> page from my website.. I hope that's alright! :)
>
> Take care!
>
> -bill!
> kendrick@zippy.sonoma.edu
> http://zippy.sonoma.edu/kendrick/

Fan-friggin'-tastic. I've been searching high and low for about two
weeks looking for a site with some good (I mean real good) games to
grab. Great job, plus great looking opening graphic!!

Kory Keith
keith@nospam.seas.smu.edu

2169. Re: Graphic Web Browser for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970925164716.14154B-100000@fissure.scar>
Source record: 69903

On 22 Sep 1997, DAVID P. LOEWEN wrote:

>
> Anybody out there know of any software similar to
> Netscape for Atari XL/XE computers? I know the
> color and graphic capability would be limited, but
> hey, this is Atari - still alive after 18 years!
If you find one let us know. Right now the best can do is dial up a
server that use the text based browser LYNX on our Ataris.. (using BOterm
or whatever)

2170. Re: *****NEW Atari WEB SITE*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <60e9je$skc@alexander.INS.CWRU.Edu>
Source record: 69904

In a previous article, kendrick@zippy.sonoma.edu (William Kendrick) says:

>BTW, I copied your BEST ELECTRONICS banner and linked to your BEST
>page from my website.. I hope that's alright! :)

PLEASE tell me how I can access a BEST ELECTRONICS page!!

What's the URL?
Bob
--
Still wading in that bit-stream...

2171. Re: Atari show in Dallas - update

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <60f46g$6p9@bgtnsc03.worldnet.att.net>
Source record: 69905

Dan Mazurowski wrote:
>
> Here we go! I finally have a list of vendors committed to attending
> the show. Chromagic, Crawly Crypt, Systems for Tomorrow, Emulators Inc
> (formerly Branch Always Software) and More Than Games. These names
> should all be familair to you ST computer fans out there. For the
> Atari gamers, Systems for Tomorrow also sells 2600, 7800, Lynx, and
> Jaguar games - contact them if you would like them to bring along a
> specific title for you. Sorry XL/XE fans, as far as I know none of
> these guys carry products for the older Atari computers. Hey, believe

"More Than Games" listed above is a known carrier of 8-bit products.
Just look at his full-page ads in Atari Classics (Hi Rick!).

Jeff Potter

2172. PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60doa6$7oi$12@triglav.iwaynet.net>
Source record: 69906

I downloaded the last version of PC Xformer (ever!).
I ran my old favourite,StarFleet,and OF COURSE no artefacting! (=no colour)
IS this really so complicated a feature to add?

And holding down the arrow keys to move the cursor doesn't really work.I ended up using my PC Gravis joystick ("joypad").
I mean I know that the PC keyboard is CRAP,but really.

And playing Ultima 2 was anoying,since it uses weird keys which are in weird places on the PC keyboard.(in addition to the strange placement of the double-quotes key and such on all PC keyboards)
And,of course,no colour.

(none in any of the Ultimas,nor Lode Runner)

And I ran into the weirditudes of the POKEY random number generation.The stars in Star Raiders kept forming into a diagonal line.(and it was QUIET)

Net-Tamer V 1.09 - Test Drive

2173. Re: More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <60e9fa$s7e@alexander.INS.CWRU.Edu>
Source record: 69907

In a previous article, bjcorr@sonic.net (Ben Corr) says:
>Wait a sec, didn't the Austin 80 Col board work in the 400?
>Ben Corr

The 400 only had one memory slot. Where would the Austin board go?

Bob
--
Still wading in that bit-stream...

2174. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60ebjf$7rt$1@nuke.csu.net>
Source record: 69908

Brad Rogers (brad@pianosa.demon.co.uk) wrote:

: Question: Is going to be a /real/ Mah Jongg game, or as most of the ones
: I've come across are (not on the A8), just a pairing of the tiles type
: thing?

Thanks for the info.

I'm tenatively _planning_ on _perhaps_ adding a "real" Mah Jongg
"card game" to the package, but since I had to thoroughly restrict
myself on the number of tile faces I could use (10!), I may not be
able to. At least not a very good representation of it. :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2175. FS: Complete 1090 Expansion Box w 64k

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <342a996c.6379642@news-west.sony.com>
Source record: 69909
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Selling a complete 1090 expansion box with 1 64k card installed. The unit was #6 at the 84 summer CES and is in great condition. All components are there, decals, top housing.....complete! Sorry, no PBI cable is included.

It belongs to my boss and I'm just the middleman.

Best offer over $100 takes it!

Jerry

2176. Re: HUGE RANT :) Keyboard layout for PC -> Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <60efpqik1@sanos.psych.uw.edu.pl>
Source record: 69910

```
24 Sep 1997 11:39:33 GMT James R. Gilbert napisal byl w comp.sys.atari.8bit:
> Personally, I'd rather see the pc keyboard use all the pc
> characters, eg, a @ instead of a " for shift 2. I can't remember

i'd prefere that one too...
or maybe two selectable - the first one pc-stylee (with @ on shift-2),
and the second atari-stylee (and here customization, with all that clear,
insert, and so on...).

249
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
```

2177. New Lower Atari Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <60fli0cij1@user2.teleport.com>
Source record: 69911
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here, Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my Web Page, please E-Mail me at bensmith@teleport.com.

I'm looking for certain Items for my Atari. Item (1)Mega 4 ST. Not a Mega 2 ST upgraded to 4 Megs. I need a Mega ST with 4 Megs of RAM Populated at the Factory. A real Mega 4 ST, preferrably with TOS 1.4. (2) I'm also looking for a Canon IX-12F Flat Bed Scanner with a Navarone Cartridge & SoftWare. (3) I'm looking for CatBoxes for Atari Jaguar, as well as Jag Controllers, Jag-Links and even complete Jaguar Systems. If you have what I'm looking for, check my Atari Catalogs or E-Mail: bensmith@teleport.com

In some cases I'm willing to discount a sale if the Buyer makes an order of enough of my stock. One example, a customer ordered over $200 of software. So I discounted his order %25.

I've added more Items to my Catalogs, such as several large boxes full of Atari ST Software. All of them Complete in Boxes with Documentation. Some are still UNOPENED and SHRINKWRAPPED. As well as an Atari SM125 Mono Monitor with a Built in Monitor stand and an Atari Laser Printer. For the Classic Atari 8 Bit Line Added Hardware was a U.S. Doubler Disk Drive plus a modified 800xl with a built in Translator on a switch that will run older Software without a Translator Disk Plus Lots more new 8 Bit Disk SoftWare for $5 each.

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. Everything mentioned on this list is on this list because I have multiples of these Items and I thought I'd list them for you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: SLM 804 Laser Printers, Spectre GCR Macintosh Emulators, Color & MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes,

Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks,
Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is. Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports

on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2178. Re: *****NEW Atari WEB SITE*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60d0id$es5$1@nuke.csu.net>
Source record: 69977

jack Burton (burton@one.net) wrote:
: Atari B.A.S.I.C. Emulation

: http://w3.one.net/~tom_cody

I didn't look around much, but it looks pretty good. (I hate frames,
though, but from Lynxing, it looks like you might have some ok nonframes
support. Good job. :))

BTW, I copied your BEST ELECTRONICS banner and linked to your BEST
page from my website.. I hope that's alright! :)

Take care!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2179. GEM DROP IS HERE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60d14f$es5$2@nuke.csu.net>
Source record: 69978

Come download Gem Drop, the newest Atari 8-bit game! :)

It is available as an ATR, zipped ATR, DCM or arc'ed DCM on my website.

http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/

It will also be available on UMich as an arced DCM file.

Enjoy! PLEASE, tell me what you think, and feel free to upload it to your
favorite Atari BBS! :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2180. Re: More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-25 00:00:00 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <01bcc980$159340a0$a8e5c9d0@ben>
Source record: 69979

```
>
> Although I never saw one "in person" there WAS once a kludge-type board
(never
> in mass-production) that offered true 80-columns on an Atari 400. It
was SO
> big and unweildy, though, that you had to have the case and the metal RF
shield
> off the 400..!
>
> Other than that, there were NO 80-column hardware adapters for the 400.
>
> Sorry.
> Bob
> --
> Still wading in that bit-stream...
>
Wait a sec, didn't the Austin 80 Col board work in the 400?

Ben Corr
```

2181. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <60gn4s$iua@cyber2.servtech.com>
Source record: 69831

In article <60591j$8d6$9@triglav.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>
>
>On 1997-09-10 dklugh@iwaynet.net'smessageof9Sep199710:56:03GMT said:
> >And if the requested amount of memory is not available then the OS
> >will say so. And of course every programmer always
> >- checks the result of every system call
>
>Well,yeah!
>How else would you do it???

Well, if you're SMART that's the only way to do it, of course! But it's long been a cliche' of the programming world that many -- even most! -- programmers have traditionally SKIPPED that step, leading to programs which "work fine" as long as nothing goes wrong, but "don't deal well" with error/unexpected conditions. You'll note that there are MANY, MANY "real" software applications which crash for no good reason, and this is one big reason for it!

Chris Chiesa
lvt-cfc@servtech.com

2182. Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: Charles Crowder <manual-motion@worldnet.att.net>
Message-ID: <60gqbj$adk@bgtnsc02.worldnet.att.net>
Source record: 69832

I have picked up a 5200 that lacked a power supply. I now have 2 power supplies for it but cannot locate the place to plug it in. It is the 4 port model and the only thing coming out of it is the RF cable.
Where is the power plug in?

2183. Re: *****NEW Atari WEB SITE*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: burton@one.net
Message-ID: <60h047gka1@news.one.net>
Source record: 69833

In article <875210829.7378@dejanews.com>, dan.boris@coat.com says...
>
>In article <60d0id$es5$1@nuke.csu.net>,
> kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>>
>> jack Burton (burton@one.net) wrote:
>> : Atari B.A.S.I.C. Emulation
>>
>> : http://w3.one.net/~tom_cody
>>
>> I didn't look around much, but it looks pretty good. (I hate frames,
>> though, but from Lynxing, it looks like you might have some ok nonframes
>> support. Good job. :))
>>
>> BTW, I copied your BEST ELECTRONICS banner and linked to your BEST
>> page from my website.. I hope that's alright! :)
>>
>
>Just thought I'd would point out that the majority of this page (The
>Atari B.A.S.I.C emulation page) was stolen from Atari Gaming Headquarters
>(AGH), including the Best Electronics banner. They did not even bother to
>remove the AGH title from the page! The ISP that this page is on has been
>notified of the copyright violation.

copyright this,

Keep checking the site the graphic front was just something to start with it
will all be changed. And yes you told my ISP and they told me it was not there
concern!

2184. Atari 1400XL label wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <342C2DFB.1BD1C83C@factor5.com>
Source record: 69834
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Hi!

I have just bought one of the 1400XL prototypes in great condition - the only thing is the missing silver label (Atari 1400XL) - BTW, yes it is a 1400XL, the motherboard says so and it has phone connectors on the back - so...

Does anybody on this planet have this silver label or a probably broken old 1400XL or parts of it he/she wants to sell. I really would like to get my machine completely fixed, so please let me know:

julian@factor5.com

Thanks in advance,

Julian Eggebrecht

2185. Re: Any comments on Gem Drop!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <60grlg$nj8@alexander.INS.CWRU.Edu>
Source record: 69835

Yes, Bill, I downloaded GEMDROP and ran it. I'm not much of
a gamer, actually and got to about level 3 at my best try out
of about 6 games. I did learn some stuff and was interested
in seeing your code. I learned how to change directories using
MyDOS. I would definitely say it is a game concept I haven't
seen before. Original. The sound was a bit mundane, but
appropriate. I liked the little guy (a multi-color player?),
he rubs his head when a gem hits his head. I don't do much
games and I don't program much games. But I like this one
ok. I liked it well enough to want to try Mah Jhong, which
I now see you also wrote. Where was I? Good enough for Antic,
not a commercial quality tho. IMNSHO (in my not so humble opinion.)
Good to see a new program for the a8, whatever it is.
Russ

2186. Re: FS: Complete 1090 Expansion Box w 64k

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <60hbkq$4gp@camel4.mindspring.com>
Source record: 69836
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Jerry,

Throw in Keita's machine and it's a done deal! :)

John

jjessop1@home.com (Jerry Jessop) wrote:

>Thanks John.....BTW the 1090 is Bill's

>Maybe I should trade you your PlayStation back for the cable :)

>jj

2187. Help with software backup

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: itrek@mindspring.com
Message-ID: <342bfacf.10208955@news.mindspring.com>
Source record: 69837

I just pulled my old 800 out of the closet and cranked it up for the first time in about 10 years. I was suprised that the diskettes actually worked after all that time. However, I have a few diskettes that are now unreadable.

I don't want any more diskettes to go bad so I'm looking for a way to protect the old software by making backups to new diskettes. There's no problem with backing up unprotected stuff but I wanted to know if there is software available to copy the copy protected diskettes.

Thanks in advance for any suggestions,

itrek@mindspring.com

2188. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <1114.208T2872T11076063@pianosa.demon.co.uk>
Source record: 69838

William Kendrick wrote something interesting,

Hello William,

>: Question: Is going to be a /real/ Mah Jongg game, or as most of the ones
>Thanks for the info.

You're welcome, Bill.

>I'm tenatively _planning_ on _perhaps_ adding a "real" Mah Jongg

:-)

Check the rules out first.

>"card game" to the package, but since I had to thoroughly restrict
>myself on the number of tile faces I could use (10!), I may not be

Hmmm, a bit of a problem that; Mah Jongg has three "suits":

Bamboo, Circles, and Characters. Each runs from one to nine.

Then there are the honour tiles:

East, West, North, and South winds, plus Red, Green, and White Dragon tiles.

On top of that lot, you've got four seasons, and four (different) flower
tiles.

>able to. At least not a very good representation of it. :)

My guess is that it'd be difficult to get all 42 (different) tile icons
represented sufficiently well on an A8. A great pity. :-(

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

You're in a rut, try to get out of it. - In A Rut; The Ruts

2189. XLIT and DOS Shell

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: "Chris L. Fleshner" <fleshner@tconl.com>
Message-ID: <60hkk3igo1@news2.uswest.net>
Source record: 69839

Has anybody had troubles shelling out to DOS.

It goes there and back w/o waiting at the command prompt of DOS.

What can I do?

--
Patent Perspectives Technical Services
Omaha, Nebraska U.S.A.
fleshner@tconl.com
http://www.tconl.com/~fleshner
402-894-1715

2190. Re: GEM DROP IS HERE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60eu10hmi1@nuke.csu.net>
Source record: 69912

Bob Crowell (jc491@cleveland.Freenet.Edu) wrote:

: In a previous article, kendrick@zippy.sonoma.edu (William Kendrick) says:
: >It is available as an ATR, zipped ATR, DCM or arc'ed DCM on my website.

: So, could you please explain the ATR and DCM formats?

ATR is a disk-image format used by most Atari emulators (PC Xformer,
XL-It!, Rainbow, etc.) and Atari peripheral emulators (ie, programs on
your PC which pretend to be disk drives, printers, etc.).

DCM is a disk-image format used by Atari's. There are programs to convert
DCM's to ATR's (very useful! :))

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2191. Re: Help req xl-it atr files

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <60eulunue1@news.dmv.com>
Source record: 69913

caitken@netcomuk.co.uk wrote:
: I would be grateful if someone could help me with the following
: problem.
: I have the XL-IT emu and normally have no problem getting atr files to
: run.
: Recently I have downloaded a bunch of game files preppie 1+2 etc but
: instead of one game on a single atr it appear that when unzipped there
: must be 15+ grouped into a single atr.
: When I click on the file instead ot the game auto running I get the
: blue screen with the message boot error scrolling all the way down.
: I would be grateful if someone could help me out .
: Thanks
:
I'm not an XL-IT user but it sounds like the troublesome atr image you wrote about is un-bootable because it has no DOS. Copy an Atari DOS to the image if there's room, or copy the files to other images each with its own DOS. You might also want to include a menu program to display a list of files in the image so you can load a program without typing filenames.

Steve

2192. Re: GEM DROP IS HERE!!! - Works with Rainbow!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60f20ejnb1@nuke.csu.net>
Source record: 69914

BTW - I've gotten Gem Drop to work GREAT with the following setup:

* Rainbow 1.3 unregistered
* Apple Power Macintosh 7500/100
* Framerate set to "Every" (for the best graphics)

If someone has a registered version of Rainbow, could you test it out
and tell me how the sound is? Thanks!

GET GEM DROP!
http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2193. Re: Any interest?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <60f7vf$3as@freenet-news.carleton.ca>
Source record: 69915

(dklugh@iwaynet.net) writes:
> >Steven J. Tucker wrote:
>
> I couldn't find the info about the keyboard.I looked in the for-sale section
> but it was blank!!!

When there is info there you might have better luck finding it.

> Aparently it just has frames and no text.Not even text saying that you need
> frames.

> that I can telnet (or,GOD forbid,Gopher) to that supports frames?
> (you DO know that Lynx doesn't support frames?

Get lynx 2.6

> It's really anoying to type in all those filenames.

Then quit doing it.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2194. Re: FS: Complete 1090 Expansion Box w 64k

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <60f67q$cn2@camel2.mindspring.com>
Source record: 69916
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Jerry,

Let me know who wins it and I'll send them one of my extra PBI cables
free of charge.

John

jjessop1@home.com (Jerry Jessop) wrote:

>Selling a complete 1090 expansion box with 1 64k card installed. The
>unit was #6 at the 84 summer CES and is in great condition. All
>components are there, decals, top housing.....complete! Sorry, no PBI
>cable is included.

>It belongs to my boss and I'm just the middleman.

>Best offer over $100 takes it!

>Jerry

2195. Re: BlackBox debugger:Can it be triggered by a BRK?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <60f8e8$3hq@freenet-news.carleton.ca>
Source record: 69917

Steven J. Tucker (ai123@FreeNet.Carleton.CA) writes:
> And what actually happens on the Atari (without BB) if a BRK is encountered?
> Does it just RTI itself to death?

When a BRK instruction is encountered by the CPU, the PC and Status registers
are placed on the stack and the OS IRQ procedure is called. It then
checks all the possible sources of an IRQ, and if none are found it
assumes a BRK instruction caused it, and jumps to the break vector
indirectly via $206/$207.

This location points to a RTI instruction by default, change it to anything
you want, just return via RTI.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2196. Any comments on Gem Drop!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60fjad$s52$1@nuke.csu.net>
Source record: 69918

I KNOW some of you have downloaded it off of my site!

Tell me what you think, please! :)

Thanks!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2197. Re: Atari 8-bit starter system?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m290wkk1h4.fsf@caligula.srv.net>
Source record: 69919

dklugh@iwaynet.net writes:

> On 1997-09-07 loosecannon@jumpnet.com said:
> >I think the term you were looking for is "tokenized", not compiled.
> >BASIC does not store files as compiled code.
>
> Actually my BASIC manual refers to BASIC as a "pre-compiled" language.
> (as opossed to storing the programme as text (files) like on the PC)

"Tokenized" is, however, the more correct term.

> Actually C compilers (cc1) "compile" a C source file into assembly language,
> not machine code.Of course the PC compilers (except GNU's) don't do this as
> everything on the PC is just weird.

Almost every PC compiler I have seen has the *capability* of producing
assembly code, however.

> Well remember that they just change the tokens to machine code.

Most (but not all) Atari 8-bit compilers are actually bytecode
compilers: generally they compile to code for a 16-bit virtual
machine.

> The routines that the tokens cause to run are not included in the file.
> It's like Linux and the Amiga.This means the files are smaller and you can
> upgrade the run-time for increased speed.(and bug fixes!)
> Of course in a multi-tasking enviroment,this also saves memory.
> (except for UNIX and PURE Amiga programmes)

There is a difference between a runtime library and a shared library.
I don't feel like picking nits that badly but if you want I will
explain. BTW, Windows and MacOS have had shared libraries for a long
while now too.

Brent

2198. MMU - PAL16L8

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: Roland Scholz <roland@uni-koblenz.de>
Message-ID: <342B80E0.1248@uni-koblenz.de>
Source record: 69920

Hello out there,

yesterday I blew up the MMU PAL16L8 chip in my ATARI 800XL. (silly boy)
Does anyone have an *exact* decription of that chip or, even better,
a JEDEC Fusemap, so that I could burn a new GAL or PAL?

Thanks,

Roland

Roland Scholz
University of Koblenz
e-mail: roland@uni-koblenz.de

2199. buy atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: Mike Auch <aumi0011@FH-Karlsruhe.DE>
Message-ID: <Pine.A32.3.95.970926125220.53355A-100000@rz03.FH-Karlsruhe.DE>
Source record: 69921

Hi folks,

still looking for a working 850 Interdace device
for 8-Bit Ataris.

someone got it lying in the cellar ?

c u,

-Mike-

2200. Re: FS: Complete 1090 Expansion Box w 64k

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <342bb73a.615361@news>
Source record: 69922
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Thanks John.....BTW the 1090 is Bill's

Maybe I should trade you your PlayStation back for the cable :)

jj

Best offer so far is $150

On Fri, 26 Sep 1997 02:39:23 GMT, jhardie@pipeline.com (John Hardie)
wrote:

>Jerry,
>
>Let me know who wins it and I'll send them one of my extra PBI cables
>free of charge.
>
>John
>
>
>jjessop1@home.com (Jerry Jessop) wrote:
>
>
>
>>Selling a complete 1090 expansion box with 1 64k card installed. The
>>unit was #6 at the 84 summer CES and is in great condition. All
>>components are there, decals, top housing.....complete! Sorry, no PBI
>>cable is included.
>
>>It belongs to my boss and I'm just the middleman.
>
>>Best offer over $100 takes it!
>
>>Jerry
>
>

2201. SIO2PC cable for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <60gark$k83$1@korweta.task.gda.pl>
Source record: 69923

http://komodo.ebay2.com/aw-cgi/ItemISAPI.dll?ViewItem&item=599471

2202. Re: Can you copy atari 400/800/xe carts to pc

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <60gfp7$ch2@cyber2.servtech.com>
Source record: 69924

In article <Pine.UW2.3.95.970915174417.3817B-100000@reality>,
Mr Maddog <mrmaddog@*YOU_SPAM__YOU DIE!*.org> wrote:
>On Mon, 15 Sep 1997, Paul Pennington wrote:
>
>> burton@one.net (jack Burton) wrote:
>>
>> >I have over 75 carts for the 400/800/and XE is there any way I can copy then

You can copy carts to files using the Bug/65 debugger which came with the
early disk-based version of Mac/65... Don't know whether it's still
available. Procedure is a little roundabout, but quite reliable and
doesn't require any additional hardware (other than of course an Atari
computer and floppy drive).

Chris
lvt-cfc@servtech.com

2203. Re: Want to trade: Atari 130XE for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <60ggqb$db3@cyber2.servtech.com>
Source record: 69925

In article <8DFB565.052500344D.uuout@pcb.mpoli.fi>,
PETER HALIN <peter.halin@pcb.mpoli.fi> wrote:
>-> Organization: Teleport - Portland's Public Access (503) 220-1016
>-> Message-ID: <5v17pkqog1@nadine.teleport.com>
>->
>-> Hi all,
>->
>-> I would like to trade my like-new 130XE for an 800XL. Since I
>-> mainly use my Atari for cartridge games, I would prefer to have a
>-> machine with a top-loadinCg cartridge design. If you have an 800XL
>-> in excellent working condition that you would like to trade, please
>-> let me know. Thanks.

I missed the original post. I live in Rochester, NY and would prefer a
130XE to my (excellent working condition, stock) 800XL. Let's talk,
whoever is the original poster.

Chris Chiesa
lvt-cfc@servtech.com

2204. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <342BD1DA.9751795F@ix.netcom.com>
Source record: 69926

dklugh@iwaynet.net wrote:

> I downloaded the last version of PC Xformer (ever!).
> I ran my old favourite,StarFleet,and OF COURSE no artefacting! (=no colour)
> IS this really so complicated a feature to add?
>

Isn't atrifacting a function of the TV/monitor? What I mean is that the color clocks aren't small emough on a TV to produce normal white so they are interpreted an the phosphore color (red, green or blue). On a PC with a very high res monitor, the phosphores are much closer together and ARE translated by the monitor as white. Since the Atari 8-bit resolution output is so low, the hi-res monotor actually does a better job of using the data and therefore doesn't display the artifacting like a TV would. Blame it on progress, not the emulator. If you have a CGA card and monitor, see if the emulator display Atari screens more like what you'd expect. I know this sounds wierd, but VGS is for much higher resolution displays than the Atari output generates and just doesn't understand the older display formats as well. Remember the Atari 8-bit was designed for TV, not VGA monitors.

> And holding down the arrow keys to move the cursor doesn't really work.I ended
> up using my PC Gravis joystick ("joypad").
> I mean I know that the PC keyboard is CRAP,but really.
>
> And playing Ultima 2 was anoying,since it uses weird keys which are in weird
> places on the PC keyboard.(in addition to the strange placement of the
> double-quotes key and such on all PC keyboards)
> And,of course,no colour.
>
> (none in any of the Ultimas,nor Lode Runner)
>
> And I ran into the weirditudes of the POKEY random number generation.The stars
> in Star Raiders kept forming into a diagonal line.(and it was QUIET)
>
> Net-Tamer V 1.09 - Test Drive

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2205. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <538.208T1308T10214243@pianosa.demon.co.uk>
Source record: 69927

Fredrik Lundholm wrote something interesting,

Hello Fredrik,

>>Or do I just not know Mah Jongg? :)
>Well, I thought so too until a friend of mine told me about
>mah jong as a four player game, similar to poker, where you draw

Yep, that's more like it.

>forbidden during mao era in China.

:-)

It would have been an ideal antidote, though.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

They want us to come to a secret understanding.
Shot By Both Sides; Magazine

2206. Re: Graphic Web Browser for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <60gmnu$iji@cyber2.servtech.com>
Source record: 69928

In article <60556q$oa3$2@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
> (Re: Netscape-like program for the Atari 8-bits...)
>
>The system will be at least two programs:
>
>(1) For the Atari - it displays the pages and lets you interact with
> them. Ie, it's your I/O device.
>
>(2) For Unix - this is the proxy. You use the Atari to dial up to your
> Unix account and then invoice the proxy program. The proxy then
> handles all of the socket stuff (to download the pages and graphics),
> and converts the HTML into a simpler HTML or perhaps even a completely
> different layout format, understood by the (1) Atari program, of
> course.
>
> As for graphics, it will download them, resize them to something more
> managable by the Atari, and then send them over. The Atari won't
> be doing any GIF or JPG decompression, and won't be doing any of the
> time- and math-intensive junk... just displaying a simple image in
> a format easily handled by the Atari. :)
>
>
>Pretty cool, no? :)

Very! This is an EXCELLENT idea/design. I'd almost suggest you quit
writing games and concentrate on this full-time! I will need a
precompiled binary for whatever my ISP host is (Netware version of Unix, I
believe... anybody know how to find out more?)! :-)

> >I guess that means it won't be able to display any "offline" HTML stuff
>(ie, sitting on your Atari's drives). Oh well. :)

Write a version of piece (2) that will run on the Atari? :-) Sure, it
will have to "do all that work" -- but not while stuff comes in over a
low-bandwidth modem line! So you don't have as low a ceiling to restrict
you... :-)

Chris
lvt-cfc@servtech.com

2207. FS: 48k memory boards for Atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-26 00:00:00 UTC
From: Austin Franklin <dark4room@ix.netcom.com>
Message-ID: <01bcca94$386cb470$55c220cc@drt1>
Source record: 69929

I have some memory boards that will work in either the Atari 400 or 800
computers. Make me an offer...

Austin Franklin
darkroom@ix.netcom.com

To reply to this post, remove the number from the reply address...

2208. Hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: cwinner886@aol.com
Message-ID: <19970927021601.WAA13109@ladder01.news.aol.com>
Source record: 69840

I Have a 400, 800xl and 120xe computer varies other hardware. Monitors, disk drives and a cassette player for sale. Contact me at Cwinner886@AOL.com

2209. Re: More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: Austin Franklin <dark4room@ix.netcom.com>
Message-ID: <01bccaed$b2c276c0$55c220cc@drt1>
Source record: 69841

Ben Corr <bjcorr@sonic.net> wrote in article
<01bcc980$159340a0$a8e5c9d0@ben>...
>
>
> >
> > Although I never saw one "in person" there WAS once a kludge-type board
> (never
> > in mass-production) that offered true 80-columns on an Atari 400. It
> was SO
> > big and unweildy, though, that you had to have the case and the metal
RF
> shield
> > off the 400..!
> >
> > Other than that, there were NO 80-column hardware adapters for the
400.
> >
> > Sorry.
> > Bob
> > --
> > Still wading in that bit-stream...
> >
> Wait a sec, didn't the Austin 80 Col board work in the 400?
>
> Ben Corr
>

No, if I remember correctly, it only worked in the 800...but I can go check
;-)

I believe the 400 only has one 'slot', which was occupied by a single
memory card. The 800 had three slots, so it could have three 16k Atari
memory cards. If you removed the Atari memory card(s) and put a 48k board
in the first slot, and a loopback card in the second slot, that left the
third slot open for the 80 column video board. Also, there is a ROM card
in the 800...but you have to take the entire cover off to get at it...and I
don't remember but I think it was the same with the 400.

Both the 48k memory boards and the 80 column boards are available in
limited quantity if anyone is interested.

Austin Franklin
darkroom@ix.netcom.com

2210. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <60i0on$k45$1@newbabylon.rs.itd.umich.edu>
Source record: 69842
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 54346 Sep 25 03:47 ./8bit/Games/Puzzle/gemdrop.arc
-rw-r--r-- kendric 351 Sep 25 03:49 ./8bit/Games/Puzzle/gemdrop.blurb
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

2211. Re: Atari 1400XL label wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <342c8566.776457@news>
Source record: 69843
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

You will be extremely lucky to find one!

Most 1400's had 1200 tops installed, just the bottom case was the 1400
outer plastic. Only a handfull of 1400 decals were ever made for CES.

I bet you purchased A. Palmers console.....

Jerry

On Fri, 26 Sep 1997 14:49:48 -0700, Julian Eggebrecht
<julian@factor5.com> wrote:

>Hi!
>
>I have just bought one of the 1400XL prototypes in great condition - the
>only thing is the missing silver label (Atari 1400XL) - BTW, yes it is a
>1400XL, the motherboard says so and it has phone connectors on the back
>- so...
>
>Does anybody on this planet have this silver label or a probably broken
>old 1400XL or parts of it he/she wants to sell. I really would like to
>get my machine completely fixed, so please let me know:
>
>julian@factor5.com
>
>Thanks in advance,
>
>Julian Eggebrecht
>

2212. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m27mc32lqb.fsf@caligula.srv.net>
Source record: 69844

Robert S Ely <rely@ix.netcom.com> writes:

> dklugh@iwaynet.net wrote:
> > I downloaded the last version of PC Xformer (ever!).
> > I ran my old favourite,StarFleet,and OF COURSE no artefacting! (=no colour)
> > IS this really so complicated a feature to add?

> Since the Atari 8-bit resolution output is so low, the hi-res
> monitor actually does a better job of using the data and therefore
> doesn't display the artifacting like a TV would. Blame it on
> progress, not the emulator.

A good 8-bit emulator should be able to simulate artifacting on a
high-resolution display.

Brent

2213. Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60ii7pgoj1@nuke.csu.net>
Source record: 69845

My e-mail box has been extremely quiet about this, as if I never released
it to begin with!

I want FEEDBACK! Love it? Hate it? What!?!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2214. Atari Computer items

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <60iq3m$6vo$1@news3.voicenet.com>
Source record: 69846
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
Atari Items for Sale plus shipping - pre-paid only

Atari 800 Computer w/power supply..................... $49
Atari 1050 with Power Supply.......................... $29
Atari power supply for 1050 drive..................... $19
Ape Face Model XLP Digital Device..................... $39
Atari 850 Interface no power supply................... $39
Atari XMM801 printer.................................. $24
Atari 1020 Printer.................................... $15
Atari 410 Program Recorder (tape deck) (2).......... $14
Atari 400 Program Recorder (tape deck)............... $12
Cables for Atari etc from Chelco (6) ................ $ 8 each
Hot Stuff Joystick (rough)............................ $ 7
Paddles (3 sets)...................................... $12 each
WICO Command Control Joysticks - rough............... $12 pair
DVE Printer Power Supply Model DV-2412A.............. $10
50 5-1/4 diskettes ................................... $10
50 3-1/2 diskettes.................................... $12.50
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

ALA Software - G-Men ALA Software - Assasins Cove
Bond Analysis Con*Putation
Cranston Manor Adventure (no box) DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler DeBug by Childware
Enhancer Hard Hat Mack by ElectArts

Leader Board Golf Game (no box) MatchBoxes
MegaFont II from XLEnt Software Master Diskette 3 (no box)
Murder on The Zinderneuf My First Alphebet (no box)
Page Designer from XLEnt Software Print Shop
Reading Skills Sesame Str Astro-Glover (3-6)
Spinnaker Alphabet Zoo (3-8) Spnker Hey Diddle Diddle
(3-10)
Spinnakers Kids on Keys (3-9) Spinnaker Kindercomp (3-8)
The Big Math Attack The Jar Game & Chaos
Tinks Adventure (4-8) Tuk Goes to Town (4-8)

Star Voyage Series - Star Voyage 1 & Star Voyage 2
Sesame Street Print Kit for Atari & Commodore
Graphic Generator by DataSoft w/box & docs
```

The Halley Project - A Mission in Our Solar System (no box)
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Tonk in the Land of Buddy-Bots (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Analog Disk #57 Analog Disk #73 June 1989
Andromeda Conquest Astro Grover
Cardware High Tech Expressions Caverns of Mars
Compute Disk October-December 1986 Compute Disk January-March
1987
Crypto Cube (2) DISKEY from Adventure
International Hacker
Ghostbuster Jingle Disk High Tech
Expressions Lode Runner
Lucas Films Ballblazer Match Up
Master of Lamps Memory Mania & Maxwells Demon
Micro Addition Micro Division
Micro Multiplication Monkey See, Monkey Spell
Moon Shuttle My First Alphabet
On Track Racing Paint Master Diskette
Print Shop Sea Bandit
Shape Up Sky Blazer from Broderbund
Spiderman Spy vs Spy
Summer Games - Tetrad
T.G,I,F. The Quest
Threshold Touchdown Football
Trapazoid Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore
Adventure 7.8.9 from Adventure International
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10

Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Artist Atari Writer Word Processor
Basic Language Computing (2) Demon Attack
Donkey Kong E.T. Phone Home
Galaxian Millipede
Missile Command Music Composer (2)
Pacman Qix

Sea Horse Hide & Seek Sky Writer
Space Invaders
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Andromeda Conquest Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800 Figure Fun
Ghost Hunter w/docs Gulp!!
Introduction To Graphics Joystick Sketchpad
Jungles Rainbow w/docs Juggles Rainbow
Moon Shuttle Sea Bandit
Spelling Genie Sargon II --

Star League Baseball States & Capitals

Atari Program Exchange - Midas Touch
Hickory Dickory Dock/Baa, Baa Black Sheep
List, General List, List Customizer
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Disk Operating System DOS 3
Atari Explorer Magazine Summer 1985

Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Missile Command DOC
Atari Music Composer DOC
Atari Program Exchange - A guide to Effective Programming
Atari Space Invaders DOC
Atari Star Raiders DOC
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS --
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

2215. Re: volunteers required to test program

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8b0$7n2$15@triglav.iwaynet.net>
Source record: 69847

On 1997-09-18 rje@co.umist.ac.uk(RaphaelJamesEspino) said:
>Hi all,
>Right, I'm looking for some kind volunteers who'd be willing to run
>a simple BASIC program against their atari 8-bit drives and send me
>the results. I'm really after people with double sided drives
>(XF551 and others), although I want to test it against as many
>different types of drives in as many different configurations as I
>can. I want to get info for at least: SSSD, SSED, SSDD, and DSDD
>drives. (Are there any other type around?)

There are also 80-track drives.And even double-speed drives that run at
500000baud instead of 250000 for twice the storage.
(at least the BlackBox's "Deluxe" floppy controller does this)

>All it does is request the status and configuration block
>information from the drive and then display it on screen. Am I
>correct in thinking that Standard 810 and 1050's don't have
>configuration blocks? (I don't have my standard 1050 with me at the

Yes.The GET STATUS SIO command DOES give 2 bits indicating sector size
(128/256) as well as if it has 1040 sectors instead of the "normal" 720.

>mo' to test it), I'd still be interested in the status information
>returned by these drives though.

This sounds incredibly facinating.I've heard (from ICD manuals) all about the
incorect config info returned from drives.
(some drives won't give errors if you try to format in a un-supported format)

>I've included a copy of the program along with this message or you
>can
>http://www.co.umist.ac.uk/~rje/8bit/readcfg.txt

Does everyone really have HTTP access.When I first accessed this group I was
calling a Waffle BBS that got news through UUCP.

Net-Tamer V 1.09 - Test Drive

I'm re-editing this message.

I tried your programme in PC Xformer 3.60 and Xl-It 0.16.
Well besides returning corect information about density and sector size,
Xformer got everything else wrong!
And Xl-IT doesn't even support the "get configuration" command ("N").

And BOTH gave back weird nonsense "get status" info.The first byte didn't make
sense and the second didn't reflect sector size & number.
(bit 5 & 7,respectivly)

Oh,I'm back editing again!
I forgot to mention that my Trak drive doesn't access the disk when you issue a "get status" command.So basicly if it's in single density and you don't try to access (read/write) the disk,if you put a double density disk in and "get status" it will report a status of "single density".
My Indus GT drive would first access the disk
(if it hadn't since you put the disk in)
so that it could return the REAL configuration.

In other words:if the Trak didn't know the density because it had never looked at the disk,it wouldn't try to find out.But the Indus GT would
(rather mysteriously to me at first) start up the motor to check.

So the moral of the story is if you don't have a cool drive like a Indus GT make sure to do a directory of the disk you're going to test before you test it.

2216. Re: Term. Program for MPP-1000C modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8ad$7n2$8@triglav.iwaynet.net>
Source record: 69848

On 1997-09-21 pbjurman@aol.com(PBjurman) said:
>>Are there any other terminal
>>programs out there that support ANSI graphics (colored text) that
>>would work with the MPP-1000C modem?
>The problem is, there's a local BBS that uses VT-100 and ANSI
>graphics, and with the MPP-1000C, the codes normally used for
>colors just comes in as garbage characters and jumbles up the
>screen and makes it hard to read. Please let me know if there any
>VT-100 supported terminal programs that would work with the
>MPP-1000C. Thanks!

Can't you turn off ANSI on IBM BBSes?
Actually it's IBM graphical characters,not ANSI.
ANSI just moves the cursor and sets colours.

Net-Tamer V 1.09 - Test Drive

2217. Re: BobTerm question

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j89u$7n2$2@triglav.iwaynet.net>
Source record: 69849

On 1997-09-22 go_spam_yourself@iglou1.iglou.com(BillMarcum) said:
>In message <19970922005701.UAA23183@ladder01.news.aol.com>,
>pbjurman@aol.com (PBjurman) wrote:
>>Does BobTerm have an 80-column emulator built into the software so
>>the old Atari 400/800 computers that had a 40 column screen can
>>show 80-columns? Thanks for the help!
>Bobterm can show 80 columns with the XEP-80 interface, but it
>doesn't have a software 80-column display. It's still probably the
>best all-around terminal program, but for 80 columns try
>Flickerterm or Ice-T. Those were written years after BobTerm, it
>took that long to come up with ways to do 80 columns in software at
>9600 or faster.

Kermit-65 will work at 9600 (never tried a faster modem) since it uses
XON/XOFF.

The problem with Ice-T,FT-80 and BobTerm is that they don't work with modern
modems with buffers.They don't activate the RTS line.So the modem appears to be
locked up.I always had to run Kermit-65 every time I coldstarted.
Also FT-80's inverse text is un-readable.It'd be nice if there was a option to
turn it off.

And Bob Puff says that the XEP-80 can barely keep up with 4800bps.
(the Atari comunicates with the XEP-80 at around 11000baud in bit-by-bit mode
using 9-bit bytes)

Net-Tamer V 1.09 - Test Drive

2218. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8a8$7n2$6@triglav.iwaynet.net>
Source record: 69850

On 1997-09-18 kendrick@zippy.sonoma.edu(WilliamKendrick) said:
>I've begun coding my Mah Jongg game. Nothing much, game-wise, but
>I've coded a pretty killer (so far) tile editor, so one (including
>myself, of course) can quickly and easily make cool graphics for
>the game. :)

I hope it's fast enough to be playable.Is it in graphics mode or multi-colour (IRG) text mode?

I had a Mah Jongg game on the PC.I played it on my Laser Compact XTE.
This is a PC with 640k (plus some EMS) of memory,EGA graphics and it has a turbo mode that makes it run at twice the speed of a normal PC.
But the game took FOREVER to draw the tiles.You could see the individual tiles being drawn from top to bottom.Sheesh!

Oh,it used 640x350x16 (4-bit planar) mode.That'a 112000 bytes of video memory.
(but a byte can be writen to several planes at a time)

Net-Tamer V 1.09 - Test Drive

2219. Re: Will pay $40 for Ultima 1 or 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8as$7n2$14@triglav.iwaynet.net>
Source record: 69851

On 1997-09-18 tommage@aol.com(TomMage) said:
>For complete games in good condition Atari 400/800 games. Will
>consider Ultima 2 for Atari ST.

Did that EVEN come out for the ST.I have a rip-off of Ultima 2 for the ST but all the colours are REVERSED!

(You're walking around in a winter wonderland!)

Net-Tamer V 1.09 - Test Drive

2220. Re: Term. Program for MPP-1000C modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8ak$7n2$10@triglav.iwaynet.net>
Source record: 69852

On 1997-09-21 go_spam_yourself@iglou1.iglou.com(BillMarcum) said:
>I think Bobterm comes with an MPP modem handler, which could be
>used with other terminal programs. I don't think there are any
>programs that support ANSI color, but there are some that at least
>have 80 columns with ANSI cursor control.

You really don't want to use ANSITerm.It's pretty slow.
Ice-T is what you want.Or FlickerTerm-80.

You COULD have a coloured display by interlacing a GR.11 display with GR.8
You could use LMS instructions in the display list to alter the vertical
resolution from 200 to 25.But the colours would all be the same brightness and
quite dark.Poking 712 would lighten things but then you have grey instead of
black.And of course no white.

A better way would be to use GR.10 instead of 11.This would give you 9
colours/brightnesses.You'd use the 9th colour for all 8 high-intensity colours.
(perhaps making the #9 the famous Atari Rainbow;cycling through all 16 colours)

To explain:The PC text colours are made up of combinations of red,green,blue
and white("high intensity").So mixing R,G and B together gives you 8 colours
(two of which are black&white) and the white attribute doubles that to 16
"colours".So you really only get 7 colours (including B&W) and to lumnas.

ANSI only has codes for 8 colours.To get the other (brighter) 8 you set the
"high-intensity" (or "standout",in UNIX-speak) mode.Thus whenever we have
high-intensity set,the colour setting is ignored and we paint the character #9.

Of course this ALL leaves out setting the background colour of each character
seperatly.Even the mighty Commodore 128's RGB display can't do that.
But it would be nice for playing Nethack and such through telnet or BBSes,

For testing different luminances with GR.11,try out this:

```
10 GRAPHICS 11
20 FOR I=0 TO 15
30 FOR J=0 TO 9
40 COLOR I
50 PLOT 0,I*10+J
60 DRAWTO 79,I*10+J
70 NEXT J
80 NEXT I
100 POKE 703,4
110 FOR I=0 TO 15
120 IF PEEK(764)=255 THEN POKE 764,255:GOTO 120
130 POKE 712,I:POKE 764,255
140 NEXT I
```

```
150 GOTO 110
```

Just keep pressing keys to see the different brightnesses.
Line 100 causes the Atari not to leave graphics mode when you press BREAK.
You'll have to type "GR.0" or press RESET to get back to text mode.
(POKE 703,24 would also work)
You can use "POKE 712,2" to set brightness to level #2 and so forth.
(just stick to even numbers.Odd numbers are the same as the even one that came before them)

Net-Tamer V 1.09 - Test Drive

2221. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8an$7n2$12@triglav.iwaynet.net>
Source record: 69853

On 1997-09-23 go_spam_yourself@iglou1.iglou.com(BillMarcum) said:
>Some people might think it's nuts to spend $20/month for net access
>with a $10 computer. :) (But I've been nuts for years.)
>At present, if you have only an Atari, almost the only way to access
>the Web is with a shell account, and most of those can unzip files
>online (Delphi couldn't when I had an account there, but that
>wasn't a Unix shell.)

Actually for the longest time I used the Columbus Freenet.It didn't let you do
ANYTHING!
I used a Gopher FTP gateway to get files.Of course DCM files were off-limits
becuase the gateway didn't realize that it wasn't a text file and corupted it.
The same happens with Lynx.(through FTP,not HTTP)
There are other Freenets in other states too.The operative word is "FREE".

Net-Tamer V 1.09 - Test Drive

2222. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8ap$7n2$13@triglav.iwaynet.net>
Source record: 69854

On 1997-09-22 harveyklein@webtv.net(harveyklein) said:
>I have been properly chastised for not asking whether anyone would
>be willing to unzip some files for me.
>Anyone out there willing to do so?
>I would greatly appreciate it.
>I ran across an unzip utility in the U. Mich. 8-bit archives.
>Unfortunately, it did not come with instructions, so I don't know
>if it would work on bootdisk.zip files or how to use it.
>Does anyone know anything about it?

The author wrote it in C <blech!> from some book or text file he had.
But the C programme was only for the old way of ZIPing.
PKZIP 2 uses a whole new way of compressing files that's incompatible.
(though it will un-compress files using the old way)

Net-Tamer V 1.09 - Test Drive

2223. Re: HUGE RANT :) Keyboard layout for PC - Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8a3$7n2$4@triglav.iwaynet.net>
Source record: 69855

On 1997-09-24 rsely@dhs.state.nj.us said:
>How about the same layout as that used by PC Xformer. I'm used to
>that and it seems to work fine. Everything seems to be represented.
>If you need a key listing I can forward a list.

But PC Xformer's layout is real anoying for playing Ultima with.
And don't forget support for the 1200XL function keys.
Remember that the XL has a key translation table.

Net-Tamer V 1.09 - Test Drive

2224. Re: Term. Program for MPP-1000C modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8ah$7n2$9@triglav.iwaynet.net>
Source record: 69856

On 1997-09-21 pbjurman@aol.com(PBjurman) said:
>Are there any other terminal
>programs out there that support ANSI graphics (colored text) that
>would work with the MPP-1000C modem? (considering this modem uses
>the joystick port, and
>not the SIO connector)- SmartTerminal (the program that comes with
>the MPP-1000C) is okay, but I would like something a little more
>powerful, preferably on cartridge but even on a single-sided disk.
>Even if they don't support ANSI, are there any good terminal
>programs anyway that would work with the MPP-1000C? Thanks for
>your help!
>-Sam

Actually there's really one unified way (not counting T: handlers) for modems
to work so all modern term programmes work with all modems providing you have a
R: handler for your modem.(BobTerm comes with a bunch of handlers)
This is the Atari we're talking about.Not a PC!

Actually R: is the RS232 interface handler.T: is used for Atari modems.
(except the SX212)
But modern term programmes expect a R: handler.
The handlers that come with BobTerm let your Atari modem look like a Hayse
modem pluged in through a RS232 interface.
The one for the 1030 (300baud,pulse dial only) modem does tone dialing by
having the Atari generate the DTMF tones and sending it down the SIO cable to
the modem and hence the phone lines.That's why the 1030 R: handler is so big.
(the 1030 has the T: handler built in)

Net-Tamer V 1.09 - Test Drive

2225. Re: BlackBox debugger:Can it be triggered by a BRK?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8b5$7n2$17@triglav.iwaynet.net>
Source record: 69857

On 1997-09-25 dklugh@iwaynet.net said:
>And what actually happens on the Atari (without BB) if a BRK is
>encountered? Does it just RTI itself to death?

Well,acording to "Mapping The Atari",it just does the generic PLA,RTI.

Net-Tamer V 1.09 - Test Drive

2226. Re: Draconus and Zybex music

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8a1$7n2$3@triglav.iwaynet.net>
Source record: 69858

On 1997-09-24 yashka@geocities.com(Yashka) said:
>Hi all.
>Can you help to find this two great sound tracks in any PC music
>format? Or at least for Atari itself?
>Thanks.

You'd probably need to store it in a AM sound format instead of a FM one.
I don't think that Adlib could do everything that the POKEY did.Then again
maybe it doesn't have to for music.(really cool music,though)
Maybe a programme for playing POKEY-based sound files through the
SoundBlaster's AM circuitry could do the trick.
(would certainly make for smaller files than just recording it off of the
Atari)
But I don't know what Atari music format could be used for the Draconus/Zybex
music.I don't know if AMS & AMP support anything but pure tones.Maybe CMC?

Net-Tamer V 1.09 - Test Drive

2227. Re: MPP-1000C 300 baud modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8a5$7n2$5@triglav.iwaynet.net>
Source record: 69859

On 1997-09-17 ken@condor.circa.ufl.edu(KenSallot) said:
>ps - Are there any BBS'es supporting 300 baud anymore? Do any
>modems on the market support 300 baud anymore?

Well they kind've have to.My modem supports 110 and 300 baud and everything
in-between.

Net-Tamer V 1.09 - Test Drive

2228. Re: More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8ab$7n2$7@triglav.iwaynet.net>
Source record: 69860

On 1997-09-23 sknox@opentext.com said:
>> 1) If I were to get DOS 2.0, etc. on a floppy disk, do I load it
>>by just having it in the drive when I turn on the computer?
>Yes. But DOS 2.0 on the disk is defined by having a DOS.SYS and
>DUP.SYS. With these 2 items then it will boot into the DOS menu
>(with Basic not inserted)

But you should get DOS 2.5.
DOS 2.5 with 6 disk/file buffers takes up as much memory as 2.0 with 5.
It also has a programme to set the configuration for you.(among other things)
And 2.5 comes with a DISKFIX programme that can save corupted disks/files.
Plus it can use single sided double density 128-byte sector disks.
(that is,what the 1050 gives you)

>> 2) In order to run "BobTerm" do I need a DOS, or does the floppy
>>start by itself?
>The BobTerm disk will atleast need the DOS.SYS file on it to boot.

Well then he would need DOS to run it.BobTerm has it's own DUP built in.

>> 3) Are there some Atari programs that won't run on my Atari
>>because I have a Atari 1050 drive? (do some disks require a
>double-sided drive?) >
>No. Nothing that I am aware of came out on Double Sided or even
>Double density disks.

A few games need double density (128-byte) disks like Phantasie.

>> 4) What DOS would you recommend for a 32K Atari 400?
>DOS 2.5 is pretty good and should run all the software you'll
>probably get.

Well some games need to be run from a boot-menu instead of DOS.
(they were never intended to be run from DOS)

Net-Tamer V 1.09 - Test Drive

2229. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8am$7n2$11@triglav.iwaynet.net>
Source record: 69861

On 1997-09-18 noone@nowhere.com said:
>But thats what .ZIP is for (yes, I know it doesnt work on ataris.)
>If .DCM supports the extra byte header that Steven Tucker wants to
>add to APE, I'll happily convert the portion of the archive that I
>have control over into .DCM's.

huh?
If you mean PRO files then forget them.They're useless to a real Atari.
(unless someone comes up with a way to write them out using a Happy drive)
I just meant ATR and XFD files.

Also the DCMs have to be ARCed since several FTP programmes/gateways won't
recognize the "DCM" extention and download it in text mode.And why wouldn't you
want to ARC them.

Net-Tamer V 1.09 - Test Drive

2230. Re: HUGE RANT :) Keyboard layout for PC - Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <342D3846.7444@erols.com>
Source record: 69862

dklugh@iwaynet.net wrote:
>
> On 1997-09-24 rsely@dhs.state.nj.us said:
> >How about the same layout as that used by PC Xformer. I'm used to
> >that and it seems to work fine. Everything seems to be represented.
> >If you need a key listing I can forward a list.
>
> But PC Xformer's layout is real anoying for playing Ultima with.
> And don't forget support for the 1200XL function keys.
> Remember that the XL has a key translation table.
>
> Net-Tamer V 1.09 - Test Drive

Hey, I have to agree with you. If you look at all the keyboard layouts
in all of the emulators, you find that they differ slightly. You can go
nuts trying to please everyone if you make emulator layouts the criteria
for the keyboard.
--
Alan

****
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 16 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
****

2231. I had no clue that people still used the Atari 400/800!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: Austin Franklin <dark4room@ix.netcom.com>
Message-ID: <01bccb45$98c54ba0$55c220cc@drt1>
Source record: 69863

Hi,

I used to have a company that manufactured/designed a memory board and an 80 column board for the Atari 400 (memory board only) and Atari 800 computers. It was nice to find this news group, and see that some of our products are still being used! We sold over 10,000 48k boards, and about 500 80 column boards!

We do still have a few 48k memory boards, and 80 column video boards 'in stock' ;-).

The demise of our Atari product line was commensurate with the release of the Atari 1200 (no expansion, and came with 48k already), and also Atari chose to sell through department stores. Previous to that, we had a dealer/distributor network upwards of 1000 resellers, but all of a sudden, we had less than one hundred. That, combined with this kludge of a computer, called the IBM PC, we decided to stop the Atari production. Those were the good old days.

The 80 column board was quite an engineering feat in its day (probably even today!). The code to run the board was very difficult. It had to exist in a bank switch cartridge, in the right slot, and take up only 256 bytes of space per bank...and run fast enough! That was probably one of the best pieces of code I ever wrote! If I find the code laying around, I'll post it. The hardware was quite high tech for the time too!

I'm really glad to see that some of our products are alive and well!

Austin Franklin
darkroom@ix.netcom.com

2232. Re: HUGE RANT :) Keyboard layout for PC - Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8b8$7n2$18@triglav.iwaynet.net>
Source record: 69864

On 1997-09-24 jc491@cleveland.Freenet.Edu(BobCrowell) said:
>I hope this doesn't raise everyone's hackles, but: since most of
>us are now VERY used to using standard PC's, wouldn't it be best to
>leave the AT key-assignments the way the keys are stamped?
>For example, moving the " character to a shifted-2 position seems
>CRAZY to a touch-typist! I mean, we all complained about THAT when
>the Atari's were NEW !!

Actually,since I'm not a typist,I'm use to the computer placement of keys.
I found the PC keyboard anoying at first since it's different' from all other
computer keyboards.

>My opinion would be to use F1 through F4 as Start, Select, Option
>and Reset. Function keys F5 through F12 could be used for all
>Atari-specific keys, and/or any AT keys that don't have ANY
>Atari-correspondence could be used for practically any
>Atari-specific use.

Uh,shouldn't F1 through F4 be F1 through F4?
It's cool to see what games use graphics and what use IRG text with the F keys.
(Ms.Pacman uses IRG (multi-coloured) text)

>I guess what I'm saying, too, is that if any AT-marked keys can be
>mapped to the Atari, even if it means programmed key-SEQUENCES,
>they should. (i.e., Page Up, Page Down, Home, End...) Just a
>thought.

Actually there are already keys on the atari that move the cursor to the
top/bottom/left/right edge of the screen.You just press shift-F1 through 4.

>Again, sorry if I'm "offending" anyone's Atari-sensibilities...
>Bob

And the PAUSE key could be ^1.
What would be the HELP key?

Net-Tamer V 1.09 - Test Drive

2233. Re: BallBlazer for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60j8b2$7n2$16@triglav.iwaynet.net>
Source record: 69865

On 1997-09-18 aryan@elektra.staff2.ul.ie(AdrianRyan) said:
>I have a copy of BallBlazer for the Atari 5200 - unfortunately, the
>5200 emulator crashes all the time...
>I have downloaded another copy of BallBlazer for an Atari 8-bit (not
>sure which one...) and am trying to get it to work under either
>Xformer or XL-it. Xformer seems to have a lot of trouble running

Even though "GR.11" works in Xformer,simply activating the GTIA modes directly
by typing "POKE 623,192" DOESN'T!
I'd dare say that BallBlazer is using the direct method.
(though 623 is a shadow register,so you could be more direct)

>BallBlazer...
>On the other hand, XL-it seems to run fine except that my screen is
>completely blank... I can hear the game running, but I just can't
>see anything!!!

I can get GTIA modes to work alright.But I can't read the configuration of any
drives.(VTOCFIX thinks that all my disk images are 720 sectors)

Net-Tamer V 1.09 - Test Drive

2234. Re: Atari 1400XL label wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: apalmer@zapcom.net
Message-ID: <60jiousno1@ultra.sonic.net>
Source record: 69866

Yes he did Jerry. I think it is a real 1400XL top because it doesn't have the two LEDs, L1 and L2. I was told by the manager of the company store who allowed me to buy them that she had to remove the 1400XL labels. The was after Mr. T bought Atari for no cash, just a promise.

al

On 27 Sep 1997 04:05:17, Jerry Jessop wrote:
>
>
>You will be extremely lucky to find one!
>
>Most 1400's had 1200 tops installed, just the bottom case was the 1400
>outer plastic. Only a handfull of 1400 decals were ever made for CES.
>
>I bet you purchased A. Palmers console.....
>
>Jerry
>
>
>
>On Fri, 26 Sep 1997 14:49:48 -0700, Julian Eggebrecht
><julian@factor5.com> wrote:
>
>>Hi!
>>
>>I have just bought one of the 1400XL prototypes in great condition - the
>>only thing is the missing silver label (Atari 1400XL) - BTW, yes it is a
>>1400XL, the motherboard says so and it has phone connectors on the back
>>- so...
>>
>>Does anybody on this planet have this silver label or a probably broken
>>old 1400XL or parts of it he/she wants to sell. I really would like to
>>get my machine completely fixed, so please let me know:
>>
>>julian@factor5.com
>>
>>Thanks in advance,
>>
>>Julian Eggebrecht
>>
>
>.

```
-----BEGIN GEEK CODE BLOCK-----
Version: 3.1
GCS/IT d- s+:++ a+ C++++$ U*+++$ P+>+++$ L+ E--- W++ N+++ o++ K-?
!w--- !O !M !V- PS+++ PE+(-)@ Y+ !PGP t+++ 5++ X++ !R tv+ b++ DI+
D++ G>++ e+ h+ r y+++*
------END GEEK CODE BLOCK------
\\\|///
\\ - - //
( @ @ )
+-------------------------+---oOOo-(_)-oOOo-----------------------------+
| Albert M. Palmer, Jr. | Let your child choose his/her own path, |
| Lakeport, CA, USA | and it will always lead back to you. |
| apalmer@zapcom.net | Hang on to your dreams |
| TT/4/16/MiNT/MultiTOS | Use your brain to fix your mind. |
+-------------------------+-----------Oooo-----------------------------+
oooO ( )
( ) ) /
\ ( (_/
\_)
```

2235. Re: I had no clue that people still used the Atari 400/800!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <342D39BC.3F5A@erols.com>
Source record: 69867

Austin Franklin wrote:
>
> Hi,
>
> I used to have a company that manufactured/designed a memory board and an
> 80 column board for the Atari 400 (memory board only) and Atari 800
> computers. It was nice to find this news group, and see that some of our
> products are still being used! We sold over 10,000 48k boards, and about
> 500 80 column boards!
>
> We do still have a few 48k memory boards, and 80 column video boards 'in
> stock' ;-).
>
> The demise of our Atari product line was commensurate with the release of
> the Atari 1200 (no expansion, and came with 48k already), and also Atari
> chose to sell through department stores. Previous to that, we had a
> dealer/distributor network upwards of 1000 resellers, but all of a sudden,
> we had less than one hundred. That, combined with this kludge of a
> computer, called the IBM PC, we decided to stop the Atari production.
> Those were the good old days.
>
> The 80 column board was quite an engineering feat in its day (probably even
> today!). The code to run the board was very difficult. It had to exist in
> a bank switch cartridge, in the right slot, and take up only 256 bytes of
> space per bank...and run fast enough! That was probably one of the best
> pieces of code I ever wrote! If I find the code laying around, I'll post
> it. The hardware was quite high tech for the time too!
>
> I'm really glad to see that some of our products are alive and well!
>
> Austin Franklin
> darkroom@ix.netcom.com

What a kick to hear from an early developer! My 800 is in the closet (I
have a 130XE right next to my Pentium) but it still works just fine. My
only forays into 80 columns have been in software like some of the more
recent terminal programs. It takes a bit of adjusting on the monitor
(or a switch to a monochrome monitor) to say that I can comfortably read
them.

Would you mind posting something about price and availability on those
boards? I'm sure that there would be interested people here.

Thanks.

--
Alan

```
******************************************************
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 16 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
******************************************************
```

2236. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: Mr Maddog <mrmaddog@*NOSPAM*.org>
Message-ID: <Pine.UW2.3.95.970927154144.22141B-100000@reality>
Source record: 69868

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

All solicitation, automatic or manual, is subjected to a fee of $500
by Pennsylvannia State law. Administrators of the domain from where
the offending e-mail has been sent will be notified of such actions,by
any means necessary.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

On 27 Sep 1997, Brent Buescher wrote:

> Robert S Ely <rely@ix.netcom.com> writes:
>
> > dklugh@iwaynet.net wrote:
> > > I ran my old favourite,StarFleet,and OF COURSE no artefacting! (=no colour)
> > > IS this really so complicated a feature to add?
>
> > Since the Atari 8-bit resolution output is so low, the hi-res
> > monitor actually does a better job of using the data and therefore
> > doesn't display the artifacting like a TV would. Blame it on
> > progress, not the emulator.
>
> A good 8-bit emulator should be able to simulate artifacting on a
> high-resolution display.

Artifacting is a "glitch" that enables colors on Gr. 8 screens because the
rez is so high that it "bleeds" on TV's. Try to run Starfleet on a
composite color monitor and you get monochrome graphics. So programs that
use artifacting are merely taking advantage of this "feature" of crappy
TV's

Now, an emulator may be able to fake it by the way it interpetes Gr. 8
screen data. XL-it can do artifacting so try that. Of course, I doubt
Darek will ever made his emulators to be able to play games though he
claims otehrwise in his ads.

Eric Noss
a.k.a
Mr. Maddog

Dont let your mouth write no check that your tail cant cash.
BO DIDDLEY

2237. Re: GEM DROP IS HERE!!! - Works with Rainbow!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2709972102060001@port145.bitstream.net>
Source record: 69869

In article <60f20ejnb1@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

> BTW - I've gotten Gem Drop to work GREAT with the following setup:
>
> * Rainbow 1.3 unregistered
> * Apple Power Macintosh 7500/100
> * Framerate set to "Every" (for the best graphics)
>
> If someone has a registered version of Rainbow, could you test it out
> and tell me how the sound is? Thanks!

Lots of boops and beeps (Rainbow 1.4/Mac). Not bad. Reminded me of Tetris and Space Invaders. I had a bit of trouble getting the little guy to stop exactly where I wanted (maybe it's just my setup?) especially when he "wraps" from one side to the other. I think I would not have the alphanumeric characters animated--it looks kind of neat, but makes it a little too obvious how the animation is done. Also, it would look a little spiffier if the little guy "glided" when you moved him instead of jumping from one spot to the next in the character grid. All in all, I think you've created a pretty neat little game. (I liked the title animation also.)

Mark

2238. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_875351325@rtfm.mit.edu>
Source record: 69870
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2239. Re: I had no clue that people still used the Atari 400/800!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: Austin Franklin <dark4room@ix.netcom.com>
Message-ID: <01bccb80$c19cc360$55c220cc@drt1>
Source record: 69871

Alan Sharkis <asharkis@erols.com> wrote in article
<342D39BC.3F5A@erols.com>...
> Austin Franklin wrote:
> >
> > Hi,
> >
> > I used to have a company that manufactured/designed a memory board and
an
> > 80 column board for the Atari 400 (memory board only) and Atari 800
> > computers. It was nice to find this news group, and see that some of
our
> > products are still being used! We sold over 10,000 48k boards, and
about
> > 500 80 column boards!
> >
> > We do still have a few 48k memory boards, and 80 column video boards
'in
> > stock' ;-).
> >
> > The demise of our Atari product line was commensurate with the release
of
> > the Atari 1200 (no expansion, and came with 48k already), and also
Atari
> > chose to sell through department stores. Previous to that, we had a
> > dealer/distributor network upwards of 1000 resellers, but all of a
sudden,
> > we had less than one hundred. That, combined with this kludge of a
> > computer, called the IBM PC, we decided to stop the Atari production.
> > Those were the good old days.
> >
> > The 80 column board was quite an engineering feat in its day (probably
even
> > today!). The code to run the board was very difficult. It had to
exist in
> > a bank switch cartridge, in the right slot, and take up only 256 bytes
of
> > space per bank...and run fast enough! That was probably one of the
best
> > pieces of code I ever wrote! If I find the code laying around, I'll
post
> > it. The hardware was quite high tech for the time too!
> >
> > I'm really glad to see that some of our products are alive and well!
> >

> > Austin Franklin
> > darkroom@ix.netcom.com
>
> What a kick to hear from an early developer! My 800 is in the closet (I
> have a 130XE right next to my Pentium) but it still works just fine. My
> only forays into 80 columns have been in software like some of the more
> recent terminal programs. It takes a bit of adjusting on the monitor
> (or a switch to a monochrome monitor) to say that I can comfortably read
> them.
>
> Would you mind posting something about price and availability on those
> boards? I'm sure that there would be interested people here.
>
> Thanks.
>
> --
> Alan
>
> **
> * Windows 95: n. 32 bit extensions and a graphical *
> * shell for a 16 bit patch to an *
> * 8 bit operating system originally *
> * coded for a 4 bit microprocessor *
> * written by a 2 bit company that *
> * can't stand 1 bit of competition. *
> **
>

$25 for a 48k memory board (with loopback for the 800), works in both 400 and 800.

$50 for an 80 column board....and an extra $25 for the cartridge to run it with an ATR8000.

Mind you, I really don't want to support these things....but I am willing to sell them with a return policy....say 30 days, full money back less shipping.

I'll post the specs for the 80 column board sometime within the next week or so...

Austin Franklin
darkroom@ix.netcom.com

2240. Re: I had no clue that people still used the Atari 400/800!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <MPG.e9797a7651cd0649896e7@news.microserve.net>
Source record: 69872

In article <01bccb45$98c54ba0$55c220cc@drt1>, dark4room@ix.netcom.com
says...
> Hi,
>
> I used to have a company that manufactured/designed a memory board and an
> 80 column board for the Atari 400 (memory board only) and Atari 800
> computers. It was nice to find this news group, and see that some of our
> products are still being used! We sold over 10,000 48k boards, and about
> 500 80 column boards!
>
<snip>

Thanks for the post. Now for a few questions....

What was the name of your company? I'll bet quite a few folks on the
newsgroup would recognize it. Also, any interesting Atari stories for
us?

--
John

johnh@newberry.microserve.com

That's Newberry Township in York County, PA
My homepage is at http://www.microserve.net/~johnh

This computer uses "Flameout" (Pat. Pen) Flame Retardant

2241. WTB: SynAssembler on cart, $30

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: mgf@sinistar.idle.com
Message-ID: <60k240$19r$1@nntp3.interaccess.com>
Source record: 69873

I'd like to buy SynAssembler on cart with box and docs for $30 or so.
If you have one for sale, or know of a vendor that does, please let me
know.

Thanks!

--
Marc G. Frank
mgf@idle.com

2242. i'm looking for atari stunt cycle, super pong, touch me

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bccb92$9d93bca0$141644c3@pamuller.imaginet.fr>
Source record: 69874

```
if you have theses items, please email me
```

2243. i'm lookinf for second hand shops in CA for ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-27 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bccb92$79bb19e0$141644c3@pamuller.imaginet.fr>
Source record: 69875

hi,

i'm looking for adress of second hands shops who can sell atari item in CA

thanks

2244. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60m159$80p$6@triglav.iwaynet.net>
Source record: 69781

On 1997-09-26 rsely@dhs.state.nj.us said:
>dklugh@iwaynet.net wrote:
>> I downloaded the last version of PC Xformer (ever!).
>> I ran my old favourite,StarFleet,and OF COURSE no artefacting!
>>(=no colour) IS this really so complicated a feature to add?
>Isn't atrifacting a function of the TV/monitor? What I mean is that
>the color clocks aren't small emough on a TV to produce normal
>white so they are interpreted an the phosphore color (red, green or
>blue). On a PC with a very high res monitor, the phosphores are
>much closer together and ARE translated by the monitor as white.

It has nothing to do with phosphores.(?)
It's because 2 pixels share the same colour cycle ("clock") in 320x200.
That is,by the time the colour signal cycles,TWO pixels have been drawn.
Thus if you only set one pixel,only half the colour signal gets sent.
In 640x200,each pixel would take 1/4 a colour cycle to be drawn.
So by setting these half-clock pixels you can control what part of the
(white) colour signal gets sent.Ther are 16 possible combinations.
(this is what 128k Apples do)
In fact this is how low resolution graphics work on the Apple.You're really in
text mode (with the colour burst activated) with a different character set.

>Since the Atari 8-bit resolution output is so low, the hi-res
>monotor actually does a better job of using the data and therefore
>doesn't display the artifacting like a TV would. Blame it on
>progress, not the emulator. If you have a CGA card and monitor,
>see if the emulator display Atari screens more like what you'd

Actually I've hooked CGA (a Tandy 1000-something) to a TV and it DID do
artefacting.At least text mode did.I couldn't test graphics.
(BASIC is too incompatible on PCs)
By typing "MODE BW40" instead of "MODE CO40" you can turn off the colour burst.

>expect. I know this sounds wierd, but VGS is for much higher
>resolution displays than the Atari output generates and just
>doesn't understand the older display formats as well. Remember the
>Atari 8-bit was designed for TV, not VGA monitors.

That was my point.They need to add artefacting to the emulators since RGB
monitors don't support it.
(I heard that XL-IT does,but the only version I can find is 0.16)

Actually I don't think that RGB monitors even HAVE colour clocks.The colour is
controled by the voltage on the 3 RGB lines,not by phase.

Net-Tamer V 1.09 - Test Drive

2245. lost game:where can I find DynaBlaster (file:DYNADEMO.COM)

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60m154$80p$4@triglav.iwaynet.net>
Source record: 69782

Well I told Bill Kendrick about the demo for DynaBlaster (?) and he wanted to know where he could get it.Well now I would like to know.I've lost it!!! It was a Bomberman clone with sampled (AM) sound.It came in a file called DYNADEMO.ARC.

Please where can I find it?

Net-Tamer V 1.09 - Test Drive

2246. Couple Questions...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: "Todd S. Elliott" <eyeth@erols.com>
Message-ID: <342E8BF6.F4394C3A@erols.com>
Source record: 69783

Hello.

Before I go any further, I should, in fairness, note that I program for the ENEMY. (For the uninitiated, the computer I use contains a '64' in its name and begins with the letter 'C'.) :)

Anyway, I was wondering if the 8-bit Ataris can directly access the Internet w/o the usual circumventions, such as a VT100 accessing a UNIX host, etc.? I was hoping for a PPP access.

Can the 8-bit Ataris decompress 2.x ZIP archives?

Last, is the Omnimon (sp?) the only utility 'cartridge' out there?

Thanks.
-Todd Elliott
(In case if you're wondering, the ENEMY does not have PPP access and 2.x ZIP decompression capabilities.)

2247. New XL-it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: rack2000@aol.com
Message-ID: <19970928165301.MAA16843@ladder02.news.aol.com>
Source record: 69784

if there is gonna be a new XL-it (i HOPE so ALSO), what would its new homepage be located?

2248. Re: CompuServe closing Atari forums :-(

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: rdell@best.com
Message-ID: <60m7m1$2tf$1@shell5.ba.best.com>
Source record: 69785
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In article <60591j$8d6$9@triglav.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>
>
>On 1997-09-10 dklugh@iwaynet.net'smessageof9Sep199710:56:03GMT said:
> >And if the requested amount of memory is not available then the OS
> >will say so. And of course every programmer always
> >- checks the result of every system call
>
>Well,yeah!
>How else would you do it???
>
> >- writes appropriate code to deal with the case that the system
> >call failed
>
>Well at least show the error code and exit.
>
> >- actually tests all of these special cases to see that
> >nothing bad happens.
>
>Well there has to be something for memory.Or else PKZIP would just keep eating
>up memory until it crashed.I've run PKZIP on 1MB PCs before with no errors.
>PKZIP was writen long beofre there were 16MB PCs.
>

Not trimming, cause I missed the in-between posts, (but found them on DejaNews).

I speculate that PKZIP crashed in parsing the file names for some sort
of final directory totals or something ... who knows exactly, but
not many programs can handle that many individual files (about 6300).
It may just have been a conflict with QEMM7.5 .. I do have to use
the PKZIP switch to turn off 32 bit DPMI usage as a mater of course.

I mostly wanted the PkZip file as a means to save redundant backups easily
(it takes too long to do anything with 6300 files individually).
I've got it done, and have the files individually on the Zip disk.

--
Richard Dell

2249. How do I play these .exe files?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: poop@poop.com
Message-ID: <342ec581.54927543@news.erols.com>
Source record: 69786

Out on the net, at some 8-bit Atari ftp sites (like the Yogi ftp site), there are directories called EXE and in them you'll find a bunch of games files like "JOUST.EXE" and "JUMPJR.EXE" ... the list goes on and on.

Anyway, what do you do with these files? How can I use XL-IT to play these games? I tried loading Atari DOS 2.5 and the EXE file.. Am I on the right track?

greg
gafudala@erols.com

2250. Re: I had no clue that people still used the Atari 400/800!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <60mfjeano1@news.wco.com>
Source record: 69787

In article <MPG.e9797a7651cd0649896e7@news.microserve.net>, johnh@newberry.microserve.com (John Hileman) wrote:
>In article <01bccb45$98c54ba0$55c220cc@drt1>, dark4room@ix.netcom.com
>says...
>> Hi,
>>
>> I used to have a company that manufactured/designed a memory board and an
>> 80 column board for the Atari 400 (memory board only) and Atari 800
>> computers. It was nice to find this news group, and see that some of our
>> products are still being used! We sold over 10,000 48k boards, and about
>> 500 80 column boards!
>>
><snip>
>
>Thanks for the post. Now for a few questions....
>
>What was the name of your company? I'll bet quite a few folks on the
>newsgroup would recognize it. Also, any interesting Atari stories for
>us?

ANALOG reviewed it way, way back.

TITLE OF ARTICLE AUTHOR issue page
---------- ------ ----- ----
Austin 80-column Board (AFA) Moriarty, Brian 14 62

2251. Re: I had no clue that people still used the Atari 400/800!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: jharris@sierratel.com
Message-ID: <34319f9c.514465244@news.sierratel.com>
Source record: 69788

"Austin Franklin" <dark4room@ix.netcom.com> wrote:

> I used to have a company that manufactured/designed a memory board and
>an 80 column board for the Atari 400 (memory board only) and Atari 800...

My goodness, what a surprise! I used the Austin-80 board all the time, not only for 80 column text, but also as a second monitor for debugging. I could see the program's display through ANTIC on one screen, and the debugger on a second monitor through the Austin-80. It was a great setup, especially for 1982. I hear Windows is about to get multiple monitor support finally! (Yeah, I know it's not the same thing).

Some time in the '80s, I sent the right cart back to you for an upgrade, and you must have shut down by then because Fed Ex couldn't deliver it. I had them hold it while I tried to track you down, but couldn't find out where you moved to. When I eventually got back to Fed Ex they didn't know where the package was any more, and so I couldn't even get it returned to me! I've been without the use of the board ever since. I eventually replaced the machine with a 130XE and Black Box, and later with this custom 65816 based machine I'm using now, but I'd really like to rebuild the 800 system which had the Austin-80, Axlon-128, and Dave Small's LE Systems drive interface. Can we make a deal for a cart only?

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

2252. Still looking for "Mar Tesoro" game

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: aramos@coil.com
Message-ID: <aramos-2809972040330001@grv230133.columbus.rr.com>
Source record: 69789

Please DO NOT reply to this address, I am posting for a co-worker. Send
responses to Henry Shilling at henry_shilling@fitch.com .

-Tony R.
--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd. #15 : aramos@coil.com, aramos@hyperreal.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

2253. New xl-it version? when?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <60lkt6$lh3@bgtnsc02.worldnet.att.net>
Source record: 69790

Just as the title says. when might we see an update to this already
excellent emu?

Keith
--
Remove an "h" from my address if you wish to reply.

2254. What are some good Atari 8 bit (or even 2 bit ;-) web sites?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: Austin Franklin <dark4room@ix.netcom.com>
Message-ID: <01bccc14$029dcec0$55c220cc@drt1>
Source record: 69791

Would someone mind posting a list of good web sites that pertain to the
Atari 8 bit computers?

Thanks,

Austin Franklin
darkroom@ix.netcom.com

2255. Re: Help with software backup

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19970928143800.KAA02664@ladder01.news.aol.com>
Source record: 69792

In article <342bfacf.10208955@news.mindspring.com>, itrek@mindspring.com (Mike Taylor) writes:

>I just pulled my old 800 out of the closet and cranked it up for the
>first time in about 10 years. I was suprised that the diskettes
>actually worked after all that time. However, I have a few diskettes
>that are now unreadable.
>
>I don't want any more diskettes to go bad so I'm looking for a way to
>protect the old software by making backups to new diskettes. There's
>no problem with backing up unprotected stuff but I wanted to know if
>there is software available to copy the copy protected diskettes.

Your best bet would be to get hold of either a Happy or Archiver modified drive. These two systems are capable of copying protected disks. I have two Archiver 810's, and consider these a sort of "poor man's Happy". They will make good backups, but with some programs you have to go through several steps. For instance, I made a backup of Gauntlet. Some tracks had 19 sectors on them, no problem. But one track had 20 sectors, which Archiver choked on. I went to the Archiver editor, custom formatted that track on the destination (after setting all the gaps to minimum), the track formatted ok, then I was able to copy that track over to the preformatted destination track.

I'm not sure how Happy would handle this, but for me the Archiver works just fine.

I think CSS still carries the 1050 Archiver mod. Sorry I don't have their address or phone number available, maybe someone could help with that?

Hope this helps.

2256. Re: Help req xl-it atr files

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60m156$80p$5@triglav.iwaynet.net>
Source record: 69793

On 1997-09-26 swallace@home.dmv.com(SteveWallace) said:
>caitken@netcomuk.co.uk wrote:
>: I would be grateful if someone could help me with the following
>: problem.
>: I have the XL-IT emu and normally have no problem getting atr
>files to : run.
>: Recently I have downloaded a bunch of game files preppie 1+2 etc
>but : instead of one game on a single atr it appear that when
>unzipped there : must be 15+ grouped into a single atr.
>: When I click on the file instead ot the game auto running I get
>the : blue screen with the message boot error scrolling all the way
>down. : I would be grateful if someone could help me out .
>: Thanks
>:
>I'm not an XL-IT user but it sounds like the troublesome atr image
>you wrote about is un-bootable because it has no DOS. Copy an
>Atari DOS to the image if there's room, or copy the files to other
>images each with its own DOS. You might also want to include a
>menu program to display a list of files in the image so you can
>load a program without typing filenames.
>Steve

Actually a better idea would be to boot off of a DOS disk and then switch to
get ATR file with the games.You might also look into boot loaders.
(some file games don't work with DOS)

Net-Tamer V 1.09 - Test Drive

2257. WTB: Scapeghost from Level 9 Computing

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: Peter Schoen <pschoen@mainz-online.de>
Message-ID: <60mavnmcm1@news.rhein-zeitung.de>
Source record: 69794
Cross-posted to: comp.sys.acorn.games,comp.sys.atari.8bit

Hi !

I am looking for an Original version of Scapeghost from Level 9 Computing. I
will pay up to $50 - $60.
If you have a copy and you want to sell it, please contact me.

Thanks,

Peter Schoen

2258. Specific upgrade wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <875918245@stackbbs.xs4all.nl>
Source record: 69795

Howdy folks

YEARS ago, I found a textfile that concisted of a bunch of messages (I believe they were compiled on GENIE. The names/handles concist mainly of characters, separated by a dot.) concerning memory upgrades.

One of the guys on there was called R.GORANSON2 or Hackman or HacksawXL. He talked about a certain upgrade using a 7404 and a 75LS373 (in a message dated May 11, 1991). He said he would upload a textfile shortly after that.

Has anybody ever seen THAT upgrade or THAT file? I'd like to look over it. Anybody ever tried this upgrade?

Why do I want it?

Well, when I first read the messages, I thought it would be a nice idea to multiplex PIA-pins that way. I didn't really understand what he was saying, but I liked it. Soon after that, I found out that people were already multiplexing PIA-pins. Then I found out that you can not access BASIC or get to OS-RAM while in banked memory. So I switched my brain into high gear (ye' should've seen the smoke!) and started thinking. And I came up with something. I needed a latch, but I don't know enough about hardware to find the right one.

So today I reread the message-file. And voila, the guy seems to be talking about the same thing I had in mind.

So now I want to hear and read
everything about this upgrade.

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2259. FS: Return of the Jedi arcade + Atari, Vectrex, Coleco, etc

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: Steve Skrzyniarz <stevesk@inreach.com>
Message-ID: <01bccbe2$d89322a0$0c7647ce@hh1118012.direcpc.com>
Source record: 69825
Cross-posted to: alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,ca.forsale,comp.sys.atari.8bit,comp.sys.ibm.pc.games.marketplace,comp.sys.tandy,rec.games.video.arcade.collecting,rec.games.video.classic,seattle.forsale.misc,uwash.for

From my Virtual Garage Sale at http://www.seanet.com/~stevesk:
If you'd like to buy something, contact stevesk@seanet.com

Vectrex system 2 controllers, 1 controller new in box. Comes in
(loaded!) original Vectrex box with manual, minestorm overlay.
$250 Bundled with the following games (new in box): Armor
Attack, Blitz, Clean Sweep, Hyperchase, Ripoff,
Scramble, Solar Fox, Starhawk, Star Trek, plus (no box):
Berserk and Cosmic Chasm. With original Vectrex manual,
schematics, and catalog

Vectrex multi- Includes all released games on one cart (including
Cart 3D games). Homebrew, but works!
$50

Return of the Jedi Monitor needs adjustment, game works great. Obviously
Standup coin-op arcade this is big, so for sale only in Northwest. Buyer
picks
game. Up. Weighs a ton! Original cabinet, in GREAT shape!
$350

Colecovision System with two controllers, two super controllers,
(loaded) driving controller, and 42 carts (including rarities).
$175 Inquire for titles.

Atari 5200 Atari 5200 system with two controllers, and the
(loaded) following games: Beamrider, Decathalon, Dreadnaught
$170 Factor, HERO, Keystone Kapers, Megamania, Pitfall,
Pitfall II, River Raid, Space Shuttle, Berzerk,
Centipede, Countermeasure, Defender, Dig-Dug, Galaxian,
Joust, Kangaroo, Missile Command, Moon Patrol, Ms.
Pac-Man, Pac-Man, Pengo, Pole Position, Qix, Real Sports
Football, RS Soccer, RS Tennis, Space Dungeon, Space
Invaders, Star Raiders, Super Breakout, Vanguard,
Mountain King, Ballblazer, Astrochase, Frogger,
Montezuma's Revenge, Mr. Do's Castle, Popeye, QBert,
Buck Rogers, Congo Bongo, Star Trek, Zaxxon

Atari 7800 Atari 7800 system with two 7800 controllers, two
(loaded) paddles, two driving controllers, two keypads, the
$170 Star Raiders keypad, an Asteroids-style 5-button
controller, two mini Amiga joysticks, and a ton of
7800 games (most in box with instructions) including:

Double Dragon, F-18 Hornet, Kung Fu Master, Pete Rose
Baseball, Super Skateboardin', Title Match Pro
Wrestling, Tomcat F-14, Alien Brigade, Asteroids,
Ballblazer, Barnyard Blaster, Basketbrawl, Centipede,
Choplifter, Commando, Crack'ed, Crossbow, Dark Chambers,
Dig Dug, Donkey Kong, Donkey Kong Jr, Fight Night, Food
Fight, Galaga, Hat Trick, Impossible Mission, Jinks,
Joust, Karateka, Midnight Mutants, Motor Psycho, Ms.
Pacman, One-on-One Basketball, Planet Smashers, Pole
Position II, Realsports Baseball, Robotron, Summer
Games, Super Huey, Tower Toppler, Xenophobe, Xevious,
Waterskiing

Atari 2600 212 cartridges, some common, some much harder to find.
cartridge Included are a whole bunch of official Atari cartridge
collection holders (enough for all the games, with lots of room
$400 left over), which snap together to form a "wall" of
games. Only willing to sell as one big package (give or
sell the rest to your friends). Visit
http://www.seanet.com/~stevesk/2600list.html to see the
entire list.

Chase the Rare! Atari 2600 cartridge only available through 80's
Chuckwagon Dog food promotion. You won't see this for sale ever
$150 again!

Ghost Manor / From Xonox. Double-ended cartridge with two Atari 2600
Spike's Peak for games on it. Pretty rare.
Atari 2600
$25

Starpath with From Starpath/Arcadia. A cassette recorder interface
Suicide Mission for the Atari 2600. Several good games were released for
for Atari 2600 this system on cassette. I've got Suicide Mission for
$25 it.

TRS-80 Color TRS-80 CoCo II with JM controller, 2 disk drives,
Computer II with speech/sound card, direct-connect modem pack,
Accessories joystick, hi-res joystick interface, Programming the
$50 6809 book, EdtAsm+ editor assembler and manual,
schematics + tech info, speadsheet, 6 game carts.
Helluva system for its time.

Atari 5200 trakball In box with manual
$20

Atari 7800 trakball In box with manual
$20

From my Virtual Garage Sale at http://www.seanet.com/~stevesk:
If you'd like to buy something, contact stevesk@seanet.com

2260. Re: Any comments on Gem Drop!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60ka6n$cp9$1@nuke.csu.net>
Source record: 69876

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: Yes, Bill, I downloaded GEMDROP and ran it. I'm not much of
: a gamer, actually and got to about level 3 at my best try out
: of about 6 games.

Wow.. heheh, you aren't a gamer (no offence! :))
Although, the only ways I've tried the game and played it well were
with Sega Genesis controller and under Rainbow and PC Xformer.
My keyboard controls for the game are kinda impossible to get used to.
I'll also have to try it with a _real_ joystick.

: I did learn some stuff and was interested in seeing your code.
: I learned how to change directories using MyDOS.

Hehe, that's good! Sorry my code is so comment-less. I probably should
have gone in (after the final compile) and added stuff.
I have a feeling I'll be releasing another version of Gem Drop some
time, so perhaps then. :)

: I would definitely say it is a game concept I haven't
: seen before. Original. The sound was a bit mundane, but
: appropriate.

Well, it was "good enough" when I coded it, so I left it.
It actually sounds a little different (deeper) when compiled with
the runtime library, but I liked it... you could tell pitch differences
more. (You may notice, the more gems that get destroyed, the lower the
pitch. If you get the "[!]" score (2000 or 5000 or 10000 points or
something; frankly, I've forgotten already!) it goes to an extremely high
pitch to let you know. :))

: I liked the little guy (a multi-color player?),

Nope... 4 multicolored characters, just like all of the gems.
Try opening up the "GEMDROP1.FNT" and "GEMDROP2.FNT" in a font editor.
(And remember, I edited them with a ONE-BIT 8x8 font editor! Not even
a TWO-BIT (color) 4x8 editor, and these are two-bit 8x16 shapes! :))

: he rubs his head when a gem hits his head.

Actually, he kind of puts his arms up like "Oh No! I'm getting crushed!"
and looks up in despare. This happens when the screen gets filled up
towards the bottom. He's happy if it's not, or if the clock is
running. :)

No mention of his little arm-thingy dance when you win, though!? :)

: I don't do much games and I don't program much games. But I like this one
: ok. I liked it well enough to want to try Mah Jhong, which
: I now see you also wrote.

I haven't written any Mah Jonggs which have been released! Are you thinking of MyJong? It's by someone else, and IMO, is an excellent and fun MJ solitare. :) I just thought I'd try to do something a little better (in some, but not all, ways) than MyJong.

: Where was I? Good enough for Antic, not a commercial quality tho.
: IMNSHO (in my not so humble opinion.)

Well, have you seem some of the recent commercial games?
Look good.
Sound good.
But usually Boooring!

Gem Drop is a game I enjoyed coding, I enjoy playing (OTHERS might not), and frankly, I enjoy than most of the recent (mid-90's) european games I've seen.

And you can't beat the price! :)

: Good to see a new program for the a8, whatever it is.

Of course. I doubt anyone here would disagree with that!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2261. Re: GEM DROP IS HERE!!! - Works with Rainbow!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60l598pgm1@nuke.csu.net>
Source record: 69877

Mark wrote:
> Lots of boops and beeps (Rainbow 1.4/Mac). Not bad. Reminded me of Tetris
> and Space Invaders.

You're the 3rd person to mention Space Invaders! :)

> I had a bit of trouble getting the little guy to stop
> exactly where I wanted (maybe it's just my setup?) especially when he
> "wraps" from one side to the other.

Does he move really fast? Or? What keys were you using? I was using
the alnum pad on the Mac, I believe...

> I think I would not have the
> alphanumeric characters animated--it looks kind of neat, but makes it a
> little too obvious how the animation is done.

What animation? Do you mean the "flickering?" If so, that's simply to
increase the number of colors. Did you set your "TV" setting to "Every"? :)

> Also, it would look a little spiffier if the little guy "glided" when
> you moved him instead of jumping from one spot to the next in the
> character grid.

Well, the best I could get was he'd move 2 1/2 steps instead of 1 whole step.
:)

> All in all, I think you've created a pretty neat little game. (I liked
> the title animation also.)

Thanks! I did it in 5 minutes in a paint program on the PC then whipped
up a gfx. converter in Action! and voila. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2262. WTB XF551, MIO &/or Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: Charles Crowder <manual-motion@worldnet.att.net>
Message-ID: <01bccbab$5020bc20$4eeebe0a@Charles.worldnet.att.net>
Source record: 69878

I am looking for the following:

1) ICD MIO w/ XE PBI Adapter
2) CSS Black Box w/ accesories
3) R-Time-8 Cart
4) SpartaDos X Cart
5) Express Term Cart.
6) Atari XF551 drive

You can reach me at manual-motion@worldnet.att.net

Include the asking price and contact info.

2263. Re: BlackBox debugger:Can it be triggered by a BRK?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60m152$80p$2@triglav.iwaynet.net>
Source record: 69879

On 1997-09-26 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
>> And what actually happens on the Atari (without BB) if a BRK is
>>encountered? Does it just RTI itself to death?
>When a BRK instruction is encountered by the CPU, the PC and Status
>registers are placed on the OS IRQ procedure is called. It then
>checks all the possible sources of an IRQ, and if none are found it
>assumes a BRK instruction caused it, and jumps to the break vector
>indirectly via $206/$207.

Well,yeh,I know what a BRK instruction IS,and how the Atari handles interupts,I
just wondered about the default.

>This location points to a RTI instruction by default, change it to
>anything you want, just return via RTI.

Which of course will cause it either execute another BRK or some random
op-code.(no such thing as a invalid op-code on the 6502)
It would be nice if it had SOME default action.PReferably something that let
you know that a BRK (a zero byte) got executed.Also with a address.

Are there any resident programmes that just handle BRKs and give you a
re-boot/reset/JuMP/DOS menu?
Perhaps it could fit into the tape drive buffer.(page $6 is over-used)
It would be small.The routine for converting the users ASCII numeric string
into a integer is built into the Atari.
(BASIC uses it too.That's why you can use REAL line numbers,not just integers)

Net-Tamer V 1.09 - Test Drive

2264. Re: Any interest?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-28 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60m14t$80p$1@triglav.iwaynet.net>
Source record: 69880

On 1997-09-26 ai123@FreeNet.Carleton.CA(StevenJ.Tucker) said:
>(dklugh@iwaynet.net) writes:
>> >Steven J. Tucker wrote:
>> I couldn't find the info about the keyboard.I looked in the
>>for-sale section but it was blank!!!
>When there is info there you might have better luck finding it.

What does that have to do with it?
I was able to find it by typing in file names I got from the raw HTML file.

>> Aparently it just has frames and no text.Not even text saying
>>that you need frames.
>> that I can telnet (or,GOD forbid,Gopher) to that supports frames?
>> (you DO know that Lynx doesn't support frames?
>Get lynx 2.6

Well remember that Iwaynet has yet to fix the fact that no one can post.
I doubt they'll ever get around upgrading Lynx.

>> It's really anoying to type in all those filenames.
>Then quit doing it.

How do I quit short of Iwaynet actually getting around to fixing their system
up?

(when I ran a BBS,I was always adding new features)

Net-Tamer V 1.09 - Test Drive

2265. Re: What are some good Atari 8 bit (or even 2 bit ;-) web sites?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <342F4816.3CF2@mail.utexas.edu>
Source record: 69796

forgot to add
steven j tucker's APE homepage,
and
curt vendal's vaporware page.....

don't have the url's handy, should be in the above posts links.

cheers,
robert

2266. Re: What are some good Atari 8 bit (or even 2 bit ;-) web sites?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <342F478B.1E28@mail.utexas.edu>
Source record: 69797

austin,

i like :

http://werple.net.au/~lions/atari.htm
http://aegis.mcs.kent.edu/~clisowsk/8bit.html
ftp://archive.umich.edu/atari/8bit/
ftp://CloserToHome.dyn.ml.org/ftp/pub/
http://wwwrzstud.rz.uni-karlsruhe.de/~un55/8bit.html

have fun.

cheers,
robert

2267. Re: What are some good Atari 8 bit (or even 2 bit ;-) web sites?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60nfn6$11r$1@nuke.csu.net>
Source record: 69798

Austin Franklin (dark4room@ix.netcom.com) wrote:
: Would someone mind posting a list of good web sites that pertain to the
: Atari 8 bit computers?

Mine! :)

Well, mine isn't exactly a history lesson or anything. But I still support
the 8-bits (and have been since the early 90's (woah, that's a new one!
hehe)) and have a pretty good emulator FAQ! ;)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2268. [RECH] cables Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Patrice <lebihan@pratique.fr>
Message-ID: <01bcccd3$3daf5dc0$568f62c2@None.pratique.fr>
Source record: 69799
Cross-posted to: comp.sys.atari.8bit,fr.comp.divers,fr.comp.sys.divers,fr.petites-annonces.informatique

J'ai actuellement 2 Atari 800XL sans cable.
Je recherche donc le cable Peritel et le transfo.
Si vous avez ça dans vos greniers, ou un Atari
800 en panne, contactez-moi par mail svp.
Merci.
--
Bye (lebihan@pratique.fr)
http://www.pratique.fr/~lebihan/index.html

2269. Re: Atari t-shirt.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <60oems$53k$1@star.cs.vu.nl>
Source record: 69800

Jeff Armstrong <jba4@po.cwru.edu> writes:

>Probably some alternative music thing. I know I see lots of people here
>at college wear stupid shirts with product logos from the '70s and '80s
>constantly. Kind of sad that Atari has been reduced to that.

As long as they don't change the word (Lego/Ego, Snickers/Fuckers, Dash/Hash)
it's fine with me.

Ivo

--
Ivo van Poorten <ipoorten@cs.vu.nl>
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

2270. Re: volunteers required to test program

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: rdell@best.com
Message-ID: <60ojlkgci1@shell5.ba.best.com>
Source record: 69801

In article <60j8b0$7n2$15@triglav.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>
>
>On 1997-09-18 rje@co.umist.ac.uk(RaphaelJamesEspino) said:
> >Hi all,
> >Right, I'm looking for some kind volunteers who'd be willing to run
> >a simple BASIC program against their atari 8-bit drives and send me
> >the results. I'm really after people with double sided drives
> >(XF551 and others), although I want to test it against as many
> >different types of drives in as many different configurations as I
> >can. I want to get info for at least: SSSD, SSED, SSDD, and DSDD
> >drives. (Are there any other type around?)
>
>There are also 80-track drives.And even double-speed drives that run at
>500000baud instead of 250000 for twice the storage.
>(at least the BlackBox's "Deluxe" floppy controller does this)

500,000 is the rate for 8 inch drives, double density. I think, perhaps,
(speculation) that the 2.88 meg 3.5 inch floppies may use that rate as well,
though they were not around in Atari times.

Though I do have a really strange 5 inch drive which emulates an
8 inch drive, and spins double speed if an ordinary 5 inch DD floppy
is inserted, so the data rate stays the same.

--
Richard Dell

2271. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60ora2$m08$1@nuke.csu.net>
Source record: 69802

dklugh@iwaynet.net wrote:

: On 1997-09-18 kendrick@zippy.sonoma.edu(WilliamKendrick) said:

: I hope it's fast enough to be playable.Is it in graphics mode or
: multi-colour (IRG) text mode?

It's going to be plain text mode. The font consists of the following:

4 characters for each face (2x2)
4 x 1 character for each face, top diagonal covered
4 x 1 character for each face, bottom diagonal covered

This is 12 characters per tile face. 128x12=~10. 10 tile faces. (Not much!)
This also leaves me 8 character spaces for the following:

1 background character (blank)
1 side-of-tile and bottom-of-tile character (white)
1 background character, top diagonal covered
1 background character, bottom diagonal covered
1 corner character

The first two and second two can actually each be one character
(side-of-tile/bottom-of-tile can be inverse of the background, and
the two diagonally-covered backgrounds can be inverse of each other)

So that's 128-120-3=5 characters left. I might use this for score. ;)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2272. Re: Will pay $40 for Ultima 1 or 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bccd05$45189220$23374382@vidar>
Source record: 69803

I do believe I've seen the ST version of Ultima III, but I not 100% sure
though!

Stephen Knox <gooch@erols.com> wrote in article
<342FA7B2.DFB3DC85@erols.com>...
>
>
> dklugh@iwaynet.net wrote:
>
> > On 1997-09-18 tommage@aol.com(TomMage) said:
> > >For complete games in good condition Atari 400/800 games. Will
> > >consider Ultima 2 for Atari ST.
> >
> > Did that EVEN come out for the ST.I have a rip-off of Ultima 2 for the
ST but
> > all the colours are REVERSED!
> >
> > (You're walking around in a winter wonderland!)
> >
> > Net-Tamer V 1.09 - Test Drive
>
> I assume this version was mouse control also correct? That was the
official
> released version of Ultima II for the ST and was pure crap. I heard a
rumor
> that someone wrote the game as a learning example for TOS/GEM and then
someone
> decided to release it at Sierra?? Ultima I wasn't produced for the ST
nor was
> Ultima III(dont think). The ST got Ultima II, IV, V and VI. Ultima V
was very
> buggy and locked up alot when a Shadow Lord is in a town. I never played
Ultima
> VI even though it looked pretty good.
>
>
>

2273. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <60osb8$g4e@alexander.INS.CWRU.Edu>
Source record: 69804

Hi,
I guess I'm kinda new here, so WHERE does one get GemDrop?
Bob

In a previous article, kendrick@zippy.sonoma.edu (William Kendrick) says:

>
>My e-mail box has been extremely quiet about this, as if I never released
>it to begin with!
>
>I want FEEDBACK! Love it? Hate it? What!?!
>
>-bill!
>Bill Kendrick
>/|\ Software Engineer
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/kendrick/
>
--
Still wading in that bit-stream...

2274. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970929142316.2523B-100000@fissure.scar>
Source record: 69805

On Fri, 26 Sep 1997, Robert S Ely wrote:

>
>
> dklugh@iwaynet.net wrote:
>
> > I downloaded the last version of PC Xformer (ever!).
> > I ran my old favourite,StarFleet,and OF COURSE no artefacting! (=no colour)
> > IS this really so complicated a feature to add?
> >
>
> Isn't atrifacting a function of the TV/monitor? What I mean is that the color
> clocks aren't small emough on a TV to produce normal white so they are interpreted
> an the phosphore color (red, green or blue). On a PC with a very high res monitor,
> the phosphores are much closer together and ARE translated by the monitor as
> white. Since the Atari 8-bit resolution output is so low, the hi-res monotor
> actually does a better job of using the data and therefore doesn't display the
> artifacting like a TV would. Blame it on progress, not the emulator. If you
> have a CGA card and monitor, see if the emulator display Atari screens more like
> what you'd expect. I know this sounds wierd, but VGS is for much higher resolution
> displays than the Atari output generates and just doesn't understand the older
> display formats as well. Remember the Atari 8-bit was designed for TV, not VGA
> monitors.
>
>
> > And holding down the arrow keys to move the cursor doesn't really work.I ended
> > up using my PC Gravis joystick ("joypad").
> > I mean I know that the PC keyboard is CRAP,but really.
> >
> > And playing Ultima 2 was anoying,since it uses weird keys which are in weird
> > places on the PC keyboard.(in addition to the strange placement of the
> > double-quotes key and such on all PC keyboards)
> > And,of course,no colour.
> >
> > (none in any of the Ultimas,nor Lode Runner)
> >
> > And I ran into the weirditudes of the POKEY random number generation.The stars
> > in Star Raiders kept forming into a diagonal line.(and it was QUIET)
use XLIT 0./20 to my knowledge it is the only emulator that will support
articifacting.(lode Runner, GumBall, Drol look great)

Also to my knowledge digitized sound effexcts do NOT work with any of the
emulators. (GemDrop sounds are muffled and dont sound that great on Xlit)

Sometimes you just need the REAL thing.. but give the emulator
programmers due credit. its not an easy task

Alan

2275. ROM : Xenophobe

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970929142034.2523A-100000@fissure.scar>
Source record: 69806

I am looking for the Atari 8bit version of Xenophobe (prototyped as an XED game cart in 1989) I have played the 2600 version (which is terrible) I would like to know if anyone has seen Xenophobe for the 8bit. And if it is for sale how much would it be.

Alan

2276. Re: GEM DROP IS HERE!!! - Works with Rainbow!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.970929142743.2523C-100000@fissure.scar>
Source record: 69807

On 26 Sep 1997, William Kendrick wrote:

>
> BTW - I've gotten Gem Drop to work GREAT with the following setup:
>
> * Rainbow 1.3 unregistered
> * Apple Power Macintosh 7500/100
> * Framerate set to "Every" (for the best graphics)
>
> If someone has a registered version of Rainbow, could you test it out
> and tell me how the sound is? Thanks!
>
>
> GET GEM DROP!
> http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/

I tried GEM DROP with XLit 0,20 and Xformer 3.60... with Xformer the screen "vbibrates" its kind of a very cool effect (but its not intended) as I found out running it with Xlit 0.20. the digitized sound effects dont comer in properly with any emulator I tried, I would be interested to find out if the diugitized sound works on a MAC using rainbow. The game does not play perfectly on either emulator (as the game appears "different" depenbding on what emulator you use. (this Windows 95 keyboard are TERRIBLE! Ugh) Anyway, congratulations to Bill for a successfukl project, now all I had to do is fire up my real 800XL and play the game the way the author intended it!

Keep up the good work.

Alan
University of Toronto
COmputer Science and Management and Economics

2277. Re: volunteers required to test program

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60orgq$m08$2@nuke.csu.net>
Source record: 69808

dklugh@iwaynet.net wrote:

: Does everyone really have HTTP access.When I first accessed this group I was
: calling a Waffle BBS that got news through UUCP.

Hey! Same here! :) Cyberden in San Rafael, CA! :)
But man, that was YEARS ago (like 5-6). This is the _late_ 90's!
EVERYONE has HTTP access!

Of course, none of them even know what HTTP means. ;)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2278. Re: Atari 1400XL label wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <34300ED3.CA8593F8@factor5.com>
Source record: 69809
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Hi Jerry,

Yes, I bought it from Albert - comparing the promo pics of the 1400 with my unit (as opposed to a 1200) it seems to have one of the "real" tops, since it only has one LED.

Do you know of anybody who found one of these labels or are they all confirmed to be destroyed?

Which would bring me to the idea, if one could manufacture such a thing...? Anybody with a 1400/1450 interested in such a project?

Julian

julian@factor5.com

Jerry Jessop wrote:

> You will be extremely lucky to find one!
>
> Most 1400's had 1200 tops installed, just the bottom case was the 1400
> outer plastic. Only a handfull of 1400 decals were ever made for CES.
>
> I bet you purchased A. Palmers console.....
>
> Jerry
>
> On Fri, 26 Sep 1997 14:49:48 -0700, Julian Eggebrecht
> <julian@factor5.com> wrote:
>
> >Hi!
> >
> >I have just bought one of the 1400XL prototypes in great condition - the
> >only thing is the missing silver label (Atari 1400XL) - BTW, yes it is a
> >1400XL, the motherboard says so and it has phone connectors on the back
> >- so...
> >
> >Does anybody on this planet have this silver label or a probably broken
> >old 1400XL or parts of it he/she wants to sell. I really would like to
> >get my machine completely fixed, so please let me know:
> >
> >julian@factor5.com
> >
> >Thanks in advance,
> >

> >Julian Eggebrecht
> >

2279. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <60p4re$61n$1@newsd-124.bryant.webtv.net>
Source record: 69810

Bill,

I have played your game and find it very interesting. I am not much of
a game player, but my 10 year old grandson is coming for a visit in 2
weeks and he is.
I'll let you know what he thinks of it.
Regards,
Harvey

2280. Re: BlackBox debugger:Can it be triggered by a BRK?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: jharris@sierratel.com
Message-ID: <342f1002.3410928@news.sierratel.com>
Source record: 69811

dklugh@iwaynet.net wrote:

>Which of course will cause it either execute another BRK or some random
>op-code.(no such thing as a invalid op-code on the 6502)

Op-codes that lock up the CPU sound pretty invalid to me. So do opcodes
that do odd albeit sometimes useful things, but break if the CPU is
replaced with another chip like 65802 or 65816.

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

2281. Re: What are some good Atari 8 bit (or even 2 bit ;-) web sites?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <60pjou$lpg@cletus.bright.net>
Source record: 69812

Austin Franklin wrote in article <01bccc14$029dcec0$55c220cc@drt1>...

>Would someone mind posting a list of good web sites that pertain to the
>Atari 8 bit computers?
>
>

I maintain a list of atari 8bit computer related links at-

http://closertohome.dyn.ml.org/a8links.html

2282. Game Link II sample code

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <60pko6$t7@bgtnsc02.worldnet.att.net>
Source record: 69813

Okay. It took a while to remember some of the little tricks in writing SIO bus interrupt handlers (like remember your interrupt routine is called *after* a PHA instruction has been performed). Here is actual Action source code for a really simple application. It reads the joystick and sends out a word which affects the color of the other's screen. As a check, it shows the color it sent as the background color on its own screen. If two Ataris aren't connected, the program loops slowly, and speeds up when a connection occurs (using the already mentioned GameLink II hardware available from your local authorized AGDA distributor :^)

BTW: if you wait too long after you've launched the program, attract mode sets in. Even though you are resetting the color registers, attract mode XORs your values with other ones. Press any key to stop this annoying behavior (actual fix is left to the student as an exercise).

This source will compile to binary executable directly (no need to include the Action library routines, I didn't use any). So after compiling, the program will run without the Action cartridge. You must press RESET after running this program to restore the default interrupt vectors.

Warning: this program only does what I set out to do, so modifications you make are likely to cause you a lot of grief. I can be of some help.

Jeff Potter

```
=====================================================================
;
; GameLink II demo program
; coded to *not* use Action library routines
; created 9/21/97 J.D.Potter
; modified 9/29/97 J.D.Potter
;
BYTE stick0=$0278, ;joystick 0
color0=$02C4, ;playfield 0
color2=$02C6, ;background color
color4=$02C8, ;border color
sskctl=$0232, ;skctl shadow
audf3=$D204, ;Channel 3 frequency
audf4=$D206, ;Channel 4 frequency
audctl=$D208, ;pokey control
skres=$D20A, ;serial port reset
serin=$D20D, ;serial port input
serout=$D20D, ;serial port output
```

```
irqen=$D20E, ;irq interrupt enable
skctl=$D20F ;serial port control

BYTE pokmsk=$0010, ;pokey irq mask
rtclok=$0014, ;jiffy clock LSB
status=$0030, ;sio status
recvdn=$0039, ;sio receive done
xmtdon=$003A ;sio xmit done

CARD vserin=$020A, ;receive int vector
vseror=$020C, ;xmit ready int vector
vseroc=$020E ;xmit complete int vector

DEFINE PHA="$48"
DEFINE TXA="$8A"
DEFINE TYA="$98"
DEFINE PLA="$68"
DEFINE TAX="$AA"
DEFINE TAY="$A8"
DEFINE RTI="$40"
DEFINE SEI="$78"
DEFINE CLI="$58"
DEFINE pushregs="[$8A $48 $98 $48]"
DEFINE pullrti="[$68 $A8 $68 $AA $68 $40]"

;
; setup receive interrupt
;
PROC rxen()
skres=$CF
sskctl=(sskctl&$07)%$13
skctl=sskctl
pokmsk=(pokmsk&$C7)%$20
irqen=pokmsk
RETURN

;
; setup transmit interrupt
;
PROC txen()
skres=$CF
sskctl=(sskctl&$07)%$23
skctl=sskctl
pokmsk=(pokmsk&$C7)%$10
irqen=pokmsk
RETURN

;
; setup output complete interrupt
;
PROC ocen()
skres=$CF
```

```
skctl=sskctl
pokmsk=(pokmsk&$C7)%$08
irqen=pokmsk
RETURN

;
; setup null interrupt
;
PROC nxen()
skres=$FF
sskctl=(sskctl&$07)%$23
skctl=sskctl
pokmsk=(pokmsk&$C7)
irqen=pokmsk
RETURN

;
; Output complete handler; setup to receive
;
PROC ocr()
pushregs
rxen()
xmtdon=1
recvdn=0
status=1
pullrti
RETURN

;
; Receive complete handler (one byte)
;
PROC rxr()
BYTE i
pushregs
i = skctl ;read status
skres=$FF ;clear

IF i&$80 THEN
status = $8C ;input frame error
ELSEIF i&$20 THEN
status = $8E ;overrun error
ELSE status = 1
FI

color2 = serin ;set color

recvdn = 1
pullrti
RETURN

;
; Transmit ready handler (one byte)
```

```
; replace with real routines to handle things like
; multi-byte count-down, etc.
;
PROC txr()
pushregs
ocen()
pullrti
RETURN

;
; sets up serial bus speed, interrupt vectors
; (press RESET to undo this)
;
PROC setup()
audf4 = $00 ;19kbps
audf3 = $28
audctl = $28
recvdn = 0
xmtdon = 0
[SEI]
vserin = rxr ;point the 3 int vectors
vseror = txr ;to the right routines
vseroc = ocr
[CLI]
RETURN

;
; Main Program
;
PROC main()
BYTE i, x, colorx

setup()
colorx = 0
DO
recvdn = 0

; wait for a jiffy
i = rtclok
DO
x = stick0 ;read joystick
UNTIL i # rtclok
OD

; update internal colorx variable
IF (x & $01)=0 THEN
colorx ==+$10
ELSEIF (x & $02)=0 THEN
colorx ==-$10
FI
```

```
IF (x & $04)=0 THEN
colorx ==-$01
ELSEIF (x & $08)=0 THEN
colorx ==+$01
FI

; send colorx to other node
txen() ;enable transmit Int
serout = colorx ;send color
color4 = colorx ;set own border color

; wait for xmit done
DO UNTIL xmtdon OD
xmtdon = 0

; receiving is automatic
; (controlled by interrupt routine)
; other colorx gets written to us

rtclok = $F0
DO
UNTIL (recvdn=1) OR (rtclok=0)
OD
OD

RETURN
```

2283. Re: How do I play these .exe files?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: poop@poop.com
Message-ID: <34303186.148130875@news.erols.com>
Source record: 69814

Hey I figured it out. I load up DOS 2.5 with no Basic cart, and set up
a virtual hard drive to my C drive and select L "Binary Load" then
type then name of the file .... "H1:JOUST.EXE"

=)

thanks.

On 29 Sep 97 15:08:00 GMT, thor@math.tu-berlin.de (Thomas Richter)
wrote:

>
>Howdy!
>
>poop@poop.com (GF) writes:
>
>>Out on the net, at some 8-bit Atari ftp sites (like the Yogi ftp
>>site), there are directories called EXE and in them you'll find a
>>bunch of games files like "JOUST.EXE" and "JUMPJR.EXE" ... the list
>>goes on and on.
>
>>Anyway, what do you do with these files? How can I use XL-IT to play
>>these games? I tried loading Atari DOS 2.5 and the EXE file.. Am I on
>>the right track?
>
>Yes, right. This should work fine unless the games try to load on top of the
>DOS or the DUP. This this case, write the games to a ("virtual", though) disk
>and apply a game dos converter on it, like the NDos.
>
>>greg
>>gafudala@erols.com
>
>
>Greetings,
> Thomas
>
>_____________don't_cut_here,_it_could_damage_your_terminal_____________________
> _______ _____ _____
> / / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
> / /____/ / / /____/
> / / / / / / \ http://www.math.tu-berlin.de/~thor/thor/index.html
> / / / /____/ / /
>____

2284. Re: Still looking for "Mar Tesoro" game

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <342FA82F.237ECEBE@erols.com>
Source record: 69815

Im also looking for this game. It was a game where you 'rented' a boat and went treasure hunting around this island you were on. The more money you got the bigger/better boat/rigging you could use.

Thanks,
Steve

Tony Ramos wrote:

> Please DO NOT reply to this address, I am posting for a co-worker. Send
> responses to Henry Shilling at henry_shilling@fitch.com .
>
> -Tony R.
> --
> Tony Ramos : http://www.cis.ohio-state.edu/~aramos
> 855 Chambers Rd. #15 : aramos@coil.com, aramos@hyperreal.com
> Columbus, OH 43212 : *** computer-mediated environments ***
> (614)297-6352 : *** interface ** image synthesis ***

2285. Re: Will pay $40 for Ultima 1 or 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <342FA7B2.DFB3DC85@erols.com>
Source record: 69816

dklugh@iwaynet.net wrote:

> On 1997-09-18 tommage@aol.com(TomMage) said:
> >For complete games in good condition Atari 400/800 games. Will
> >consider Ultima 2 for Atari ST.
>
> Did that EVEN come out for the ST.I have a rip-off of Ultima 2 for the ST but
> all the colours are REVERSED!
>
> (You're walking around in a winter wonderland!)
>
> Net-Tamer V 1.09 - Test Drive

I assume this version was mouse control also correct? That was the official released version of Ultima II for the ST and was pure crap. I heard a rumor that someone wrote the game as a learning example for TOS/GEM and then someone decided to release it at Sierra?? Ultima I wasn't produced for the ST nor was Ultima III(dont think). The ST got Ultima II, IV, V and VI. Ultima V was very buggy and locked up alot when a Shadow Lord is in a town. I never played Ultima VI even though it looked pretty good.

2286. Re: Atari t-shirt.

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Jeff Armstrong <jba4@po.cwru.edu>
Message-ID: <342FB11C.767F@po.cwru.edu>
Source record: 69817

Raphael James Espino wrote:

> There's recently been a whole lot of Blue Atari T-shirts appear in the music
> stores (HMV, Virgin...) here in the UK. The T-shirts have an Atari logo on
> the front, with the word Atari underneath it in the Atari font, and under
> that in small writing it says copyright 1996. I was surprised when I first
> saw them, but they seem to be all over the place (I've seen them in 4
> different shops). Question is where did they all come from? And how come
> they're being sold in music super-stores all of a sudden? Anyone know?

Probably some alternative music thing. I know I see lots of people here
at college wear stupid shirts with product logos from the '70s and '80s
constantly. Kind of sad that Atari has been reduced to that.

--
Jeff Armstrong (jba4@po.cwru.edu) |
Case Western Reserve University |
| Illegitimi Non Carborundum!
One of the last Rainbow 100 users |
http://b61984.student.cwru.edu/ |

2287. Re: How do I play these .exe files?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.875545680@math.tu-berlin.de>
Source record: 69818

Howdy!

poop@poop.com (GF) writes:

>Out on the net, at some 8-bit Atari ftp sites (like the Yogi ftp
>site), there are directories called EXE and in them you'll find a
>bunch of games files like "JOUST.EXE" and "JUMPJR.EXE" ... the list
>goes on and on.

>Anyway, what do you do with these files? How can I use XL-IT to play
>these games? I tried loading Atari DOS 2.5 and the EXE file.. Am I on
>the right track?

Yes, right. This should work fine unless the games try to load on top of the
DOS or the DUP. This this case, write the games to a ("virtual", though) disk
and apply a game dos converter on it, like the NDos.

>greg
>gafudala@erols.com

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/
/ / / / / / \ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / /____/ / /
_____

2288. WTB/WTT: Atari XE Crystal Castles

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: sdcrawford@earthlink.net
Message-ID: <sdcrawford-2909971454310001@1cust58.max25.philadelphia.pa.ms.uu.net>
Source record: 69819
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Hi Gang,

Still looking for this as a cart. If you've got it, I'll buy it (so long as you're not asking for BUXX...). I can also trade off some stuff (I've got a slew of stuff for the 2600, and a bunch of other game/computer stuff...ask, if there's something you're looking for...

Thanks,
Scott

--
Please post your opinions on the proposed split of rec.games.video.classic (both pro and con) to news.groups! Make your views count!

2289. ROM Cart dumping

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: Dominik Mierzejewski <dmg@priv.onet.pl>
Message-ID: <01bccd2c$42e525a0$0100a8c0@esi.olsztyn.pl>
Source record: 69820

Hello everybody
I just wonder how to dump my Sparta DOS X cartridge to use it in XL-It 0.20
If anyone has an idea, please help. Either to my email or to newsgroup

--
Greets
Dominik
dmg@priv.onet.pl
esi97@free.polbox.pl

2290. .....

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <875918248@stackbbs.xs4all.nl>
Source record: 69821

Howdy Steve

Re: AT-keyboard to XE computer

You: "If I run boards, you will have
to remove the POKEY chip, place it on
the board, and attach a ribbon cable
to the pokey socket. I was going to
just add an inline connector for the
keyboard mylar, but I dont think the
sockets or strips are in production
anymore."

The XE type keyboard connectors are
available at Best Electronics. There
Mylars are way to expensive to cut up
(US$22). And there isn't really a
lot of space to put an extra
connector between motherboard and
keyboard.

BTW I have two XEGS with keyboard, so
I don't need a PC keyboard. If I
ever want a detachable (sp?) keyboard
on my other XE's, I might try and
duplicate the XEGS stuff. Aren't
those XEGS keyboards using the same
cables/connector PC-joysticks use?

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2291. memory

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <875918253@stackbbs.xs4all.nl>
Source record: 69822

Howdy folks

Re: memory chips

I've been looking over this schematic
I drew after reading Bob Puff's "The
1-meg Memory Upgrade for the 130XE
that works!" (XETO1MEG.ARC)

And I came up with a couple a
questions:

When exactly does a CAS or RAS
occure?
Are all chips refreshed at the same
time? If not, how?

And I can not for the live of me
figure out how this thig with the
address lines works!!! I believe I
once knew it, but...

My books tell me 16kB x 1 chips have
7 address lines, 64kB x 1 have 8
address lines, 256kB x 1 have 9 and
1MB x 1 have 10 address lines. I
thought it went like "2 to the power
of (# of address lines)" but then
come up with only the square root of
the amount of memory the chips really
has.

BTW anybody know if a company ever
came out with a 4MB chip? Maybe pin
compatible to the 511000? And how
many Rollses or Rolexes I have to
trade in for these?

CU Mathy Van Nisselroy

PS how do SIMMS work? Can it be
compared to DRAM or SRAM?

PPS for those who know the above
mentioned upgrade: If we'd replace
the 256's by 4's, would it be
possible to throw the 158 out,

connect the lines that went to pins 2
and 3 to A9 and A10 and since we
don't need all them CASses, use one
of the line connected to the 138
(pins 1 and 2) to A11. (CASMAIN,
which is now "interrupted" by the 138
via pins 3 and 12, would have put on
pins 2 and 14)

PPPS Nope, haven't upgraded the thing
yet. It does this funny thing with
the BB now, and it's already
"STABLXL"ed. Have to order this
diagnostics thingie from Best I
guess. And my other XE's all have
64kB x 4bits chips. Maybe some
sockets and a small PCB is all it
needs to be upgradable.

PPPPPS Anybody found that upgrade by
R.GORANSON2 yet?

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2292. ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <875918247@stackbbs.xs4all.nl>
Source record: 69823

Howdy folks

I was looking over the schematics of
the 130XE (a far from perfect copy),
when I spotted something strange.

The FREDDY chip has 3 unused pins (1,
6 and I guess it's number 7 - real
bad copy ye' know). Does anybody
know what they were supposed to be
used for? (I believe I once heard
rumors that Atari had plans for an
260XE)

BTW on the PAL (CO25953) pin 12 is
unused while FOUR pins are connected
to ground.

Does anybody know more about this? I
just can not believe, that Atari
would have somebody make custom chips
and just leave pins unused!

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2293. Atari Field S.M. & Sams

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-29 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <875918249@stackbbs.xs4all.nl>
Source record: 69824

Hallo Matthias

Ich lese gerade in eine alte Message
dass du das Atari field service
manual und Sam's Computerfacts hast.

Wie gut sind die?
(Best Electronics haette gerne $17
und $22 dafuer)

CU Mathy Van Nisselroy

PS faehrt ihr wieder zur JHV?

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2294. Re: *****NEW Atari WEB SITE*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60qlk2$rt8$1@triglav.iwaynet.net>
Source record: 69732

On 1997-09-25 msmcl303.kkeith01@eds.com said:
>William Kendrick wrote:
>> jack Burton (burton@one.net) wrote:
>> : Atari B.A.S.I.C. Emulation
>> : http://w3.one.net/~tom_cody
>> I didn't look around much, but it looks pretty good. (I hate
>>frames, though, but from Lynxing, it looks like you might have
>>some ok nonframes support. Good job. :))

You can telnet to freenet.columbus.oh.us for a version of Lynx with frames.
Just choose the "internet" section and you'll see Lynx listed.
but this Lynx doesn't have the "g" command.There's a site in the bookmark file
that lets you type in any URL and then makes a link for you to use.

Net-Tamer V 1.09 - Test Drive

2295. ramdisk modification/dos II+ description

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <3430E5C6.71676E51@hrz.tu-chemnitz.de>
Source record: 69733

hi, for everybody who is interested in:

I added 2 things to my atari pages:
-a DOS II/+ description
-a modification for the Atari 800XL 256KB ramdisk to make it full compatible to the Atari 130XE computers (some of you know the problem with the polish demos VENT, ASSKICKER, TOTAL DAZE, NONE JM, JOURNEY, ULTRA)

all that can be found at:
http://www.tu-chemnitz.de/~sgl/atari

thanks, sven/CubE.

2296. Re: lost game:where can I find DynaBlaster (file:DYNADEMO.COM)

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: Sven Gleich <sgl@hrz.tu-chemnitz.de>
Message-ID: <3430E467.664D9FFE@hrz.tu-chemnitz.de>
Source record: 69734

hi,

> Please where can I find it?

probably you mean DYNAKILLERS which was made by GMG. you can find the
DYNAKILLERS DEMO on my xl/xe demos page:
http://www.tu-chemnitz.de/~sgl/atari/
enter demos and look under 'd'.

and ofcourse you can go direct to GMG's homepage:
http://econ.umb.sk/~mchorvat/
here you should find a link to the DYNAKILLERS FULL version which is in
the Slovakian Atari Archive. unfortunately the connection is sometimes
very slow, so if you have problems getting there i should research my
atari-stuff at home and will find the DYNAKILLERS FULL version too.
on request i will send it to you.

ok, that is all for now, bye, sven/CubE.

2297. XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: David Haylett <se95dh1@dmu.ac.uk>
Message-ID: <3430F889.167E@dmu.ac.uk>
Source record: 69735

Does anybody know where XL-It has gone? I've tried both the web addresses, but I haven't been able to get in for months!

Cheers.

Dave H.

2298. 8 bit and SC1224 monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: Fish <nospam@domain.com>
Message-ID: <01bccd72$72bbb000$9c22c5a9@CC2.azstarnet.com>
Source record: 69736

Does anyone know if I can connect my 8 bit machines to an ST SC1224
monitor?
Is it even a composite monitor? I know little about video signals so any
information would
be appreciated. I have an 800xl and years ago made a monitor cable for a
Commodore 1702
monitor with separate luma and chroma signals. I have this ST monitor just
sitting around
and it would be a pleasure to put it to use with an 8 bit machine.

Thanks!

2299. Atari 800 NTSC

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: Rieder Rudi <rieder_r@kufgem.co.at>
Message-ID: <01bccdc8$f760c9c0$150101c8@ap-rieder>
Source record: 69737

I've connected it to my PAL-TV via Scart (from Monitor-plug)
This Scart-cable works just fine with my PAL-800XL, but
with the NTSC-800 it is ... B/W! (Imagine MULE in b/w!)
Is there a chance to connect it otherwise?
(I dont mean with a monitor for that case)

-rudi

2300. Re: XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: falcond@usa.net
Message-ID: <60rc22ius1@herringbone.richmond.edu>
Source record: 69738

In article <3430F889.167E@dmu.ac.uk>, David Haylett <se95dh1@dmu.ac.uk> wrote:
>Does anybody know where XL-It has gone? I've tried both the web
>addresses, but I haven't been able to get in for months!
>
>Cheers.
>
>Dave H.

Both the XL-IT and Genem emulators by Markus Gietzen have been temporarily discontinued. At this time, there is no word on whether either will be updated again in the near future. Markus had previously discontinued both emulators but then picked them both up again earlier this year. His decision to drop Genem may have resulted from some conflict with other emulator authors or continuing difficulties with the console "rom" crowd. Unfortunately, the much smaller Atari 8 bit community is now deprived of his work as well.

Falcon

2301. Re: Atari 1400XL label wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: "A. Karl Heller" <heller@socko.cdnow.com>
Message-ID: <60rcku$aus@netaxs.com>
Source record: 69739
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I wonder if it would be possible to get a 1200XL label and etch out
the 2 and paint a 4....

In comp.sys.atari.8bit Julian Eggebrecht <julian@factor5.com> wrote:
: Hi Jerry,

: Yes, I bought it from Albert - comparing the promo pics of the 1400 with my
: unit (as opposed to a 1200) it seems to have one of the "real" tops, since it
: only has one LED.

: Do you know of anybody who found one of these labels or are they all
: confirmed to be destroyed?

: Which would bring me to the idea, if one could manufacture such a thing...?
: Anybody with a 1400/1450 interested in such a project?

: Julian

: julian@factor5.com

: Jerry Jessop wrote:

: > You will be extremely lucky to find one!
: >
: > Most 1400's had 1200 tops installed, just the bottom case was the 1400
: > outer plastic. Only a handfull of 1400 decals were ever made for CES.
: >
: > I bet you purchased A. Palmers console.....
: >
: > Jerry
: >
: > On Fri, 26 Sep 1997 14:49:48 -0700, Julian Eggebrecht
: > <julian@factor5.com> wrote:
: >
: > >Hi!
: > >
: > >I have just bought one of the 1400XL prototypes in great condition - the
: > >only thing is the missing silver label (Atari 1400XL) - BTW, yes it is a
: > >1400XL, the motherboard says so and it has phone connectors on the back
: > >- so...
: > >
: > >Does anybody on this planet have this silver label or a probably broken
: > >old 1400XL or parts of it he/she wants to sell. I really would like to
: > >get my machine completely fixed, so please let me know:
: > >
: > >julian@factor5.com

: > >
: > >Thanks in advance,
: > >
: > >Julian Eggebrecht
: > >

2302. Re: Couple Questions...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <60rloh$s7q@cyber3.servtech.com>
Source record: 69740

In article <342E8BF6.F4394C3A@erols.com>,
Todd S. Elliott <eyeth@erols.com> wrote:
>Hello.
>
>Before I go any further, I should, in fairness, note that I program for the
>ENEMY. (For the uninitiated, the computer I use contains a '64' in its name
>and begins with the letter 'C'.) :)

Shame on you. Didn't your Mom ever wash your mouth out with soap for
saying dirty words? :-)

>Anyway, I was wondering if the 8-bit Ataris can directly access the Internet
>w/o the usual circumventions, such as a VT100 accessing a UNIX host, etc.? I
>was hoping for a PPP access.
>
>Can the 8-bit Ataris decompress 2.x ZIP archives?

Neither of these things is available at present as far as I know; if they
ARE, or they BECOME available, I would sure like to know about it!

I'm also concerned about this "2.x ZIP" thing -- I've just seen it
mentioned twice here in THIS newsgroup, which is the first I've heard of
it. Am I going to have to go dig up new-and-improved UnZip
implementations for my numerous "obsolete" computers, now? *sigh*

> >Last, is the Omnimon (sp?) the only utility 'cartridge' out there?

Depends on your definitions. There were a couple of relatively simple (by
later standards) right-slot carts called "Monkey Wrench" and "Monkey
Wrench II," which I believe added some capabilities to Atari BASIC on the
Atari 800 (no "right hand" cart slot on any other model!). Do those
count?

>(In case if you're wondering, the ENEMY does not have PPP access and 2.x ZIP
>decompression capabilities.)

Actually, a gentleman named Andre Fachat posts here (and, I assume, in the
ENEMY groups) about having implemented a 6502 protocol stack complete with
either PPP or SLIP, I forget which. He says that he does not have an
Atari version but _has_ got it working on _your_ (cough) machine... I
have the URL _somewhere_ but heaven only knows _where_...

Chris Chiesa
lvt-cfc@servtech.com

2303. Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: reicher6@pilot.msu.edu
Message-ID: <875656351.1713@dejanews.com>
Source record: 69741

I am looking for a copy of Bounty Bob Strikes back for the Atari 800. If you have one for trade please contact me. I might pay cash, but I prefer to trade. My trade list can be seen at:

http://pilot.msu.edu/user/reicher6/atari.htm

Also, does anyone know if Crystal Castles will work on a Atari 800 with 48k?

reicher6@pilot.msu.edu

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2304. Re: XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <34317F72.6C48@mail.utexas.edu>
Source record: 69742

if you need xl-it! .20, i found it on tom hunt's closer to home
ftp site.

ftp://CloserToHome.dyn.ml.org/ftp/pub/

though it isn't new, i believe it is the latest.

cheers,
robert

2305. Re: XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <343199CD.2CAB@erols.com>
Source record: 69743

Falcon wrote:
>
> In article <3430F889.167E@dmu.ac.uk>, David Haylett <se95dh1@dmu.ac.uk> wrote:
> >Does anybody know where XL-It has gone? I've tried both the web
> >addresses, but I haven't been able to get in for months!
> >
> >Cheers.
> >
> >Dave H.
>
> Both the XL-IT and Genem emulators by Markus Gietzen have been temporarily
> discontinued. At this time, there is no word on whether either will be
> updated again in the near future. Markus had previously discontinued both
> emulators but then picked them both up again earlier this year. His decision
> to drop Genem may have resulted from some conflict with other emulator authors
> or continuing difficulties with the console "rom" crowd. Unfortunately, the
> much smaller Atari 8 bit community is now deprived of his work as well.
>
> Falcon

This is sad news. I was kind of hoping that Markus disappeared from the
scene to work on that commercial venture he mentioned and not because he
has given up on his emulators.

Markus, if you're still following the ng, what can we do to convince
you, and Mike Hill and Chris Lam and (dare I say it) Darek and the
others to keep us in mind?
--
Alan

****
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 16 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
****

2306. test

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: Yujin Nagasawa <ynagasaw@mail.ic.sunysb.edu>
Message-ID: <3431C80F.DB3@mail.ic.sunysb.edu>
Source record: 69744

```
test
```

2307. Re: Couple Questions...

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: "Todd S. Elliott" <eyeth@erols.com>
Message-ID: <3431C963.5FFECB0E@erols.com>
Source record: 69745

christopher f. chiesa wrote:
> Todd S. Elliott <eyeth@erols.com> wrote:
> I'm also concerned about this "2.x ZIP" thing -- I've just seen it
> mentioned twice here in THIS newsgroup, which is the first I've heard of
> it. Am I going to have to go dig up new-and-improved UnZip
> implementations for my numerous "obsolete" computers, now? *sigh*
>
First of all, thanks for your reply. The reason why I asked was that if there were such programs, I could d/l them and maybe do some disassembly or contact the author for some source code, and then adapt it for CBM 8-bit usage.

It would be nice to have 2.x ZIP archive (deflate) support, as it is essentially the defacto standard in the *cough* MSDOS/UNIX/WINDOWS/MAC world and the Internet. This way, cross-platform transfers are a lot easier to accomplish with our machines.

> > >Last, is the Omnimon (sp?) the only utility 'cartridge' out there?
>
> Depends on your definitions. There were a couple of relatively simple (by
> later standards) right-slot carts called "Monkey Wrench" and "Monkey
> Wrench II," which I believe added some capabilities to Atari BASIC on the
> Atari 800 (no "right hand" cart slot on any other model!). Do those
> count?
>
I assume that they are BASIC extensions. They do not count. :(I was thinking in terms of freezing, capturing memory, providing stealth ML monitor access to critical registers w/o disrupting the current program, ripping off player/missle graphics, by-passing copy protection, etc. Omnimom, from what I understand, provides this capability.

> >(In case if you're wondering, the ENEMY does not have PPP access and 2.x ZIP
> >decompression capabilities.)
>
> Actually, a gentleman named Andre Fachat posts here (and, I assume, in the
> ENEMY groups) about having implemented a 6502 protocol stack complete with
> either PPP or SLIP, I forget which. He says that he does not have an
> Atari version but _has_ got it working on _your_ (cough) machine... I
> have the URL _somewhere_ but heaven only knows _where_...
>
Only SLIP. Also, Daniel Dallman has implemented SLIP access with a Telnet program. Hence, I asked for any info on PPP access using 8-bit 6502 code.

-Todd Elliott

2308. Mac game programmers reminisce about Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-3009972301550001@port159.bitstream.net>
Source record: 69746

Today I saw an interview on the web of a couple of programmers who have just released a very cool Mac game called "Battle Girl". They pay considerable tribute to Atari as part of their inspiration and at least one of them first learned to programmed on Atari 8-bits by typing in programs from Antic. Here is the link:

http://www.transfixgames.com/interviews/ultra-united.shtml

The game itself looks and feels a lot like the early Atari vector-based games, but with a '90s attitude and a techno soundtrack.

Mark

2309. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60poeb$710$1@nuke.csu.net>
Source record: 69826

Bob Crowell (jc491@cleveland.Freenet.Edu) wrote:

: Hi,
: I guess I'm kinda new here, so WHERE does one get GemDrop?
: Bob

Either from UMich (ftp://atari.archive.umich.edu/atari/8bit/) under
Games/Puzzle or from my website:

http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2310. Re: More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: Gary Sutton <otter@oz.net>
Message-ID: <17992.otter@oz.net>
Source record: 69827

On 24 Sep 1997 21:58:25 GMT,
Bob Crowell <jc491@cleveland.Freenet.Edu > wrote:

>
>In a previous article, go_spam_yourself@iglou1.iglou.com (Bill Marcum) says:
>>In message <3428088F.A2282188@erols.com>,
>> gooch@erols.com (Stephen Knox) wrote:
>>

>>>> 5) How hard would it be to obtain an 80-column card for my 400? Do these
>>>> even work in the 400 at all?
>
>
>Although I never saw one "in person" there WAS once a kludge-type board (never
>in mass-production) that offered true 80-columns on an Atari 400. It was SO
>big and unweildy, though, that you had to have the case and the metal RF shield
>off the 400..!
>
>Other than that, there were NO 80-column hardware adapters for the 400.
>
>Sorry.
> Bob
>--

What about the XEP-80 module? You may be able to get one of those to
work on a 400. I can't be absolutely certain of that though, as the
only Atari I've tried it on was the 800XL (although I may have tried
it on the 800 as well...)

--Otter

2311. Re: What are some good Atari 8 bit (or even 2 bit ;-) web sites?

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: Austin Franklin <dark4room@ix.netcom.com>
Message-ID: <01bccd4b$fc0b46d0$55c220cc@drt1>
Source record: 69828

Thank you all for the list of web sites.... no 2 bit ones in this list!

Austin

Austin Franklin <dark4room@ix.netcom.com> wrote in article
<01bccc14$029dcec0$55c220cc@drt1>...
> Would someone mind posting a list of good web sites that pertain to the
> Atari 8 bit computers?
>
> Thanks,
>
> Austin Franklin
> darkroom@ix.netcom.com
>
>

2312. Closer To Home's GIF animations:they don't work!

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60qlkh$rt8$6@triglav.iwaynet.net>
Source record: 69829

Has anyone tried to view the GIF animations at the CTH HTTP site?
I can only view the first frame.CompuShow (the only GIF89 viewer I have)
gives a "bad code" error when trying to go to the next frame.

Net-Tamer V 1.09 - Test Drive

2313. Re: chameleon program

Newsgroup: comp.sys.atari.8bit
Date: 1997-09-30 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60qlk6$rt8$2@triglav.iwaynet.net>
Source record: 69830

On 1997-09-25 erasmus@krypton.city said:
>A change of stripes here.... The information I posted the other
>day about the Chameleon program providing VT-100 capability was all
>well and good *if* you have a regular modem attached to the 8-bit.
>I forgot that the MPP-1000 connects thru the joystick port;
>Chameleon by itself wouldn't support that.

Doesn't it just use the R: handler rather than directly accessing the hardware?
BobTerm comes with R: handlers for most modems.

Net-Tamer V 1.09 - Test Drive

2314. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <60s3nu$1ie@camel4.mindspring.com>
Source record: 69747

How well do you think it will compare to Activision's Shanghai for the
8-bit?

Will it support a mouse, trakball, etc. ?

Thanks,
John

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>It's going to be plain text mode. The font consists of the following:

> 4 characters for each face (2x2)
>4 x 1 character for each face, top diagonal covered
>4 x 1 character for each face, bottom diagonal covered

>This is 12 characters per tile face. 128x12=~10. 10 tile faces. (Not much!)
>This also leaves me 8 character spaces for the following:

>1 background character (blank)
>1 side-of-tile and bottom-of-tile character (white)
>1 background character, top diagonal covered
>1 background character, bottom diagonal covered
>1 corner character

>The first two and second two can actually each be one character
>(side-of-tile/bottom-of-tile can be inverse of the background, and
>the two diagonally-covered backgrounds can be inverse of each other)

>So that's 128-120-3=5 characters left. I might use this for score. ;)

>-bill!
>Bill Kendrick
>/|\ Software Engineer
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/kendrick/

2315. Treasures found in my attic

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: redeyer@interlog.com
Message-ID: <60scfvams1@news.interlog.com>
Source record: 69748

I came across my old 130XE in the attic the other day, and was THIS close to throwing it out. On an impulse, I set it all up to have a look instead. The machine, disk drive, printer, monitor, joystick, and cartridges all work perfectly. The problem is, I have no disks anymore, not even DOS. I would appreciate any help in answering two questions.

(1) Are there FTP sites where I can get DOS and other software, and how difficult is it to do this via my IBM PC?

(2) What the hell am I going to do with an Atari 130XE?

Thomas Rohricht, | "Be the proud captain
(Red-Eye Research) | still of thine own fate"
redeyer@interlog.com | - J.B. Kenyon -

2316. WTB: Crystal Castles cart and trak-ball for XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: peat1@mail.utexas.edu
Message-ID: <343209fb.20948063@newshost.cc.utexas.edu>
Source record: 69749

pref w/ inst book

thanks for reading my post

Pete

2317. WTB: CRYSTAL CASTLES FOR XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: peat1@mail.utexas.edu
Message-ID: <34320972.20810938@newshost.cc.utexas.edu>
Source record: 69750

looking for cartridge only..pref w/ inst.(of course)

would also buy a trak-ball controller...

thanks for reading my post

pete

2318. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60t5fq$he0$1@nuke.csu.net>
Source record: 69751

John Hardie (jhardie@pipeline.com) wrote:
: How well do you think it will compare to Activision's Shanghai for the
: 8-bit?

: Will it support a mouse, trakball, etc. ?

I didn't know Activistion released it! I assume that the other games
called "Shanghai" were by Activision as well? (I saw it once on
an Apple II GS years ago, and on and off on PC's and Macs, too, I think,
but I never noticed who made it.)

Mine is being written mainly for speed. The other other Mah Jongg
games I've played on the Atari were MyJong (excellent game, but blocky
graphics and slow rendering) and I've seen Taipei XL once.

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2319. Zmodem Upload?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <60tcltssg1@xmission.xmission.com>
Source record: 69752

I now use ICET for all of my VT100 based Internet work.. But what I've found is that ICET only allows you to download, but has no upload capabilities.

Is there a newer version that has UPLOAD?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2320. 80 Columns for Express! Cart.

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <60tcjasoa1@xmission.xmission.com>
Source record: 69753

Awhile back, I know I used to be able to get 80 columns using my Express!
cart and my XEP80. I can now no longer remember how I did that.

Has anybody else done this?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2321. WTB: Various Atari Items.

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: blah <blah@blah.com>
Message-ID: <60tdcn$i8d@news.onramp.net>
Source record: 69754

I am looking to buy the following for a reasonable price.

Atari 1200xl
Atari XEGS W/Keyboard
Atari XF551 Drive
Atari 1200xl
Atari 1400xl
Atari 1450/1450XLD
Atari 1030 modem
Atari SX212 modem
Atari XM301 modem
Atari 850 expansion box
Atari 835 Acoustic Coupler Modem (dont ask!!)

if you have any of the following that you will sell cheaper than some of the retailers , please let me know.. I am DESPERATE for the 1450XLD!!

thanks

2322. Looking for dial-up bbs with zmodem term

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: at289@chebucto.ns.ca
Message-ID: <60tjruptj1@News.Dal.Ca>
Source record: 69755

Ok, I've given up trying to get kermit-65 to work on my 800xl. I would
like to find a east coast bbs that I can dial-up and download ANY term
program for an 800xl/sx212 combo that has zmodem.
I have bobterm and vt100 but they only do xmodem, my internet connection
is kermit or zmodem.
Any help would be appreciated

--
Randy Gray

2323. Re: Still looking for "Mar Tesoro" game

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <34326383.0@news.carleton.edu>
Source record: 69756

In article <342FA82F.237ECEBE@erols.com>, Stephen Knox <gooch@erols.com>
wrote:

>Im also looking for this game. It was a game where you 'rented' a boat and
>went treasure hunting around this island you were on. The more money you
>got the bigger/better boat/rigging you could use.

Pointless post on my part, but:

"Me, too!!"

(looking for Mar Tesoro.)

-Michael, mcurrent@carleton.edu

2324. Re: Help with software backup

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <343260d7.0@news.carleton.edu>
Source record: 69757

In article <19970928143800.KAA02664@ladder01.news.aol.com>,
lenspencer@aol.com (Lenspencer) wrote:

>I think CSS still carries the 1050 Archiver mod. Sorry I don't have their
>address or phone number available, maybe someone could help with that?

Computer Software Services (CSS)
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:76702.1076@compuserve.com (Bob Puff)

Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2325. Wanted Atari 8bit Programs

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: atari8bit@aol.com
Message-ID: <19971001145200.KAA14142@ladder02.news.aol.com>
Source record: 69758

I am a collector of Atari 8bit Programs. I am looking to purchase entire lots of Atari 8 bit Programs, Games, Applications, and Utilities on floppy disk. Anyone out there want to get get rid of their Atari 8bit Floppy Disks gathering dust???

2326. FS: Atari 1090 Expansion Box

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <34328f15.3762194@news-west.sony.com>
Source record: 69759
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Selling for my boss a 1090 expansion box in excellent shape. Complete with top case, decal, and with a 64K memory card installed. This is as complete as you can get one. Missing is the PBI cable but I may be able to get one (if I send him his PSX back).

Unit is labled underneath as #6 at C.E.S. in June of 84..... I'm probably the guy that set it up at that show ironically enough!

Best offer so far is $175

The item is going to the highest bidder as of Sunday 10/5 at 9:pm (PST)

Jerry

2327. Re: XL-It

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <34358e64.10844642@news.demon.co.uk>
Source record: 69760

The other Day Alan Sharkis <asharkis@erols.com> wrote:

>This is sad news. I was kind of hoping that Markus disappeared from the
>scene to work on that commercial venture he mentioned and not because he
>has given up on his emulators.
>
>Markus, if you're still following the ng, what can we do to convince
>you, and Mike Hill and Chris Lam and (dare I say it) Darek and the
>others to keep us in mind?

I do hope he reconsiders...We need all the quality we can get. Perhaps
he might consider just doing XL-it as the Genesis emu side is being
taken care of at the moment..

C'mon Markus...Please!!!!

2328. Bad sectors on disk images

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: Dominik Mierzejewski <dmg@priv.onet.pl>
Message-ID: <01bcce99$ff34cda0$0100a8c0@esi.olsztyn.pl>
Source record: 69761

Hello everybody!
I wonder if anybody came across this problem:
How to copy disks that have bad sectors?
Moreover, how to make programs which check for
their presence work?
I'll appreciate any help or comment.

Thanks to Robert S Ely for his SpartaDOS 3.3!
--
Dominik Mierzejewski
dmg@priv.onet.pl

2329. Re: Treasures found in my attic

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: falcond@usa.net
Message-ID: <60u18q$78p$1@herringbone.richmond.edu>
Source record: 69762

If you're willing to invest $20 or so in an interface cable, you can connect your 130XE to your PC and use the PC as a harddrive using the Atari Peripheral Emulator (APE). Once you have this set up, there are various freeware/abandonware Atari software sites, including ftp.hackerz.com.

I have this exact setup, with my 130xe connected to my IBM Thinkpad. I used APE to backup all my old floppy disk software onto my hard drive. It is definitely worth the time and money if you want to relive all your old Atari memories.

Falcon

In article <60scfvams1@news.interlog.com>, redeyer@interlog.com (Thomas Rohricht) wrote:
>I came across my old 130XE in the attic the other day, and was THIS
>close to throwing it out. On an impulse, I set it all up to
>have a look instead. The machine, disk drive, printer, monitor,
>joystick, and cartridges all work perfectly. The problem is, I have
>no disks anymore, not even DOS. I would appreciate any help in
>answering two questions.
>
>(1) Are there FTP sites where I can get DOS and other software, and
>how difficult is it to do this via my IBM PC?
>
>(2) What the hell am I going to do with an Atari 130XE?
>
>
> Thomas Rohricht, | "Be the proud captain
> (Red-Eye Research) | still of thine own fate"
> redeyer@interlog.com | - J.B. Kenyon -

2330. Re: Couple Questions...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: nwestfal@mail.odc.net
Message-ID: <60u7se$ij3$1@holocron.odc.net>
Source record: 69763

Todd S. Elliott (eyeth@erols.com) wrote:
:
: It would be nice to have 2.x ZIP archive (deflate) support, as it is
: essentially the defacto standard in the *cough* MSDOS/UNIX/WINDOWS/MAC world
: and the Internet. This way, cross-platform transfers are a lot easier to
: accomplish with our machines.

There is unix source for unzip that does deflate. Check out
ftp://ftp.cdrom.com/pub/infozip/src/unzip531.tar.gz

2331. Game Link II - Game ideas?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60uacf$7dg$2@nuke.csu.net>
Source record: 69764

Ok, my first Game Link II game will probably be 3D pong. :)
I may decide to create two versions of it, just for you non-GLII people
out there (one would be two-player split-screen, the other would be
two-player, two screens (two machines)).

Before I start thinking of lame ideas, I want your input on what type
of GLII games I should consider writing. (Remember my programmling
limitation of course: I'm not a very good programmer. :))

For those who don't yet know, GLII is a SIO-based networking system
designed by the AGDA group. See the game Maze of AGDAGON for not
only an excellent example of what can be done, but also for instructions
on creating the cable. (I may make a copy of that document and place
it in "Info/Hardware/" on UMICH just as a reference. I've already
placed Jeff Potter's programming example under "Info/Routines/", and
as soon as I've perfected a simple Action! library based on it,
it will go under "Languages/Action/")

The simples GLII cable you could make, and which I will be using,
is made out of 2 SIO cables, a paperclip and some rubberbands and/or tape.

Oh, btw, please limit your current ideas to two-player (or at least
two computer) games, since that's all I have to develop with at this
point (both in hardware and software).

Thanks!

And thanks again Jeff! :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2332. Re: Treasures found in my attic

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60u9uf$7dg$1@nuke.csu.net>
Source record: 69765

Thomas Rohricht (redeyer@interlog.com) wrote:

: (1) Are there FTP sites where I can get DOS and other software, and
: how difficult is it to do this via my IBM PC?

Someone already answered about getting ahold of APE (or SIO2PC) and
using your PC as a disk drive. My 8-bits are set up like this.
I just wish I had another RS232 switcher so I could hook both of my
SIO2PC cables up to both of my 8-bits and not have to yank cables
in and out all of the time! :)

: (2) What the hell am I going to do with an Atari 130XE?

PLAY GAMES! Or watch $#*&ing AWESOME demos! Ever seen gourad-shaded
polygons drawn in realtime on a 1.79Mhz 64K machine? How about
texture-mapped? Bump-mapped? How do digital music files (Amiga MOD files)
sound to you? :)

If you need help remembering how to USE the Atari, check out my FAQ.

http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2333. FREE Atari Hard/Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: uconsult@watt.seas.Virginia.EDU
Message-ID: <60uei3$id3$1@murdoch.acc.Virginia.EDU>
Source record: 69766

If anyone wants some free 8 bit and ST Atari hardware and some
software and even a *Laser Printer* for FREE get in contact with me.
We're trying to just get rid of it, but the only catch is to either live
in California and want to come pick it up or to pay for the shipping.
That's it. Drop me a line if you're interested.

Kevin Finn
Revelation Records
kevfinn@revhq.com
714.375.4264

2334. Re: Treasures found in my attic

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: Austin Franklin <da6rkroom@ix.netcom.com>
Message-ID: <01bcceb7$b3d4b550$4349bacd@drt1>
Source record: 69767

<snip>

Will APE/interface cable work with an 800? Also, where can I get APE
and/or the interface cable?

Thanks,

Austin Franklin
darkroom@ix.netcom.com

2335. Re: Any comments on Gem Drop!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <60ujaa$7cm@cletus.bright.net>
Source record: 69768

>
>I KNOW some of you have downloaded it off of my site!
>
>Tell me what you think, please! :)
>
>

I vote that Gem Drop is the best new game of the year for the Atari 8-bit
!!!

Man, if you would have created and sold that game in the early 80's, you'd
be rich!

What graphics mode did you use?

2336. Help with Atari 1050 Disk Drive!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19971001235201.TAA15283@ladder01.news.aol.com>
Source record: 69769

I just plugged in the Atari 1050 single-sided disk drive that I found at a local thrift store, complete with power supply and cable that connects to the Atari computer. I turned on my Atari 400 and the disk drive after I connected everything. The disk drive spins, and the light comes on, and there is a slight normal grinding noise, but none of my cartridges (Basic and Atariwriter) that are supposed to use disk drives as well work. For example, in Atariwriter, when I choose Format Disk or Save Disk, etc. I get a "I/O Error". Same with BASIC, only this time it's Error 130. Can anyone help? The only possibilities that I can think of are that the cable is connected to the wrong port in back (which one is supposed to be used?), the little "drive select" switch is in the wrong position, or the disk drive simply doesn't work. Well, thanks for your help!

-Sam

2337. Re: Game Link II - Game ideas?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <3432EE4D.E45D7462@worldnet.att.net>
Source record: 69770

William Kendrick wrote:
>
> Ok, my first Game Link II game will probably be 3D pong. :)
...
> And thanks again Jeff! :)

Glad to be of help. Like I said before, don't casually modify those routines without emailing me. Like if you plan to send more than one word back and forth, and when you want to send it. Debugging code with SIO interrupts is non-trivial!

Jeff Potter

2338. XL-It and disk images

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: Sean Lester <none@none.com>
Message-ID: <60v0t9$7vu$1@solaris.cc.vt.edu>
Source record: 69771

Has anyone had any problems getting certain disk images to work? I have tried to get Gemstone Warrior, Eternal Dagger, and Karateka to run but unfortunately cannot. Even on other emulators they do not work. In Karateka's case, the game loads but as soon as a key is pressed it crashes.

Any suggestions?

Also, if Markus won't update XL-it anymore, maybe we could persuade him to make the source code available so someone else can do it. Of all the emulators, his is nearly the most perfect(if that's possible). I feel with some concerted effort, the emulator could be made to run 99.9% of everything accurately.

Thanks!!

Sean
rslester@hotmail.com

2339. Re: Couple Questions...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <60taq7$26h$1@sanos.psych.uw.edu.pl>
Source record: 69772

30 Sep 1997 16:00:17 -0400 christopher f. chiesa napisal byl w comp.sys.atari.8bit:
> Actually, a gentleman named Andre Fachat posts here (and, I assume, in the
> ENEMY groups) about having implemented a 6502 protocol stack complete with
> either PPP or SLIP, I forget which. He says that he does not have an
> Atari version but _has_ got it working on _your_ (cough) machine... I

with few hardware hacks, if i remember well...

> have the URL _somewhere_ but heaven only knows _where_...

afair that was http://www.tu-chemnitz.de/~fachat/csa/

374
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2340. Re: More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <590.213T490T11173633@pianosa.demon.co.uk>
Source record: 69773

Gary Sutton wrote something interesting,

Hello Gary,

>>Other than that, there were NO 80-column hardware adapters for the 400.
>What about the XEP-80 module? You may be able to get one of those to
>work on a 400. I can't be absolutely certain of that though, as the

It ought to work, as it's software driven via a joystick port. Port 2, in
fact.

--
_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

Have you seen the bullet's high velocity? It can blow a man's arm off
at the count of three. - Tank; The Stranglers

2341. Re: 6502 multitasking OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-01 00:00:00 UTC
From: Ernst Stavro Blofeld <SPECTRE@jhu.edu>
Message-ID: <3432662A.41C6@jhu.edu>
Source record: 69774
Cross-posted to: comp.sys.cbm,comp.arch.embedded,alt.comp.hardware.homebuilt,comp.sys.atari.8bit,comp.sys.apple2.gno,comp.sys.apple2.programmer

> Okay, would anyone care to enlighten me with a definition of what
> exactly -preemptive- means in this context? I've been using an OS
> with preemptive m.tasking for years, but -still- havn't been able
> to find in literature or by lurking in these groups what exactly
> preemptive means.

When processes are multitasked they are seemingly run in parallel. In fact they are being swapped in and out of the CPU based on some algorithm to make them APPEAR they are running at the same time. Cooperative multitasking requires a process to state it is ready to give up the processor and let another task get on with its work. Preemptive is much faster and more effective. It (usually) declares a time limit the process can stay in the CPU. If the task is not done by the deadline it is forcibly removed by the operating system and another takes its place. The process doesn't even know it has been put to sleep, so it thinks it has the computer to itself. Haywire applications cannot lock the computer anymore, either (in the sense of hogging all the CPU time).

Blofeld

2342. Re: Any comments on Gem Drop!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60vmdi$2bn$2@nuke.csu.net>
Source record: 69632

Tom Hunt Sr. (tomhunt@bright.net) wrote:

: I vote that Gem Drop is the best new game of the year for the Atari 8-bit
: !!!

WOW! :) THanks! But wait, isn't the ONLY new game of the year?
What else came out this year?

: Man, if you would have created and sold that game in the early 80's, you'd
: be rich!

Heheh.. do you know many Atarians would be rich back then if they
did what they do today? Jeff Potter (APAC/ColrView), ALL the Euro demo
coders, YOU, I bet! I'd just be on the sidelines. :)

: What graphics mode did you use?

ANTIC mode 4 (Graphics 12, multicolored text). I flip between two
fonts to create the simulated colors (25 max, probably not all used;
the star-shaped GEM is the most colorful object on the screen)

Did you know the source code is on the disk? Hit [ESC] from the game
menu to drop down into MyDOS, then go into the SOURCE sub-directory. :)

Now, honestly, how often do you play the game, and for how long?
What's your high score? What level have you gotten up to? What level
do you usually get up to before dying?

(BTW, this question goes to all you GemDroppers)

I ask partly out of curiosity, and partly because I'd like to release
a "deluxe" version one day. :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2343. Re: Game Link II - Game ideas?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60vnd4$2bn$5@nuke.csu.net>
Source record: 69633

Jeff Potter (jdpotter@worldnet.att.net) wrote:

: Glad to be of help. Like I said before, don't casually modify those
: routines without emailing me. Like if you plan to send more than one
: word back and forth, and when you want to send it. Debugging code with
: SIO interrupts is non-trivial!

For 3D Pong, what you provided should be enough, I think. I may literally
send stick movement values back and forth, and the game will play as
if player 2's joystick is in the joystick port (heck, I may make it
play that way too, for GL2-less people... although I'd feel sorry
for the 2nd player. :))

I did write a simple demo which would only call the write function
when you actually wrote something, and I found the machines would both
freeze up until BOTH machines have sent something out, then it works
fine.

Also, at one point, both the background color and the border were
flashing..

although, nowhere in the code did it references those registers..!?
<:^(some VBI funkiness?

Hehe... not to ask too much (I probably am), you couldn't hack the code
TO send, say, fixed-sized packets to and fro, could you?

For example, say I wanted to send 3 bytes at a time:

(1) what the packet is
(2) byte 1
(3) byte 2

ie, in pong:

send(MY_PADDLE, my_x, my_y)
send(BALL, ball_x, ball_y)

or something...?

networking was always a pretty difficult concept, wasn't it?

I must say, I am more and more impressed by Maze of AGDAGON the more
I think about what it does...!

Oh, and btw, did you ever see, and do you know where I could get a copy of,
a Battleship game for the GL2? (THat was actually the first place
I had heard of it. Actually, maybe it was for the GLI... what's the
difference, btw?)

Thanks!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2344. Re: Treasures found in my attic

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60vmni$2bn$3@nuke.csu.net>
Source record: 69634

Austin Franklin (da6rkroom@ix.netcom.com) wrote:
: <snip>

: Will APE/interface cable work with an 800? Also, where can I get APE
: and/or the interface cable?

APE works with all Ataris. You of course need a PC to hook it up to.
It works with all PC's too! :) I run it on my old 8086-based IBM PS/2
and it works great!

You can get an unregistered shareware copy of APE from UMich.
The documents have instructions on building the "APE Pro" cable,
but you can also use an SIO2PC cable (I do), which is described in
the SIO2PC package, also available at UMich.

Point your FTP client to:

atari.archive.umich.edu -- under: atari/8bit/Emulators/Peripherals/

or your Web browser to:

http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/

Good luck!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2345. Re: SpartaDOS X bug:no end-of-file EVER in open-mode 12 (read+write)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60vmu4$2bn$4@nuke.csu.net>
Source record: 69635

dklugh@iwaynet.net wrote:

: Well I've known about this bug in SDX for a long time but I just realized that
: some poeple may not.

: Basicly,a file opened for UPDATE (AUX1=12,read & write) will appear to
: have no end!

<snip>

Have you tried BeweDos? Do you know if it has this problem?
(Not that I'm a SpartaDOSer, but BeweDos claims to be SpartaDOS compatible
but much better...)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2346. Re: Game Link II - Game ideas? - Also, who has 2+ 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60vnjv$2bn$6@nuke.csu.net>
Source record: 69636

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Ok, my first Game Link II game will probably be 3D pong. :)

By the way, I played Bolo for the first time today!
It's a very popular multiplayer networked tank game for the Mac.

I'm also considering (after my first few GLII attempts) making
an EXTREMELY simplified version of this game.. Probably for 2 players,
but perhaps more, depending on how much I know at the time.

Also... how many of you have at least the following setup:

1 disk drive
2 8-bit computers
2 monitors/TVs
2 spare SIO cables

???

I'm just wondering how many people would actually be willing to make
a GameLink II setup if there were some programs for it?

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2347. just got XL-IT 0.20:dissapointed (had fun playing Ultima 4,though)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60v9bnhpg20@triglav.iwaynet.net>
Source record: 69637

Well I got XL-IT 0.20.
No way to swap Artefacting colours.
(XL/XE artefacting colours the reverse of the 800's;you'll get blue grass and green water in Ultima)
But worse yet,the brightness (of both GR.0 & 8) is stuck at 14!
So StarFleet has to be played without artefacting since it uses black text & graphics on a white background.Just try poking 709 to see what I mean.

And still a really anoying interface.Why make you press "ALT-letter" when "letter" isn't even used for anything?!?

Well,at least Ultima 4 was fun to play.Even if it can't do sound.
But the weird PC keyboard makes Ultima 2 really hard to play.

Net-Tamer V 1.09 - Test Drive

2348. Re: Measuring System Speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: pausch@electra.saaf.se
Message-ID: <60vdqo$135@electra.saaf.se>
Source record: 69638
Cross-posted to: comp.os.msdos.programmer,comp.sys.atari.8bit

In article <60v9b9hpg13@triglav.iwaynet.net>, <dklugh@iwaynet.net> wrote:

>What's a "BIOS tick"???

55 milliseconds. THe PC BIOS timer tick count is incremented this often.

>What if the person doesn't have a VGA card?

Then eh may have to use a different strategy when talking to the video
card's hardware. However, virtually any PC today have VGA video.

>What if they don't have ANY video card?

If so, he'll need to get one, or else the BIOS will halt during bootup
since it cannot find any video card. The same will happen if a keyboard
is missing.

The minimum PC hardware configuration is a motherboard, a power supply,
a keyboard and a video card. Unless you're running an original
IBM PC/XT/AT, you'll also need at least a floppy drive controller + an
attached floppy drive, or else the system won't start (on an original
IBM PC/XT/AT without any drive, floppy or hard, ROM-Basic will be
started).

--

Paul Schlyter, Swedish Amateur Astronomer's Society (SAAF)
Grev Turegatan 40, S-114 38 Stockholm, SWEDEN
e-mail: pausch@saaf.se paul.schlyter@ausys.se paul@inorbit.com
WWW: http://spitfire.ausys.se/psr -- updated daily!

2349. help mio setup

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <343355AF.7B37@mail.utexas.edu>
Source record: 69639

hi all,

i need some help setting up an mio-adaptec-mfm/mfm drive system.

i have a 35 slot cable daisy chained from drive 1 to drive 2.
i then have a 25 pin cable from drive 1 to the adaptec 4000a.

a 50 pin cable runs from the adaptec to the mio, finally the mio runs
into the pbi on an 800xl.

the previous owner said i need to boot up the mio and change the drive
specs to make d1: be a bootable floppy...how do i boot up the mio?

once that is done, do i simply address the drive as d2:, d3:....etc?

thanks,
robert

2350. Re: Graphic Web Browser for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <60vm32$2bn$1@nuke.csu.net>
Source record: 69640

dklugh@iwaynet.net wrote:

: What advantages would this give over simply using Lynx?
: I mean it's not like you can view the graphics.
: (except full-screen using GR.9+9+9 mode like JVIEW does)
: Anyway I can't compile on my ISP.

Better layout (tables, for example) and sure, why not put _simplified_
graphics on the screen along with the text?

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2351. Re: help mio setup

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: James King <jeking@xmission.xmission.com>
Message-ID: <60vvoa$q6c$1@xmission.xmission.com>
Source record: 69641

Robert Erickson <dperw@mail.utexas.edu> wrote:

: i need some help setting up an mio-adaptec-mfm/mfm drive system.

Get everything properly cabled and terminated, then ensure you're
connected to your 8bit correctly.

Power on the MIO first, then power on the Atari. Hit RESET/SELECT. You
should get the MIO config menu. Enter in your drive informatin;

Example:

ST251: 820 Cylinders, 6 Heads

Drive1 (16meg): Start: 1 End: 65535

Then get your MIO software out, lowe level format the HD, then use a
formatter to put the appropriate OS on the disk.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2352. Re: Treasures found in my attic

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: John Hale <hale@onet.net>
Message-ID: <34338463.C5F46091@onet.net>
Source record: 69642

Falcon wrote:

> If you're willing to invest $20 or so in an interface cable, you can
> connect
> your 130XE to your PC and use the PC as a harddrive using the Atari
> Peripheral
> Emulator (APE). Once you have this set up, there are various
> freeware/abandonware Atari software sites, including ftp.hackerz.com.
>
> I have this exact setup, with my 130xe connected to my IBM Thinkpad.
> I used
> APE to backup all my old floppy disk software onto my hard drive. It
> is
> definitely worth the time and money if you want to relive all your old
> Atari
> memories.
>
> Falcon
>
> snip

Where can someone buy APE and the cable at? Thanks,

John Hale

2353. Re: Graphic Web Browser for XL/XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60v9alhpg2@triglav.iwaynet.net>
Source record: 69643

On 1997-09-22 60556q$oa3$2@nuke.csu.net said:
>On 22 Sep 1997, William Kendrick wrote:
>> All the "hard" stuff will be done on your Unix account (oh,
>>you'll need a Unix account - shell access, particularly, and the
>>ability to compile and install the "proxy" program which does the
>>hard stuff, and which I'm about to explain :))

What advantages would this give over simply using Lynx?
I mean it's not like you can view the graphics.
(except full-screen using GR.9+9+9 mode like JVIEW does)
Anyway I can't compile on my ISP.

Net-Tamer V 1.09 - Test Drive

2354. Re: Measuring System Speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60v9b9hpg13@triglav.iwaynet.net>
Source record: 69644
Cross-posted to: comp.os.msdos.programmer,comp.sys.atari.8bit

On 1997-09-22 gswan@globalserve.net(GeorgeSwan) said:
>>involves no interrupt hooking. I simply read the value at the
>>timer location in low memory. Of course this doesn't work if
>>1/18 sec granularity isn't good enough. It also doesn't release
>>the processor while you are waiting.

Incredible.The Atari's software maintained real-time clock had a 1/60th of a
second cycle.(it was maintained by the vertical blank interupt routine)
The hardware timers had much more.

>If you want to sit in a busy wait loop, polling something that
>changes on a regular basis, you can count vertical retraces on your
>video card. They happen three times as often as BIOS ticks. I
>believe the PCGPE contains an example of how to perform this task
>too.

What's a "BIOS tick"???
What if the person doesn't have a VGA card?
What if they don't have ANY video card?

Net-Tamer V 1.09 - Test Drive

2355. new MYDOS features

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60v9anhpg3@triglav.iwaynet.net>
Source record: 69645

I'd like to see a new MyDOS with new features added.Basicly a PRO-DOS.<heh>

Like the ability to truncate files.You'd just POINT to the part of the file that you want to be the end and you execute the XIO that will change the "number of bytes in this sector" and the "next sector" bytes to the new values and then go through all the next sectors to delete them from the VTOC.

Also a mode 13 (read+write+append) like DOS 3 has.So if you tried to write (but not read) past the end of file it would automaticly switch into append mode.

Also a way to indicate the last sector in the file when you opened for mode 9 (write+append) so that it could go directly there instead of going through the entire file.Of course the programme would have had to had been at the last sector previously to know what it was.

Net-Tamer V 1.09 - Test Drive

2356. Re: help mio setup

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <343390BD.930570B4@tcd.net>
Source record: 69646

You have a floppy disk drive connected to the sio port set as drive 1,
select the first drive
on the MIO as floppy and d1:

The 34 pin cable attached to the MFM mech and the Adaptec, you also have
a 25 pin ribbon
cable to the 4000a. set the first drive as d0 or d1 as you want to call
it..attach it to the outter
25 pin set on the 4000a. The second drive you need the 25 pin cable
attached to the inner
pins on the 4000a. Then you need to go to the MIO menu and select the
next drive which
will be 2, set the heads and cyls, then sectors..If a large drive may
end up being more drives
than just one...set the unit id as 0, 0..when you get to the second
drive set the id to 0,1 and put in heads cyls, and starting, and ending
sectors..you can not go over 65535, actually 65536
sectors, which is a little over 16mg..so if you have a drive larger than
10 megs you need
to split the drive into 2 drives.

Clear as mud?
bob

2357. Re: Game Link II - Game ideas? - Also, who has 2+ 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <34339d63.5503122@nntp.z03.glo.be>
Source record: 69647

On 2 Oct 1997 08:56:31 GMT, kendrick@zippy.sonoma.edu (William
Kendrick) wrote:

I would give it a try, for sure !

>: Ok, my first Game Link II game will probably be 3D pong. :)
>
>I'm also considering (after my first few GLII attempts) making
>an EXTREMELY simplified version of this game.. Probably for 2 players,
>but perhaps more, depending on how much I know at the time.
>
>Also... how many of you have at least the following setup:
>
>1 disk drive
>2 8-bit computers
>2 monitors/TVs
>2 spare SIO cables

>I'm just wondering how many people would actually be willing to make
>a GameLink II setup if there were some programs for it?
>
>-bill!
>Bill Kendrick
>/|\ Software Engineer
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/kendrick/

2358. Re: Treasures found in my attic

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: "Luis R. Pena" <lrpena@insc.net>
Message-ID: <34339b78.0@unix1.insc.net>
Source record: 69648

you can fnd all you need at :
http://www.hackerz.com/atari/atari8.html

luis..
Austin Franklin wrote in message <01bcceb7$b3d4b550$4349bacd@drt1>...
><snip>
>
>Will APE/interface cable work with an 800? Also, where can I get APE
>and/or the interface cable?
>
>Thanks,
>
>Austin Franklin
>darkroom@ix.netcom.com
>

2359. Re: Help with Atari 1050 Disk Drive!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <3433c595.1755294@news-west.sony.com>
Source record: 69649

Sam,

When you first turn on the drive the motor should spin, retract the
head to track zero, and then sut down......Does it do that? or does it
just keep spinning?

jj

On 1 Oct 1997 23:52:35 GMT, pbjurman@aol.com (PBjurman) wrote:

>I just plugged in the Atari 1050 single-sided disk drive that I found at a
> local thrift store, complete with power supply and cable that connects to the
> Atari computer. I turned on my Atari 400 and the disk drive after I connected
> everything. The disk drive spins, and the light comes on, and there is a
> slight normal grinding noise, but none of my cartridges (Basic and
> Atariwriter) that are supposed to use disk drives as well work. For example,
> in Atariwriter, when I choose Format Disk or Save Disk, etc. I get a "I/O
> Error". Same with BASIC, only this time it's Error 130. Can anyone help? The
> only possibilities that I can think of are that the cable is connected to the
> wrong port in back (which one is supposed to be used?), the little "drive
> select" switch is in the wrong position, or the disk drive simply doesn't
> work. Well, thanks for your help!
>
> -Sam
>
>

2360. Re: Bad sectors on disk images

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <610t1t$jip@cyber1.servtech.com>
Source record: 69650

In article <01bcce99$ff34cda0$0100a8c0@esi.olsztyn.pl>,
Dominik Mierzejewski <dmg@priv.onet.pl> wrote:
>Hello everybody!
>I wonder if anybody came across this problem:
>How to copy disks that have bad sectors?

Generally speaking, one uses custom/specialized hardware. Typically this means one of the several disk-drive hardware modification products.

>Moreover, how to make programs which check for
>their presence work?

Assuming you're speaking of a machine-language "binary executable" program (boot disk, load-and-go file, etc.)... Run a debugger or machine-language "monitor" program. Use THAT to load the program you want to "make work," then single-step through the program, find the point where it encounters the bad sectors, determine what response constitutes "success/proceed" (as opposed to "failure/lock up"), and replace the bad-sector-check section of code with new code that ALWAYS delivers the "success/proceed" response, whatever it may be. Write the new code back to a new (or the same) file.

>I'll appreciate any help or comment.

You're welcome.

Chris Chiesa
lvt-cfc@servtech.com

2361. Re: Game Link II - Game ideas? - Also, who has 2+ 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <610t6b$jm9@cyber1.servtech.com>
Source record: 69651

In article <34339d63.5503122@nntp.z03.glo.be>,
Geert LOOSE <gbloose@glo.be> wrote:
>On 2 Oct 1997 08:56:31 GMT, kendrick@zippy.sonoma.edu (William
>Kendrick) wrote:
>
>I would give it a try, for sure !

I might, too -- if I could ever GET AROUND to it... :-)

Chris

2362. Re: wtb: adaptec mfm/scsi

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <343431E5.5C550D35@tcd.net>
Source record: 69652

Way to Go BOB!!! Blew it again..but here is the fix..

I forgot to tell you once you swap out the floppy to D2:, you need to
Write this to the Hard drive so the configuration will come up when you
boot the Hard Drive after turning off the computer and Hard Drive..

Any changes made to the Hard drive system must be Written to the Hard
Drive so it will effectivly boot the next time operated..PHEW!!! Think I
covered it this time..

boob...

2363. Re: Help with Atari 1050 Disk Drive!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <34343347.71ABD55@tcd.net>
Source record: 69653

Correction on the last post If YOU SEE anything but BLACK all the Way To
the LEFT
then the drive is not configured correctly!!!

Been a Long, long, long day..up at 3am..

bob

2364. wtb: adaptec mfm/scsi

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <3433F046.A58@mail.utexas.edu>
Source record: 69654

looking for another adaptec mfm->scsi interface at a reasonable
price.

thanks,
robert
dperw@mail.utexas.edu

2365. Re: wtb: adaptec mfm/scsi

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <34342BAB.DA048C40@tcd.net>
Source record: 69655

Try Time Line in Texas they had some 4000a's and 4070's a while back but
I do not have
their phone number.

Also reference your first post..now you have it up and running, format
out the hard drive
with your dos preference then write dos to it..if you use sparta copy it
over and install it.

then go back to the Mio menu and swap d1: with d2: if you have written
dos to it properly
it will boot from the hard drive when you turn on your computer...??
Drive 2 will now be the
d1: floppy drive. Clear as mud again?

bob

2366. Re: Looking for dial-up bbs with zmodem term

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <34341e10.0@news.carleton.edu>
Source record: 69656

In article <610so5$j3c@cyber1.servtech.com>, lvt-cfc@cyber1.servtech.com (christopher f. chiesa) wrote:

>I'm not sure whether there ARE ANY Zmodem programs for the Atari 8-bit;
>if you find one, I'd like to know what and where. :-)

The latest Ice-T has a bare-bones Zmodem download. Then there's Larry Black's Atar-Z-Modem, which is a more full-featured, stand-alone Zmodem downloading application.

-Michael

2367. Re: Game Link II - Game ideas? - Also, who has 2+ 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <34341f96.0@news.carleton.edu>
Source record: 69657

In article <60vnjv$2bn$6@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>I'm just wondering how many people would actually be willing to make
>a GameLink II setup if there were some programs for it?

Not handy, but I've already got the GLII cable (purchased direct from DataQue way back when I registered Maze of AGDAgon).

-Michael

2368. Re: Help with Atari 1050 Disk Drive!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <34342EF7.CA337D3C@tcd.net>
Source record: 69658

Missed a portion of the Original Posters message..

As to the SIO Ports on the 1050, it does not matter which one you plug your cable into all
circuits are the same..you can plug in additional drives ect to either port and it will function
properly..provided they are set to a different number as in a disk drive..D2: Other items do not require you to address them as D1: or D2:, D3: or D4:..

Just to cover uncovered items..

bob

2369. Re: Looking for dial-up bbs with zmodem term

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <343432AC.FCF6652C@tcd.net>
Source record: 69659

Zmodem for the Atari 8-Bit? I am very interested to know which BBS program it was programed for and which board is running it. I have BBS Express! Professional and with all the IBM capabilities as ANSI ect would be very interested in incorporating it into the Pro boards.

bob

2370. Re: SpartaDOS X bug:no end-of-file EVER in open-mode 12 (read+write)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <610fq1$3oj@alexander.INS.CWRU.Edu>
Source record: 69660

(D. Kluge says SD X open for r/w/append is faulty.)
Yep. I checked it. Does exactly what you said.
ICD crazy!? Oh, well.
You have SDX and use it and MyDOS, so I think you're in a good position to evaluate. And I don't put down any DOS. My first DOS, SmartDOS, I like it very much still. It got poor reviews at the time I got my Rana 1000 in 1984. I don't think there was another dbl. density DOS at the time. SmartDOS is still a good DOS.
But, I have some comments.
A. Any program, like arogue apparently does, that depends on generating an error for program flow is questionable. I do a fair amount of messing programming and have never had call to do the things D. Kluge likes to see/do. OPEN using 9 or 12. I've never had need to use them. So, I never noticed the SD faults with 9 and 12.

B. Ok, here's one. I wrote a proggy to do crc16 values of file(s). Using SD it was ok. But on using MyDOS, the ACTION! program put a byte in a char variable at the beginning, that SD didn't corrupt that way. I'm not putting down MyDOS, it is the only freeware dbl density DOS for A8 I know of. But as far as having problems with bugs, what I'm saying is, I don't know of any program/DOS/OS that doesn't have a few bugs.
(All I did was make the char variable bigger and MyDOS didn't corrupt the variable, or rather my program didn't crash using MyDOS.)

Russ Gilbert
cb541@cleveland.freenet.edu

2371. Re: I just got XL-IT 0.20: dissapointed (had fun...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <343b31ee.5142310@news.demon.co.uk>
Source record: 69661

The other Day "Fielding Mellish" <fielding@nfast.co.uk> wrote:

>You miserable, ungrateful, greedy stupid bastard! The fucking thing's for
>free so what's your problem? Jeez, what an asshole!

Harshly put but the sentiment is right..

2372. New Lower Atari Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <611g9hcea1@user1.teleport.com>
Source record: 69662
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here, Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my Web Page, please E-Mail me at bensmith@teleport.com.

I'm looking for certain Items for my Atari. Item (1)Mega 4 ST. Not a Mega 2 ST upgraded to 4 Megs. I need a Mega ST with 4 Megs of RAM Populated at the Factory. A real Mega 4 ST, preferrably with TOS 1.4. (2) I'm also looking for a Canon IX-12F Flat Bed Scanner with a Navarone Cartridge & SoftWare. (3) I'm looking for CatBoxes for Atari Jaguar, as well as Jag Controllers, Jag-Links and even complete Jaguar Systems. If you have what I'm looking for, check my Atari Catalogs or E-Mail: bensmith@teleport.com

In some cases I'm willing to discount a sale if the Buyer makes an order of enough of my stock. One example, a customer ordered over $200 of software. So I discounted his order %25.

I've added more Items to my Catalogs, such as several large boxes full of Atari ST Software. All of them Complete in Boxes with Documentation. Some are still UNOPENED and SHRINKWRAPPED. As well as an Atari SM125 Mono Monitor with a Built in Monitor stand and an Atari Laser Printer. For the Classic Atari 8 Bit Line Added Hardware was a U.S. Doubler Disk Drive plus a modified 800xl with a built in Translator on a switch that will run older Software without a Translator Disk Plus Lots more new 8 Bit Disk SoftWare for $5 each.

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. Everything mentioned on this list is on this list because I have multiples of these Items and I thought I'd list them for you. Especially if you wanted to buy More than one. So check it out!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the Monitor Power Directors to Manage & Protect your Equipment. And Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitors, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: SLM 804 Laser Printers, Spectre GCR Macintosh Emulators, Color & MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes,

Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II and Scenery Disks,
Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, Ultima V, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is. Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

See my Web Site at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking for. Something you might want. Even Something you may of Forgot! At BSC's Web Site you can View, Capture & even DownLoad Atari Catalogs or E-Mail BSC at the Web Site! Or Request Catalogs by E-Mail. Do You Have problems Reaching BSC's web Site? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. I will get back to you after the weekend. Please let me know if I can't attach files to your E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, in Portland, Oregon. U.S.A. at (503)256-9974.

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you tests JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports

on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such a 1090XL expansion Box. The Shadow of Shadow Software tells me it is the Best one of the Few Atari made. And one of the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Something few have seen but read about them on my Web Page. Go directly on the web at: www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2373. New Atari Web Site!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <611992$sb4@news2.tds.net>
Source record: 69663

Hi everyone,

I'd like to announce a new Atari web site. First, let me explain that at the moment, it is primarily a 680xx site, but I _am_ compiling info for use in an 8-bit section, once I take the plunge and go for GeoPlus.

Even so, you might want to take a trip to the "What Ever Happened To..." page, and contribute. This area will deal with all of the figures that have had significance in Atari's history.

I'll also be putting up some 8-bit links soon.

And if you're a programmer, feel free to fill out the "Author's Info Form (please specify which system) - I will not be posting it immediately but I will be doing up the pages in anticipation of getting more storage space.

Terry

"When the game is over, the Kings & the Pawns all go in the same box." -Old Italian Proverb -- Visit The Atari Reference desk! If you have two tins cans & a string, you can reach it!!! Well, not really... but almost :)
http://www.geocities.com/SiliconValley/Peaks/6320/ | tross3@hamtel.tds.net

2374. Re: Game Link II - Game ideas?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <34345835.1626DC22@worldnet.att.net>
Source record: 69664

William Kendrick wrote:

> Hehe... not to ask too much (I probably am), you couldn't hack the code
> TO send, say, fixed-sized packets to and fro, could you?
>
> For example, say I wanted to send 3 bytes at a time:
>
> (1) what the packet is
> (2) byte 1
> (3) byte 2

You'd have to specify the different packets, and force them to be 3
bytes like you show. For extra integrity, we forced the "Command" byte
to have bit 7 set, and the other bytes not set.

> Oh, and btw, did you ever see, and do you know where I could get a copy of,
> a Battleship game for the GL2? (THat was actually the first place
> I had heard of it. Actually, maybe it was for the GLI... what's the
> difference, btw?)

I don't remember a Battleship game. Chuck S. wrote a Tic-Tac-Toe game
for GameLink I. GLI used joystick ports and polling I believe. It was
much slower, he said.

Jeff Potter

2375. re: I just got XL-IT 0.20: dissapointed (had fun...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: Fielding Mellish <fielding@nfast.co.uk>
Message-ID: <01bccf68$17d95a00$6cfe4ac2@fivvwrpw>
Source record: 69665

You miserable, ungrateful, greedy stupid bastard! The fucking thing's for free so what's your problem? Jeez, what an asshole!

2376. Re: Looking for dial-up bbs with zmodem term

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <610so5$j3c@cyber1.servtech.com>
Source record: 69666

In article <60tjruptj1@News.Dal.Ca>,
Randal R. Gray <at289@chebucto.ns.ca> wrote:
>Ok, I've given up trying to get kermit-65 to work on my 800xl. I would
>like to find a east coast bbs that I can dial-up and download ANY term
>program for an 800xl/sx212 combo that has zmodem.

Hmmm... what was the problem with Kermit-65? I've been using it on an
800XL for YEARS, and have used it with the 800XL/SX212 combination in
particular on many occasions. I'd be happy to advise you, if you felt
like giving Kermit-65 one more chance. :-)

I'm not sure whether there ARE ANY Zmodem programs for the Atari 8-bit;
if you find one, I'd like to know what and where. :-)

Best of luck to you, in any case.

Chris Chiesa
lvt-cfc@servtech.com

2377. Re: Help with Atari 1050 Disk Drive!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <34342E15.50718165@tcd.net>
Source record: 69667

Didn't see original post but see it in your reply so will reply to you
and am sure he will read it
also, I know you know how to work it..

1. The person posting stated he had a 400...(bad news) unless the 400 is
a 48k upgraded
computer..go to BASIC and type in PRINT FRE (0) if it comes up with
less than 39,??? it is
a 16k machine..dos takes up most of your memory..The 1050 disk drive
look in the drive select
hole..if you see anything but Black all the way to the Right looking at
it from the back your drive is not selected as d1:...take a toothpick or
anything small enough to move the double switches to the right so only
the Black portion shows..this is D1:..or D0 as some like to call it.

From basic you have to access the drive with the following..
LOAD "D1:FILENAME.BAS, or FILENAME.EXE, a .BAS file will be loaded into
your ram
and when finished you receive a READY prompt, from there you type in RUN
and enter it
if a basic program and your computer has the memory required left to run
the program should
show up on the screen..

If you wish to run non-basic programs..you need to remove the Basic
Cartridge from the computer and just have the 1050 turned on and then
turn on the computer the disk should load if it is a bootable disk..

Hope this helps..

bob

2378. Re: SpartaDOS X bug:no end-of-file EVER in open-mode 12 (read+write)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <34343085.D5EE13FF@tcd.net>
Source record: 69668

Someone else likes Smart.Dos???

At the time it was the only dos that you could run batch files by
creating an extender of
FILENAME.AR1, which executed first and Filename.AR2, ect...far ahead of
anything
avaiable at the time.It was produced for the Rana Disk Drive and
distributed with same..
While I even like the Rana for its advanced features, built in
Diagnostics for each mode and to date it is still the only drive
available that will format a disk in any density you wish without being
connected to any computer!!!! No one has touched this feature even in
the IBM eleminent that I am aware of?????

bob

2379. Re: Any comments on Gem Drop!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <DgCN0Q9wprNX092yn@kenton.com>
Source record: 69669

In article <60vmdi$2bn$2@nuke.csu.net>,
kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>Now, honestly, how often do you play the game, and for how long?
>What's your high score? What level have you gotten up to? What level
>do you usually get up to before dying?

It's kinda addicting, I'll sit down and easily play it for a half an
hour at a time. The problem is the wall that I hit at level 15. I can't
get by it!!! Anyway, my high score is 56220.

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

2380. Re: Measuring System Speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <SICN0Q9wpvCF092yn@kenton.com>
Source record: 69670
Cross-posted to: comp.os.msdos.programmer,comp.sys.atari.8bit

In article <60vdqo$135@electra.saaf.se>,
pausch@electra.saaf.se (Paul Schlyter) wrote:
>In article <60v9b9hpg13@triglav.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>>What if they don't have ANY video card?
>
>If so, he'll need to get one, or else the BIOS will halt during bootup
>since it cannot find any video card. The same will happen if a keyboard
>is missing.
>
>The minimum PC hardware configuration is a motherboard, a power supply,
>a keyboard and a video card. Unless you're running an original
>IBM PC/XT/AT, you'll also need at least a floppy drive controller + an
>attached floppy drive, or else the system won't start (on an original
>IBM PC/XT/AT without any drive, floppy or hard, ROM-Basic will be
>started).

Actually, my Linux machine does not have a video card, and it runs fine.
--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

2381. Re: Help with Atari 1050 Disk Drive!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: Charles Crowder <manual-motion@worldnet.att.net>
Message-ID: <01bcceca$bd0ea320$4eeebe0a@Charles.worldnet.att.net>
Source record: 69775

You require a DOS (Disk Operating System) disk. You boot with it in
the drive. This installs the OS hooks that allows other programs to "see"
the disk drive. Otherwise, the system doesn't know it's there.

PBjurman <pbjurman@aol.com> wrote in article
<19971001235201.TAA15283@ladder01.news.aol.com>...
> I just plugged in the Atari 1050 single-sided disk drive that I found at
a
> local thrift store, complete with power supply and cable that connects
to the
> Atari computer. I turned on my Atari 400 and the disk drive after I
connected
> everything. The disk drive spins, and the light comes on, and there is
a
> slight normal grinding noise, but none of my cartridges (Basic and
> Atariwriter) that are supposed to use disk drives as well work. For
example,
> in Atariwriter, when I choose Format Disk or Save Disk, etc. I get a
"I/O
> Error". Same with BASIC, only this time it's Error 130. Can anyone
help? The
> only possibilities that I can think of are that the cable is connected
to the
> wrong port in back (which one is supposed to be used?), the little
"drive
> select" switch is in the wrong position, or the disk drive simply
doesn't
> work. Well, thanks for your help!
>
> -Sam
>
>
>

2382. Re: Treasures found in my attic

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <343303d0.692940@news.injersey.com>
Source record: 69776

On 1 Oct 1997 17:28:58 GMT, falcond@usa.net (Falcon) wrote:

-I have this exact setup, with my 130xe connected to my IBM Thinkpad.
I used
-APE to backup all my old floppy disk software onto my hard drive. It
is
-definitely worth the time and money if you want to relive all your
old Atari
-memories.
-

Falcon, do you have anything to send to the archive???

2383. Wanted: DOS 2.5

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: henryolery@aol.com
Message-ID: <19971002023801.WAA05548@ladder02.news.aol.com>
Source record: 69777

I'm looking for DOS 2.5 or 2.0 on 5.25 single-sided disk for my Atari 400. If you have a copy and could send me a copy for a small sum (like $2, $3 or $4), please let me know. Thanks!

-Sam

2384. SpartaDOS X bug:no end-of-file EVER in open-mode 12 (read+write)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60v9aphpg4@triglav.iwaynet.net>
Source record: 69778

Well I've known about this bug in SDX for a long time but I just realized that some poeple may not.

Basicly,a file opened for UPDATE (AUX1=12,read & write) will appear to have no end!
So a programme searching through the file for something will just keep going. Once it passes the EOF the file will just keep getting bigger until it fills the disk.
This happened to me with Atari Rogue.AROGUE keeps all the save games in one file.When you type your name it goes through the file in update mode looking for your entry.Once it finds it it reads in your info and then deletes it so you can't cheat by re-loading after you die or make a mistake.If you're not in save-game file it starts a new game.When you save it will open the file in APPEND (9) to add your save-game.
But,of course the first part never finished with SDX;the file just kept getting bigger.So I edited it so that the programme would do the search in READ (4) mode and if it found the save-game,it would NOTE the possition,re-open in UPDATE,POINT back to where it left off,and go on as the un-edited AROGUE did. (reading and deleteing the save-game record)

As you can see,ICD is just plain insane!

Also,because of the horrid way that POINT was implemented,the AROGUE.SAV file can only be 32k long.Also LOCKING the file doesn't DO anything in respect to AROGUE.It just keeps you from re-naming and deleting the file.You can still save your games.(if you try ERASE or RENAME you get error #170)

Net-Tamer V 1.09 - Test Drive

2385. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60v9achpg1@triglav.iwaynet.net>
Source record: 69779

On 1997-09-22 harveyklein@webtv.net(harveyklein) said:
>My objection is that the .zip format precludes Atari-only users from
>accessing the Atari archives. If it is more convenient for people
>with PC's, that is O.K. as long as there is also a format that can
>be used by Atarians.
>To lock out the people with the computer that the archive is meant
>for is what I think is nuts.

Since PCs and Ataris can both use ARCed DCM files that's what I would go for.
Especially since Lynx (doing FTP) and Gopher (FTP gateway) won't download DCM
files.Only ARC files.
(the NEW Lynx (2.7.1) DOES support manualy selecting IMAGE and ASCII mode for
files.But you have to type in the whole path and filename for the file)

Net-Tamer V 1.09 - Test Drive

2386. Ultima 4 hints (and XL-IT ones too)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-02 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <60v9blhpg19@triglav.iwaynet.net>
Source record: 69780

Tips for playing Ultima 4:
When the Gyppsy is asking you about what would you do "if?" always choose the Honesty answer.You can tell which is honesty because the Honesty card will be on the left for choice A,and right for choice B.Being "Honest" will make you the Mage so you'll never have Mariah join.I just like being the Mage plus you can steal all you want and don't have to worry about the Mage joining because you're him! You'll be able to buy the best armour and weaponry and you can make up for it later in the game.

Try to put off having any other players join until you have to enter the dungeons.That way random monster attacks will only have 1 or 2 monsters to fight.
(but the monsters in the dungeon "monster rooms" will always be the same number regardless of your party)
Make sure the character you pick can do magic so that you can cure yourself.

When opening a bunch of treasure chests,don't cure yourself right after being poisoned.Chances are that one of the next chests will have a sleep trap
(it's randomly chosen each time,though)
and you'll be cured.That's because you can only have one status at a time and a new status will overwrite the old one.And even if there are no sleep traps, you might get poisoned afgain by the next chest.Better to wait until you've opened them all.This second point also applies to swamp-travel.

If you're playing under XL-IT then turn on artefacting and turn off sound unless you have a really fast computer.(the sound's useless on my 80486-33)
Remember that this game is originaly made for the Apple,hence the artefacting and AM sound.(AM is what some call "digitized sound")
All the Apple had was GR.8 (with 4 artefacting colours instead of 2) and the console speaker.(console speaker is 1-bit on Atari and Apple)

Net-Tamer V 1.09 - Test Drive

2387. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <611fi9$lmc@freenet-news.carleton.ca>
Source record: 69671

(dklugh@iwaynet.net) writes:
> On 1997-09-22 harveyklein@webtv.net(harveyklein) said:
> >My objection is that the .zip format precludes Atari-only users from
> >accessing the Atari archives. If it is more convenient for people
> >with PC's, that is O.K. as long as there is also a format that can
> >be used by Atarians.
> >To lock out the people with the computer that the archive is meant
> >for is what I think is nuts.
>
> Since PCs and Ataris can both use ARCed DCM files that's what I would go for.
> Especially since Lynx (doing FTP) and Gopher (FTP gateway) won't download DCM
> files.Only ARC files.
> (the NEW Lynx (2.7.1) DOES support manualy selecting IMAGE and ASCII mode for
> files.But you have to type in the whole path and filename for the file)

I believe there is a command to make Lynx download any file, regardless
of its 'known' type. Try 'D' on the link (capital D).

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2388. Re: Bad sectors on disk images

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <611grl$mf0@freenet-news.carleton.ca>
Source record: 69672

"Dominik Mierzejewski" (dmg@priv.onet.pl) writes:
> Hello everybody!
> I wonder if anybody came across this problem:
> How to copy disks that have bad sectors?

APE can make images of copy protected disks, which you can then use
on your Atari. However, if you want to make REAL copies that can be
used in a real 1050, you will need alot of expensive hardware.

> Moreover, how to make programs which check for
> their presence work?

There are alot of clever ways. I think some houses like EA, put just
as much work into thier copy protection, as thier games. Duplicating
thier schemes is not easy.

Thats a really huge question, any specifics?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2389. UMich index becoming more usable

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <611hvk$4qj$1@nuke.csu.net>
Source record: 69673

I've submitted the Atari 8-bit section of the UMich archive to the
"registry" at http://shareware.com/

They require that an FTP archive have at least 25 files, and that it
have a ".QIF" file (which contains each filename followed by its
size, last-modified date, and description)

So, I fired up GCC and created a program called "makeqif" which added
every file in the archive that contains a ".blurb" file into this
QIF file.

Only about 230 files are currently listed, and some of the descriptions
are a bit cumbersome, but it's a start!

I may create a web-based search engine for it and place it on either my
own site or on UMich, if I can find a place to put web files...

If you wish to download the QIF file for some sick reason, it's currently
142Kbytes.

Take care! Hopefully shareware.com will index it soon! :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2390. Re: Treasures found in my attic

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: redeyer@interlog.com
Message-ID: <611m03$c84$1@news.interlog.com>
Source record: 69674

While it would be neat to start toying with the 8-bit Atari again,
I already have more than enough hobbies I'm neglecting. I think
I've decided to send my 130XE to a more loving home. The system
consists of :

- 130XE (good)
- JIL JMMR1901 green monochrome monitor 12" (fair)
- 1050 disk drive (excellent)
- XMM801 printer (excellent)
- Wico Command control joystick (good)
- All cables, power supplies, manuals for above
- A few of the Compute! books
- Cartridges :
Microsoft Basic II (incl. manual)
AtariWriter (incl. manual)
The Writer's Tool (incl. manual)
Millipede
Eastern Front

I put 120V to everything and it all seems to work just fine. At
this point, I'm not really interested in selling things piece by
piece. So who wants the whole lot?
(I live in the Toronto area, and to be honest I would
prefer to deal with somebody face to face rather than the
hassle of shipping)

Offers?

Thomas Rohricht, | "Be the proud captain
(Red-Eye Research) | still of thine own fate"
redeyer@interlog.com | - J.B. Kenyon -

2391. Re: UMich index becoming more usable - Web search soon!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <611nv4$7ub$1@nuke.csu.net>
Source record: 69675

I placed a copy of that QIF file on my website account and have
begun creating a search engine (not unlike http://shareware.com/)
which will be specifically FOR the Atari 8-bit!

All other FTP archive maintainers, please e-mail me and we'll
talk about adding your FTP archive to the list of searchable
sites! (Which of course so far is only UMich. :))

COMING SOON FOLKS! :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2392. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: kerokitty@aol.com
Message-ID: <19971003034601.XAA02505@ladder02.news.aol.com>
Source record: 69676

Its part of the computing culture of the 80's. You were either an Atari, Apple, or Commodore person. Most people have strong feelings for the machine. True, my Atari never failed me. Can't say that much about the IBM type machines, can we???

Reggie

Long live the Atarian Federation!!!
(I'm really too old to say those kind of things now)

2393. Re: 6502 multitasking OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: supercat@MCS.COM
Message-ID: <6123rjrjb1@Mars.mcs.net>
Source record: 69677
Cross-posted to: comp.sys.cbm,comp.arch.embedded,comp.sys.atari.8bit,comp.sys.apple2.gno,comp.sys.apple2.programmer

[note followups]

In article <34341ced.676976@news.inet.gr>, <phelix@vallnet.com> wrote:
>
> It's best to think in terms of what's the difference between
>preemptive and non-preemptive. Both describe how the cpu switches from
>running one program to another (to give the illusion of running multiple
>programs simutaneously). In a preemptive OS (UNIX, OS/2, NT, etc.), the
>CPU switches from one program to another every so often (like every 1/10
>second) automatically without the program's request or permission, hence
>the term preemptive.

Although many pre-emptive multitaskers use time-slicing, the real issue
is whether task switching may occur "anywhere", or only at places the
application has specifically allowed it (note that placing a "yield" call
within all of the program's time-consuming loops may often be sufficient).

Pre-emptive systems may task-switch under any of the following conditions:

[1] The current application has had the CPU for "too long".

[2] An I/O or delay request by a higher-priority task has just been comp-
leted (typically by an interrupt handler).

[3] The current application either deliberately gives up the CPU (a "yield"
or "delay" call) or attempts some I/O that can't be done immediately
(but which will trigger an interrupt when ready).

> In a non-preemptive system (DOS, Win3, Older Macs), each program
>must explicitly hand control back to the OS every so often (by calling a
>system function) so that the cpu can switch to another program. If a
>program fails to do this, it will run forever and no other programs will
>run.

Some non-preemptive operating systems include a "watchdog" function which
can terminate any task that goes for "too long" (settable) without giving
up the CPU; alternatively, some OS's (like Macintosh System 7) allow the
user to terminate a task that seems to be hanging the system ("Not resp-
onding")

> That's the difference between preemptive or non-preemptive; whether
>it's the OS or the program that decides when to relinquish control to
>another program. Generally, preemptive is better, since one program can't
>hog the cpu (note to all you flamers: I said generally, not always.)

Which style of multitasking is better depends upon a number of factors; each style has pros and cons.

Advantages of preemptive multi-tasking:

Slow tasks can't hog the CPU too badly unless given high priority.

Can obtain tolerable performance even with applications whose design is not optimized for multi-tasking.

Interrupt-driven task switching may allow very efficient I/O; rather than having to "busy-wait" for I/O to complete, an application may give up control of the CPU during an I/O request and get it back as soon as the I/O is done.

Advantages of non-preemptive multitasking:

Since task switches only happen at known times, requirements for protecting shared variables are minimal. For example, if two tasks both need to read/write a shared linked-list structure, it's easy to make them work together safely on a non-preemptive system (simply don't offer the OS the chance to switch tasks during an update). By contrast, on a pre-emptive system it's more difficult to perform such operations safely without simply surrounding them by "don't let any task switches occur here" calls (which then creates opportunities for obnoxious tasks to hog the system).

Depending upon system register-saving conventions, the context-switch required for non-preemptive multitasking may be much less expensive than that for preemmptive. For example, if convention (on a 31-reg. system) dictates that registers 1-15 may be freely trashed by subroutines and 16-31 must be preserved, then a non-preemptive task switch only requires saving 16 registers (#16-31). By contrast, a preemptive task switch would require saving all 31.

> Now, multithreading is a finer hair to split. Think of a program
>as the actual code being executed (called a thread) and the chunk of
>memory it's running in (called the address space). In single-threaded
>systems, every thread gets it's own address space. However, in a
>multithreaded system, you can have several threads running in the same
>address space; which means that one program can do several things
>simultaneously. Think of it as multitasking for a single program.

Right; if you think of tasks/threads as workers and processes as offices, then OS's can be divided into four logical classifications:

[1] Single-tasking, single-threading
There is only one worker; he can only be in one office at a time.

[2] Single-address-space, multi-threading
There are many workers, all within the same office. While workers can easily share work, they have no protection from each other; if one worker makes a mistake (e.g. putting a document in the 'circular file' rather than the vertical file) it can disrupt everyone's jobs.

[3] Multi-tasking, single-threading
There are many workers, but only one worker can be in any particular
office. It's much harder for an errant worker to disrupt others;
unfortunately, it's difficult for several people to work together on
a job.

[4] Multi-tasking, multi-threading
There are many offices, and workers may be placed into these offices
in whatever way works best. If several workers have to work on the
same job, they may share an office to facilitate interaction. While
an errant worker may disrupt his office-mates, only the job he (and
they) were working on will be affected; other jobs will be unaffected.

Approach [1] is the simplest; number [4] is the most versatile. No's [2]
and [3] both have definite strengths and weaknesses; both of them will
have some severe problems in certain applications.

My preferred system architecture, when doing embedded systems, is to rely
upon cooperative multitasking while using interrupt handlers to manage I/O.
The interrupt handlers do not perform any task switching; they merely
buffer data until the appropriate task comes around to read it. This
approach works well on many CPU's, even those where pre-emptive multitask-
ing would be difficult or impossible (e.g. the PIC series of microcon-
trollers). YMMV of course, but cooperative multitasking should not be
underestimated.
--
----
supercat@mcs.com | "Je crois que je ne vais jamais voir... | J_/L
John Payson | Un animal aussi beau qu'un chat." | (o o)

2394. Re: SpartaDOS X bug:no end-of-file EVER in open-mode 12 (read+write)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34350C50.5A885B3C@ix.netcom.com>
Source record: 69678

dklugh@iwaynet.net wrote:

> Well I've known about this bug in SDX for a long time but I just realized that
> some poeple may not.
>

Actually, it is documented in the SDCS and SDX manuals.

> Basicly,a file opened for UPDATE (AUX1=12,read & write) will appear to have no
> end!
> So a programme searching through the file for something will just keep going.
> Once it passes the EOF the file will just keep getting bigger until it fills
> the disk.

Obviously, the original programmer didn't know how to use update mode
properly. It's fine to open and read/update the data, but close the blasted channel
before you try to do something else. This will close the file and allow for the
next function without this sort of problem. I wrote a rather complex family
history program that used update mode, note and point very heavily. Besides that,
it could read/write/format andupdate the files spanned across multiple floppies. I
never ran into this problem. This was created using a 130XE, XF551, SpartaDOS 3.2d
(first then lated SDX) and BASIC XE.

> This happened to me with Atari Rogue.AROGUE keeps all the save games in one
> file.When you type your name it goes through the file in update mode looking
> for your entry.Once it finds it it reads in your info and then deletes it so
> you can't cheat by re-loading after you die or make a mistake.If you're not in
> save-game file it starts a new game.When you save it will open the file in
> APPEND (9) to add your save-game.
> But,of course the first part never finished with SDX;the file just kept getting
> bigger.So I edited it so that the programme would do the search in READ (4)
> mode and if it found the save-game,it would NOTE the possition,re-open in
> UPDATE,POINT back to where it left off,and go on as the un-edited AROGUE did.
> (reading and deleteing the save-game record)
>

SpartaDOS uses a much better form of Not and Point which can be used with
the normal BASIC command set. You really only need one value (the offset byte
nymber from the beginning of the file) instead of the two values (sector and byte
in that sector). RTFM for SDCS or SDX in the programming with SpartaDOS section.
It's all there!

> As you can see,ICD is just plain insane!
>

Not at all. I think they did an excellent job. I just wish there was an
updated MSDOS like command set. The SDX cart I have (4.19) plus all the extra comm

programs I've collected aren't as complete. However, some of the SD COMs are better than the MS versions.

> Also,because of the horrid way that POINT was implemented,the AROGUE.SAV file
> can only be 32k long.Also LOCKING the file doesn't DO anything in respect to
> AROGUE.It just keeps you from re-naming and deleting the file.You can still
> save your games.(if you try ERASE or RENAME you get error #170)
>

Well, of course you'd get that error. It is expecting to find a specific file and if you've erased it, it returns the 170 error. Try copying the data file so you have a backup if you make a mistake or die in that session. Then simply recopy the file to its original name and try again.

> Net-Tamer V 1.09 - Test Drive

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2395. Re: XL-It and disk images

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34350E06.B2759985@ix.netcom.com>
Source record: 69679

Sean Lester wrote:

> Has anyone had any problems getting certain disk images to work? I have
> tried to get Gemstone Warrior, Eternal Dagger, and Karateka to run but
> unfortunately cannot. Even on other emulators they do not work. In
> Karateka's case, the game loads but as soon as a key is pressed it crashes.
>
> Any suggestions?
>

Try moving the program to a different DOS formated ATR image. If it's in
AtariDOS 2.5, Try MyDOS or SpartaDOS 3.3. Also try a different emulation mode
800, 800XL or 130XE. Sometimes a different combination of these could make all
the difference.

> Also, if Markus won't update XL-it anymore, maybe we could persuade him to
> make the source code available so someone else can do it. Of all the
> emulators, his is nearly the most perfect(if that's possible). I feel with
> some concerted effort, the emulator could be made to run 99.9% of everything
> accurately.
>
> Thanks!!
>
> Sean
> rslester@hotmail.com

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2396. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: atkin@nospam.mayo.edu
Message-ID: <3434fd2d.1193740015@mayonews.mayo.edu>
Source record: 69680

On 26 Sep 1997 17:11:15 GMT, "Charles Crowder"
<manual-motion@worldnet.att.net> wrote:

>Where is the power plug in?

Believe it or not, the power plug for the 5200 was on its RF
modulator, which was also the TV/game switch. Power in and signal
out was caried on a single coax, and when you pressed the 5200's power
button (its only button) the RF modulator automatically switched from
TV to game.

Aesthetically, it was pretty cool. But if you don't have that
critical part, you'll probably have a different opinion.

Geoff Atkin

--
The above "From:" address has been altered to reduce junk e-mail.
To recover my real e-mail address, delete "nospam." Opinions
expressed herein are mine, not my employer's.

2397. XL Search - The first Atari FTP search engine!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <613i9s$6qt$1@nuke.csu.net>
Source record: 69681

I've spent one evening on this new web-based search engine (Lynx compatible,
of course), which is loosely based on the format of Shareware.com
(minus the clutter).

Please come test it out and tell me what you think. Some of the
descriptions are messed up, but that's because the ".blurb" files on
UMich need some work.

It also has a very limited database. About 270 files from UMich.
This because the other 3000 files don't HAVE ".blurb" files or have
misnamed ".blurb" files.

This will be corrected as time goes on.

Also, this search engine isn't going to be limited to UMich! Any other
FTP archive of Atari 8-bit shareware/freeware can add themselves.
See the "Help" page on the site for details!

http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

Another Atarian work from New Breed Software (me!)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2398. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <34355A95.4E51@administaff.com>
Source record: 69682

Geoffrey Atkin wrote:
>
> On 26 Sep 1997 17:11:15 GMT, "Charles Crowder"
> <manual-motion@worldnet.att.net> wrote:
>
> >Where is the power plug in?
>
> Believe it or not, the power plug for the 5200 was on its RF
> modulator, which was also the TV/game switch. Power in and signal
> out was caried on a single coax, and when you pressed the 5200's power
> button (its only button) the RF modulator automatically switched from
> TV to game.
>
> Aesthetically, it was pretty cool. But if you don't have that
> critical part, you'll probably have a different opinion.
>
> Geoff Atkin
>
I recently picked up my first 5200, and having never seen one up close,
was totally confused. Took me at least 15-20 minutes before I clued in
to the RF as being the source for the power. I must've turned the main
unit around and around 50 times trying to find someplace to plug the
adaptor into it. :}

Dennis

2399. Re: new MYDOS features

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6f9xsI-4zHB@peter.soemtron.sb.sub.de>
Source record: 69683

In article <new MYDOS features>, dklugh@iwaynet.net wrote:

Howdy dklugh!

> (but not read) past the end of file it would automaticly switch into append
> mode.
>
> Also a way to indicate the last sector in the file when you opened for mode
> 9 (write+append) so that it could go directly there instead of going through
> the entire file.Of course the programme would have had to had been at the
> last sector previously to know what it was.

good idea, but I always missed in an atari-Dos a standard drive-letter.
for example:
when d8: is the actual standard drive:

copy test.dat d:

instead of

copy d8:test.dat d:...

no problem!?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2400. Re: Treasures found in my attic

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <611v1ghbl3@triglav.iwaynet.net>
Source record: 69684

On 1997-10-01 da6rkroom@ix.netcom.com said:
>Will APE/interface cable work with an 800? Also, where can I get
>APE and/or the interface cable?

APE is free from seka.nacs.net in the user directory belonging to "classics".
(hence "~classics")

There is no "APE cable".APE uses the SIO2PC cable.There is a APE-specific cable
called "PRO System" but that's more like the Xformer cable.

The cable should work with ALL Ataris.Perhaps not the 1200XL for power reasons.

Net-Tamer V 1.09 - Test Drive

2401. Re: VT-100 supported on Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <611v12hbl1@triglav.iwaynet.net>
Source record: 69685

On 1997-09-23 kendrick@zippy.sonoma.edu(WilliamKendrick) said:
>Set your BBS's account to VT only (ie, turn off ANSI) and use either

Actually VT102 and ANSI are pretty much the same thing.
IBM BBSs use the IBM character set,not the ANSI one.So a ANSI(?) terminal would
actually not work that well.And Ice-T doesn't let you change the character set.
(FT-80 does,but only allows 128 characters,obviously)

>FlickerTerm-80 (which flips between two 40-column screens with fonts
>that span only the left, and only the right half of the characters)
>or Ice-T or Ice-T XE (128K RAM required) (which uses a 320x192
>graphics screen and some Display List manipulation to increase the
>vertical scrolling speed probably, oh, 800-fold compared to other
>320x192 text modes).
>Both are excellent programs. Both are available at the UMIch

FT-80 is faster than Ice-T.

>archives:
>http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/
>(via FTP access it's ftp.archive.umich.edu then "cd atari/8bit...
>etc." although FTP access is extremely hard to get <:^( )
>Unfortunately, I haven't used EITHER enough to get to know them
>very well. They came out around or after my SX212 died and since
>the best Atari modeming I could do was 2400 bps with a P:R:
>Connection. (My 14.4k that I use with my PC refuses to work with
>the PR!)

This is what I was talking about.Ice-T and FT-80 (and BobTerm) don't have
support for buffered modems.You'll have to run Kermit-65 first to un-lock the
modem.You'll have to run K65 after every coldstart.
Oh,once you have loaded kermit you have to use the "connect" command for it to
actually modify the status of the RS232 port.Then OPTION and then "C" to get
back to command mode.

If you ever decide to use K65 for file transfers remember that if you abort the
transfer with BREAK,that it won't close the file until you do another transfer
or quit the programme.(perhaps other commands close the file as well)
So obviously don't take out the download disk until closing the file.
(especially with SpartaDOS,which would wipe out more than 1 sector)

Net-Tamer V 1.09 - Test Drive

2402. Re: 8-bit to Mac transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <611v1ehbl2@triglav.iwaynet.net>
Source record: 69686

On 1997-09-22 marksim@bitstream.net(MarkL.Simonson) said:
>> So in fact it's a RS232 cable;not a printer cable at all???
>The Mac's two serial ports (for modem and printer) are RS-422, but
>can be used as RS-232 if the cable is wired the proper way, i.e.,
>the recieve + line must be grounded. Here is the schematic:
>The ports as viewed on the back of the Mac and the 850:
>Mac 8 pin mini-modem Atari 850 9 pin DIN connector
>(or printer port)
>8 7 6 5 4 3 2 1
>5 4 3 9 8 7 6
>2 1
>Cable schematic:
>Macintosh Mini-8 Port 9 Pin RS-232 (850
>Port #1) Signal Name Signal Pin Pin*
>Signal Signal Name ---------- ------ ---
>--- ------ ---------- Handshake Out
>HSKo 1 Not connected 6 DSR Data Set Ready
>Handshake In HSKi 2 Not connected 1 DTR Data
>Term Ready Transmit - TD- 3 ----------> 4 RD
>Receive Receive - RD- 5 <---------- 3
>TD Transmit Transmit + TD+ 6 Not connected --
>-- 7 Not used Signal Ground SG 4 -----|----------
>5 SG Signal Ground Receive + RD+ 8 -----|
>Mark

uh,your message is fill with garbage characters.(high ASCII)
I'm surprised this even got through without the high bit being striped.

Net-Tamer V 1.09 - Test Drive

2403. 64 file limit for SpartaDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-03 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bcd00f$5ef2f980$b0f7c9c7@dangermouse>
Source record: 69687

I have created a 720Kb double-density disk image using SIO2PC, and formatted it as an 80-track double-sided double-density disk using the SpartaDOS 3.2G XINIT utility.

However, with over 1000 blocks still free, I am getting error code 169 when attempting to copy new files to the disk. My Atari reference guide says this message means the maximum of 64 files per disk has been reached. Is this true? I am really limited to just 64 files using SpartaDOS 3.2G?

Any suggestions would be appreciated

Thanks in advance.

Graham

---

remove the .nospam from the E-mail address to reply.

2404. Re: SpartaDOS X bug:no end-of-file EVER in open-mode 12 (read+write)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <614aqr$nh6@alexander.INS.CWRU.Edu>
Source record: 69688

(Continuing saga of SD vs MyDOS, etc.)
Ok, I tried my program with DOS 2.0S and DOS 2.5. Only
worked if I specified a full filespec. Now, since my program
doesn't work properly with 2/2.5, I'd say that's pretty
busted, so I plan to fix it. But, Oh, well. I've already
bugged B. Kendrick a bunch with a new version that works
with MyDOS. Maybe he'll read this and not post the new
version.
BUT, the neat thing I did. I ran DOS 2.5, DOS 2.0s, SD 3.2d
and SD X AND NEVER TURNED THE COMPUTER OFF. Ha hahahah.
The A8 is so sweeeeeeeeeeeeeet.
Russ G.

2405. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <614fcf$1uc$1@newbabylon.rs.itd.umich.edu>
Source record: 69689
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 164 Oct 1 05:48 ./8bit/Demos/Mega/asskick.blurb
-rw-r--r-- kendric 1630 Oct 1 06:09 ./8bit/00.CHANGES
-rw-r--r-- kendric 312 Oct 1 06:05 ./8bit/Telecomm/Terminals/icetx272.blurb
-rw-r--r-- kendric 1535 Oct 1 06:05 ./8bit/Telecomm/Terminals/icet800.blurb
-rw-r--r-- kendric 250 Oct 1 05:58 ./8bit/Info/Routines/gl2demo.blurb
-rw-r--r-- kendric 5440 Oct 1 05:57 ./8bit/Info/Routines/gl2demo.txt
-rw-r--r-- kendric 415 Oct 1 06:08 ./8bit/Emulators/Peripherals/ape115d.blurb
-rw-r--r-- kendric 1228 Oct 1 05:41 ./8bit/00.CHANGES.97.07.07
-rw-r--r-- kendric 3211 Oct 1 05:44 ./8bit/Games/Card/cardpack.blurb
-rw-r--r-- kendric 145867 Oct 2 21:23 ./8bit/atari8.qif
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

2406. ||||||||||||||||||||||||| M S O F F I C E P R O 97 $1 4 5 |||||||||||||||||||||||||

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: "AVEAVE savebig"@greatdeal28.com
Message-ID: <041097003450@greatdeal28.com>
Source record: 69690

/_/_/_

2407. Re: Atari t-shirt.

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: sixosix <sixosix@ibm.net>
Message-ID: <3435CBFD.62B0@ibm.net>
Source record: 69691

Raphael James Espino wrote:
>
> In article <01bcc8a5$3c6d8220$ef15460c@ast-adventure>
>
> tyrone drew bekiares <tbekiare@students.uiuc.edu> wrote in article
> <6078nq$p9$1@vixen.cso.uiuc.edu>...
> > anyone know if there is a current distributor of t-shirts sporting
> > the old Atari logo? preferably one which allows credit card orders
> > over the web or something equally convenient?
> There's recently been a whole lot of Blue Atari T-shirts appear in the music
> stores (HMV, Virgin...) here in the UK. The T-shirts have an Atari logo on
> the front, with the word Atari underneath it in the Atari font, and under
> that in small writing it says copyright 1996. I was surprised when I first
> saw them, but they seem to be all over the place (I've seen them in 4
> different shops). Question is where did they all come from? And how come
> they're being sold in music super-stores all of a sudden? Anyone know?

Hi,
Yes, they are probably capitalizing on the new musical group *Atari
Teenage Riot*. Too bad that these dorks chose Atari in their band name,
it's a bunch of idiots screaming over a very noisy sound (I wouldn't
call it music).

Happy Atariing,
Mike "sixosix" Bain

P.S. I have a canon BJC-4100 and I got some transfer paper and printed
out some Atari symbols and made my own Atari t-shirts!!! :o)

2408. Re: Couple Questions...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: "Todd S. Elliott" <eyeth@erols.com>
Message-ID: <3435D22A.110B7377@erols.com>
Source record: 69692

christopher f. chiesa wrote:
> In article <342E8BF6.F4394C3A@erols.com>,
> Todd S. Elliott <eyeth@erols.com> wrote:
> >Hello.
> >
> >Before I go any further, I should, in fairness, note that I program for the
> >ENEMY. (For the uninitiated, the computer I use contains a '64' in its name
> >and begins with the letter 'C'.) :)
>
> Shame on you. Didn't your Mom ever wash your mouth out with soap for
> saying dirty words? :-)
>
I just reminded myself of this irony in my life. I learned how to program in
6502 ML from an Atari text floating on a local BBS waaaay back in 1984 or 85.
Good as gold.

-Todd Elliott

2409. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_875959534@rtfm.mit.edu>
Source record: 69693
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2410. little new program...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6fDxtUJKzHB@peter.soemtron.sb.sub.de>
Source record: 69694

Howdy!

I just programmed on my pc a little tool which converts standard b/w PCXs
into GR.8 ".PIC" files, also a very simple pic viewer in Turbo Basic.

does any one of you need it? It's very amusing to see some new cool hires
b/w graphics...

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2411. Atari Computer items

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <615d5rpc1@news3.voicenet.com>
Source record: 69695
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
Atari Items for Sale plus shipping - pre-paid only

Atari 800 Computer w/power supply..................... $49
Atari 1050 with Power Supply.......................... $29
Atari power supply for 1050 drive..................... $19
Ape Face Model XLP Digital Device..................... $39
Atari 850 Interface no power supply................... $39
Atari XMM801 printer.................................. $24
Atari 1020 Printer.................................... $15
Atari 410 Program Recorder (tape deck) (2).......... $14
Atari 400 Program Recorder (tape deck)................ $12
Cables for Atari etc from Chelco (6) ................ $ 8 each
Hot Stuff Joystick (rough)............................ $ 7
Paddles (3 sets)...................................... $12 each
WICO Command Control Joysticks - rough............... $12 pair
DVE Printer Power Supply Model DV-2412A.............. $10
50 5-1/4 diskettes ................................... $10
50 3-1/2 diskettes.................................... $12.50
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

ALA Software - G-Men ALA Software - Assasins Cove
Bond Analysis Con*Putation
Cranston Manor Adventure (no box) DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler DeBug by Childware
Enhancer Hard Hat Mack by ElectArts

Leader Board Golf Game (no box) MatchBoxes
MegaFont II from XLEnt Software Master Diskette 3 (no box)
Murder on The Zinderneuf My First Alphebet (no box)
Page Designer from XLEnt Software Print Shop
Reading Skills Sesame Str Astro-Glover (3-6)
Spinnaker Alphabet Zoo (3-8) Spnker Hey Diddle Diddle
(3-10)
Spinnakers Kids on Keys (3-9) Spinnaker Kindercomp (3-8)
The Big Math Attack The Jar Game & Chaos
Tinks Adventure (4-8) Tuk Goes to Town (4-8)

Star Voyage Series - Star Voyage 1 & Star Voyage 2
Sesame Street Print Kit for Atari & Commodore
Graphic Generator by DataSoft w/box & docs
```

The Halley Project - A Mission in Our Solar System (no box)
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Tonk in the Land of Buddy-Bots (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Analog Disk #57 Analog Disk #73 June 1989
Andromeda Conquest Astro Grover
Cardware High Tech Expressions Caverns of Mars
Compute Disk October-December 1986 Compute Disk January-March
1987
Crypto Cube (2) DISKEY from Adventure
International Hacker
Ghostbuster Jingle Disk High Tech
Expressions Lode Runner
Lucas Films Ballblazer Match Up
Master of Lamps Memory Mania & Maxwells Demon
Micro Addition Micro Division
Micro Multiplication Monkey See, Monkey Spell
Moon Shuttle My First Alphabet
On Track Racing Paint Master Diskette
Print Shop Sea Bandit
Shape Up Sky Blazer from Broderbund
Spiderman Spy vs Spy
Summer Games - Tetrad
T.G,I,F. The Quest
Threshold Touchdown Football
Trapazoid Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore
Adventure 7.8.9 from Adventure International
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10

Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Artist Atari Writer Word Processor
Basic Language Computing (2) Demon Attack
Donkey Kong E.T. Phone Home
Galaxian Millipede
Missile Command Music Composer (2)
Pacman Qix

Sea Horse Hide & Seek Sky Writer
Space Invaders
.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)
.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Andromeda Conquest Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800 Figure Fun
Ghost Hunter w/docs Gulp!!
Introduction To Graphics Joystick Sketchpad
Jungles Rainbow w/docs Juggles Rainbow
Moon Shuttle Sea Bandit
Spelling Genie Sargon II --

Star League Baseball States & Capitals

Atari Program Exchange - Midas Touch
Hickory Dickory Dock/Baa, Baa Black Sheep
List, General List, List Customizer
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing
.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Disk Operating System DOS 3
Atari Explorer Magazine Summer 1985

Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Missile Command DOC
Atari Music Composer DOC
Atari Program Exchange - A guide to Effective Programming
Atari Space Invaders DOC
Atari Star Raiders DOC
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari Assebler Editor Users Manual
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS --
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

2412. **** FOR SALE: ATARI GAME CARTRIDGES FOR ATARI MODEL 2600 ****

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <3453a3a3.75693201@news.erols.com>
Source record: 69696
Cross-posted to: alt.atari,alt.atari.2600,rec.games.video.atari,rec.games.video.marke,rec.games.video.class,rec.collecting,comp.sys.atari.8bit,alt.toys

```
Soccer
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Phoenix
Football
River Raid
Berzerk
Asking price $2.00 ea plus shipping or best offer for the entire lot.
Contact happyman at erols.com
```

2413. Fax-Proggie for the XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <36f3df79.fc40.1138@raukamp.dame.de>
Source record: 69697

Hi together,

I just thought about a nice project for a useful programm.
What about using the XE as a very comfotable faxmachine. The speed of the serial interface should be fast enough for a fax.
Maybe this would be a great chance to get a real cheap faxmachine.
What do you think? Is there such a program out there - wpould you use such a program?
--
cu -- thomas -- fonfax (+49)4331849337
-- atariFALCON030 -- atariMSTE4 -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

2414. IDE Interface from Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: William Chiuchiolo <ns!chiuchiolo@sprynet.com>
Message-ID: <01bcd10c$edf991e0$3ec1afce@SPRY471431>
Source record: 69698

Does anyone have the driver code/schematic for the IDE interfaced that appeared/was supposed to appear in Atari Classics magazine last year? I am looking for a copy and will pay shipping.

Is anyone interested in building one for me (I have a 130XE) and what would the cost be?

2415. Re: XL-IT: Can't find it

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <34371F30.6196@mail.utexas.edu>
Source record: 69699

Peter Morawiec wrote:
>
> Help! I searched for it but can't find it.
++++++++++++

peter,

try this :

ftp://CloserToHome.dyn.ml.org/ftp/pub/Atari_8bit/More_Atari8bit/EMULATORS/

tom hunt has many versions, including the latest (last?) ver .20

good luck,
robert

2416. Re: Difference between 1200XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: Christopher Kmiec <ckmiec@concentric.net>
Message-ID: <3437110B.8E5C0DD1@concentric.net>
Source record: 69700

Thanks a lot for the answer. I just want to have a basic system for now
to play around with (and I have way too many computers set-up allready,
like C128, ST, A500, Pentium) so it looks like 800XL is the choice for
now.

Chris Kmiec

Brent Buescher wrote:
>
> Christopher Kmiec <ckmiec@concentric.net> writes:
>
> > Can someone tell me what are the differences between them? I know that
> > 1200XL doesn't have BASIC built-in, has 4 function keys, and some demo
> > programs, but what else? If someone could point me to a picture of, it
> > would be GREAT...
>
> The "demo program" is just a cool rainbow fuji that replaces the "memo
> pad" function in the 400/800 models. I think. Just discovered my
> 1200XL isn't working. :(
>
> There is no Parallel Bus Interface.
>
> The OS is somewhat different than either the 800/400 OS revs and the
> XL/XE OS. It lacks PBI support, for one.
>
> It has LEDs on the keyboard that are controlled by some of the bits of
> the PIA. I forget what info they report.
>
> The keyboard is larger, has a nicer layout and is considered by many
> to be the best-quality keyboard of all Atari models.
>
> It has an internal power supply like the 800 which takes a 9V AC
> input. There is supposedly a Bob Woolley mod for removing this and
> replacing it with an external Atari 520ST floor wart to make room in
> the case. I've never seen it though.
>
> The SIO has a current-limiting resistor that can prevent devices that
> draw their power from the SIO from functioning. It can be easily
> removed though.
>
> The stock monitor output is even worse than the 800XL. Supposedly the
> video output is actually the best of any atari model IF one performs
> Ben Poehland's Super Video upgrade (a major overhaul of the video
> amplifier) because the video amplifier has a three-transistor
> "saturation boost" circuit.

>
> There are instructions out there by Bob Woolley on adding the XL/XE
> OS, built-in BASIC, and the PBI to the 1200XL. The final step of
> adding the PBI looks pretty daunting though. A number of people who
> are quite good at hardware hacks (Ben Poehland for one, if I recall
> correctly) have reported trouble getting it to work. The ROM upgrade
> part looks pretty simple though.
>
> I *think* some of the RAM upgrades for the 800XL can be installed and
> some can't. Been meaning to find out for sure when I start hacking
> the 1200XL.
>
> Brent
> (who is still trying to find the time to do the Super Video and ROM
> upgrade mods on his 1200XL)

2417. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: *dhugdahl@isd.net
Message-ID: <3436c7aa.5352441@news.isd.net>
Source record: 69701

On Wed, 01 Oct 1997 00:16:42 GMT, jhardie@pipeline.com (John Hardie)
wrote:

>How well do you think it will compare to Activision's Shanghai for the
>8-bit?
>

Ok, I've heard rumors that Activision's Shanghai does exist for the
8-bit. Do you actually have a copy?

2418. Re: SpartaDOS X bug:no end-of-file EVER in open-mode 12 (read+write)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6147j6$clh@alexander.INS.CWRU.Edu>
Source record: 69702

(D. Kluge gets, well, a bit blasted by R. S. Ely, and Bob Klass
also likes SmartDOS.)
I agree 100% with Kluge about reading the manual. Why waste
ten minutes reading the manual when you can go straight to
the computer and spend hours trying to figure it out and
then have a neat discussion on csa8? (Actually, I don't
read the manual, didn't read about 9 and 12 in SD books.)
And for Bob Klass. I checked to see if my crc16 (v 2.2)
worked with SmartDOS. Well, it didn't get the same problem
as with MyDOS, and I haven't tracked it down, but it did
have a problem, which leads me to believe it is programmer
error, but my brother is a UA pilot and we don't like
things like 'pilot error' or 'programmer error'.
So, it might be ACTION!, it might be the program, or
the DOS, but I get different results every DOS I try.
Basically the program works(crc16 for A8). For SpartaDOS
you have to give at least one letter of the file you
want to check:

D:C*.*
D1:*.* won't do anything with SmartDOS.
Regards, Russ

2419. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: chris@shenleyfields.demon.co.uk
Message-ID: <chris-0410970915410001@shenleyfields.demon.co.uk>
Source record: 69703

Rainbow does try to emulate color artefacting in DROL and LODERUNNER.
Seee URL below for more.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: chris@shenleyfields.demon.co.uk
WWW: http://www.shenleyfields.demon.co.uk/

2420. Re: little new program...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <615p9bent1@nuke.csu.net>
Source record: 69704

Thomas Havemeister (peter@soemtron.sb.sub.de) wrote:

: I just programmed on my pc a little tool which converts standard b/w PCXs
: into GR.8 ".PIC" files, also a very simple pic viewer in Turbo Basic.

: does any one of you need it? It's very amusing to see some new cool hires
: b/w graphics...

Sure! Send it over! Does it resize PCX's, or do they need to be 320x192
(or smaller) to begin with? My title animation for Gem Drop and my
title graphic for Mah Jonng were done on the PC. Nothing amazing.
I just wanted to use some nifty fonts and have some huge text. :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2421. WTB: SynAssembler on cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <875990605@stackbbs.xs4all.nl>
Source record: 69705

-=> Quoting Mgf@sinistar.idle.com to All <=-

Mg> I'd like to buy SynAssembler on cart with box and docs for $30 or so.
Mg> If you have one for sale, or know of a vendor that does, please let me
Mg> know.

Was SynAssembler ever released on cartridge?
I've got the disk version. This version didn't run on the
65XE/130XE series though. My brother had to patch it, so I
was able to use it on those machines...

Success in finding the cartridge version.
Bo.
___ Blue Wave/386 v2.30

2422. Difference between 1200XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: Christopher Kmiec <ckmiec@concentric.net>
Message-ID: <3436C19A.18E96452@concentric.net>
Source record: 69706

Can someone tell me what are the differences between them? I know that 1200XL doesn't have BASIC built-in, has 4 function keys, and some demo programs, but what else? If someone could point me to a picture of, it would be GREAT...

Thanks,

Chris Kmiec

2423. XL-IT: Can't find it

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: Peter Morawiec <peterm@datadepot.com>
Message-ID: <616vge$dg5@news1.ni.net>
Source record: 69707

Help! I searched for it but can't find it.
Could someone tell me where it is
exactly (or send it to me?) Thanks!!!

-Peter

2424. Re: Difference between 1200XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2iuvc7uwy.fsf@caligula.srv.net>
Source record: 69708

Brent Buescher <buesch@srv.net> writes:

> The SIO has a current-limiting resistor that can prevent devices that
> draw their power from the SIO from functioning. It can be easily
> removed though.

Make that "removed and replaced with a jumper."

Brent

2425. Re: Difference between 1200XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2k9fs7vui.fsf@caligula.srv.net>
Source record: 69709

Christopher Kmiec <ckmiec@concentric.net> writes:

> Can someone tell me what are the differences between them? I know that
> 1200XL doesn't have BASIC built-in, has 4 function keys, and some demo
> programs, but what else? If someone could point me to a picture of, it
> would be GREAT...

The "demo program" is just a cool rainbow fuji that replaces the "memo pad" function in the 400/800 models. I think. Just discovered my 1200XL isn't working. :(

There is no Parallel Bus Interface.

The OS is somewhat different than either the 800/400 OS revs and the XL/XE OS. It lacks PBI support, for one.

It has LEDs on the keyboard that are controlled by some of the bits of the PIA. I forget what info they report.

The keyboard is larger, has a nicer layout and is considered by many to be the best-quality keyboard of all Atari models.

It has an internal power supply like the 800 which takes a 9V AC input. There is supposedly a Bob Woolley mod for removing this and replacing it with an external Atari 520ST floor wart to make room in the case. I've never seen it though.

The SIO has a current-limiting resistor that can prevent devices that draw their power from the SIO from functioning. It can be easily removed though.

The stock monitor output is even worse than the 800XL. Supposedly the video output is actually the best of any atari model IF one performs Ben Poehland's Super Video upgrade (a major overhaul of the video amplifier) because the video amplifier has a three-transistor "saturation boost" circuit.

There are instructions out there by Bob Woolley on adding the XL/XE OS, built-in BASIC, and the PBI to the 1200XL. The final step of adding the PBI looks pretty daunting though. A number of people who are quite good at hardware hacks (Ben Poehland for one, if I recall correctly) have reported trouble getting it to work. The ROM upgrade part looks pretty simple though.

I *think* some of the RAM upgrades for the 800XL can be installed and some can't. Been meaning to find out for sure when I start hacking the 1200XL.

Brent
(who is still trying to find the time to do the Super Video and ROM
upgrade mods on his 1200XL)

2426. Re: 6502 multitasking OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: Ernst Stavro Blofeld <SPECTRE@jhu.edu>
Message-ID: <34365BB2.41C6@jhu.edu>
Source record: 69710
Cross-posted to: comp.sys.cbm,comp.arch.embedded,comp.sys.atari.8bit,comp.sys.apple2.gno,comp.sys.apple2.programmer

phelix@vallnet.com wrote:
> In a non-preemptive system (DOS, Win3, Older Macs), each program
> must explicitly hand control back to the OS every so often (by calling a
> system function) so that the cpu can switch to another program. If a
> program fails to do this, it will run forever and no other programs will
> run.

Your assessment is more or less correct, but your examples cause me to cringe. First off, DOS was never multitasking except for the "print" command. One version, DR DOS 7.0, _was_ re-written as a multitasking system, and it was genuinely preemptive. Older Macs were non-preemptive like you say, but so are the latest and greatest (*guffaw*). So why distinguish, when ALL versions of MacOs are purely cooperative in their multitasking. (Aside-Mac8 has a multi-threaded Finder, but the OS provides no support for preemptive multitasking to its client processes, and the software must still be built for the cooperative model.)

Blofeld

2427. Re: Game Link II - Game i

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <876358953@stackbbs.xs4all.nl>
Source record: 69711

```
< how many have these setup >
Well, lets start...

-4 Atari 130XE's
-1 XEGS
-5 Atari 65XE's
-1 Atari 800XE
-2 Atari 800XL's
-1 Atari 600XL
-2 1050's with Happy
-2 1050's with Speedy
-1 1050 (stock)
-3 XF-551's (stock)
-1 XF-551 w. 720Kb-3.5" and 5.25"
360Kb
-1 XF-551 w. 5.25" 360/720 Kb
-1 XFD602s (2 * 5.25")
-2 Black-Box'
-2 SCSI 676Mb HDD
-some PC's with SIO2PC connection
-2 monochrome monitors
-2 b/w TV's
-2 color TV's

Hmm, I think I can make a
GMII-setup...

Sysop Fox-1

p.s. only 4 8-Bit-systems are
installed + 1 in my car :-))

p.s.2 I'll look around for some more,
maybe I can make 2 setups :-)))
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2428. Re: Couple Questions...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <876358950@stackbbs.xs4all.nl>
Source record: 69712

Some answers...
There IS an UnZipper for the Atari 8-bitters. It's written by Ivo van Poorten and it's labeld 'version 0.1'...
However, this UnZipper seems to UnZip only the archieves ZIPped in the old 'version-1' format...

Extension-carts for Atari's ? Do you mean such things like the 'Final Cartridge' and so on ?

Well, I know about Monkey-Wrench, a Basic-Extension-cart for the older 400- and 800-computers. But there are many different modified operating-systems available for the XL/XE computers with a lot off extensions. QMeg-O.S. has a handler build in for highspeed-diskdrives such as the Happy, US-Doubler and Speedy. I believe the '97-version also supports the double-sided XF-551 diskdrive.
OmniMon-XE has a lot of features like 80-columns-display etc...
ARGS O.S. has some handlers build in like RS-232 driver, EPROM-disk-handler, RealTime Clock-handler, etc...
Super-Mon has some hacker-utils, like memory-monitor, memory-dump to sectors, etc...
For the people who have a Black-Box (RS-232, Printer and SCSI-interface) there is the Black-Box Enhancer. It has a mem-monitor, disk-formatter, disk-editor for disks and HDD's, and some more features...
It's activating its own menu by pressing a key on the B-Box, and will return to the running program with no problem. It also has a 'dump-screen' button. While pressed it dumps the screen to the printer, just as text, or as graphics on a matrix-printer. It has also an option to use a part of the computer as printer-spooler, or to use the optional spooler-ram that can be mounted at the B-Box itselves...

Some years ago someone in Germany was selling hardware-freezers (Ulf Petersen ?). I don't have one so i can't tell you anything about it, except there where 2 versions, 1 for the 600/800Xl computers, and 1 for the 130XE Atari's...

In Poland I saw some coders who also had a freezer in their Atari's. It has a modified operating-system and some hardware. Don't have one yet...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2429. Re: Any comments on Gem D

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <876358952@stackbbs.xs4all.nl>
Source record: 69713

Sounds good, all these reactions to GemDrop. I'm reading this thread
since a few weeks, but... how can I get a copy of it ?
The only thing I can do on Internet is just write- and read E-mail without
the option to send/receive files. The only way to enter comp.sys for me
is to write the msg. on my Pro!-BBS 5.0b...

So, no FTP for me.

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2430. Looking for dial-up bbs w

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-04 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <876358951@stackbbs.xs4all.nl>
Source record: 69714

```
< Z-modem >
There is a BobTerm-extension to use Z-modem _download_ ...

Just [Q]uit Bobterm, load the module for Auto-download Z-modem, and
running Bobterm again to return. Have tried this myself only with
null-modem to my PC, and it works great...

I tried this with a Black-Box at 19.200 baudrate. Don't know how it works
on your setup...

Sysop Fox-1
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2431. **** FOR SALE: ATARI GAME CARTRIDGES FOR ATARI MODEL 2600 ****

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <3470e357.92003356@news.erols.com>
Source record: 69715
Cross-posted to: alt.atari,alt.atari.2600,rec.games.video.atari,rec.games.video.marke,rec.games.video.class,rec.collecting,comp.sys.atari.8bit,alt.toys

```
Soccer
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Phoenix
Football
River Raid
Berzerk
Asking price $2.00 ea plus shipping or best offer for the entire lot.
Contact happyman at erols.com
```

2432. ANNOUNCE: DirectPad Pro '98 - Use Atari/Jaguar/SNES controllers on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: earle.NOSPAM@geocities.com
Message-ID: <3437343b.0@news2.ibm.net>
Source record: 69716

Do you have a joystick or gamepad that you just love, but isn't available for your PC? Are the awful PC-compatible gamepads making you long for the days of the Atari 2600 and your beloved Wico-stick? Do you miss your "superergo" Jaguar joypad? If so, then DirectPad Pro '98 is for you!

http://www.geocities.com/CapeCanaveral/6552

DirectPad Pro '98 is a combination hardware/software interface that allows Windows 95 to utilize Atari, Jaguar, and SNES console joysticks and keypads on PCs. All of the interfaces require minimal wiring and operate through a free parallel port. Any Windows DirectX compatible game can use these interfaces automatically!

Currently, only digital devices are supported. Analog controllers, like paddles and the non-digital joysticks are not supported by this interface, and should not be tried. Additional console controllers will be supported on a request, time, and information available basis.

And of course, DirectPad is free software! :)

-Earle F. Philhower, III
earle@geocities.com
ZipLabel and cdrLabel v1.7 - Print Custom Disk Labels with Images and Text!
http://www.geocities.com/CapeCanaveral/6552

2433. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_876045476@rtfm.mit.edu>
Source record: 69717
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: October 1, 1997

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.
Persons or entities holding rights to products, but not selling or supporting
them in any way, are NOT listed here.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
developer. No prices are given.
```

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection.

Software does not enter the Public Domain unless explicitly released to the PD *by the copyright owner*. If there is no copyright notice, software must be considered Freeware rather than in the Public Domain.

My article "Intellectual Property Protection for Computer Software" appeared in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics, published by Bob Woolley
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)
- Classic Computing, published by the Historical Computer Society

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC/AMS & Portronic (Armin Stuermer)
Froebelstrasse 14a
D-65203 Wiesbaden
Germany
tel: +49 611/9600975
Developer: Portronics hardware: Uni Pad, Power Pad, Stereo Blaster/Phaser,
Herbert; AMC/AMS software

American Techna-Vision (Ralph Maddox)
15338 Inverness St.
San Leandro CA 94579-2016
USA
tel: (510) 352-3787
mailto:rmax99@ix.netcom.com
Vendor: new hardware

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 3265 Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)

mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/
Developer: various hardware and software
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
mailto:75126.3446@compuserve.com
Publisher: Atari Classics (print magazine)
"Published no more than six times a year"
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123

mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avalon
See: L.K. Avalon

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm / Saturday 10am-5pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm
Address after Oct 1 1997:
B & C ComputerVisions
5917 Stope Way
El Dorado, Ca. 95623-4716
(916)295-9270 FAX 295-9271
After Nov 1 1997 the area code becomes (530)
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.com:80/Fujidom/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

Roland Buehler
Engelgasse 21

D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
Developer: Ice-T XE v. 2.72, Ice-T 1.1 (48K)

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Classic Atari OnLine (online magazine)
See: David Schmudde

Classic Computing (print magazine)
See: Historical Computer Society

Closer To Home (CTH) (Tom Hunt)
mailto:tomhunt@bright.net
http://CloserToHome.dyn.ml.org/
Developer: SparaDOS 3.2 utilities: Sound Utility, Term80 Version 1.6,
Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer,
Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility,
Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility,
HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker.

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps

mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
mailto:nelson@cybernetworking.com
Developer: Atari 8-bit--SpartaDOS Project
Project Disk 1: Cls, ChkDisk, Code, Cold, Compare, DelTree, EOLCmp, ExPrint,
FAtr, FTD, Reset, Tree, TSplit, UnDel, WipeDisk, WipeFile, xErase, xPeek,
xPoke, xType;
NN Tools

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson)
mailto:dand1@azstarnet.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
mailto:nirdary@pacificnet.net

http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice
Firma Matthias Faust
Fanny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
Fax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:databyte@computer4u.com
mailto:databyte@databyte.hh.eunet.de
http://ourworld.compuserve.com/homepages/matzi
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishing Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM, Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit, Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
mailto:deaven@ishmael.ameslab.gov
http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

Dean Garraghty Software (DGS)
See: Dean Garraghty

Digi-Key
701 Brooks Ave S
Thief River Falls MN 56701-2723
USA
tel: 1-800-344-4539 Orders
tel: (218) 681-6674

FAX: (218) 681-3380 Orders
FAX: (218) 681-3380
http://www.digikey.com/
Vendor: general electronic parts

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.

East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W Artesia Blvd
Gardena CA 90248-3215
USA
tel: 1-800-543-0540
tel: (310) 217-8021
FAX: (310) 217-0950
BBS: (310) 217-1922
mailto:ecsc@caprica.com
http://www.eio.com/
Vendor: general electronic parts

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
mailto:emulators@msn.com
http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer 3.6, Xformer 96, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA

tel: (908) 558-9518
mailto:stls88a@prodigy.com
mailto:vangelisv@aol.com
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language,
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.0

Friedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880
mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

Dean Garraghty (Dean Garraghty Software (DGS))
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://home.clara.net/dgs/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
mailto:iig05-1@htw.uni-sb.de
http://myst.slcc.edu/~markus/
alternate download site: http://ch.twi.tudelft.nl/~sidney/atari/
Developer: XL-it! 0.20

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE, GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies, Guntris, Tag!

Mr. Sio2PC (Germany) Grassel
Developer: power units for the Atari 8 Bit that only power the XL/E not your house, and more...

Subject: H

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers)

Highlander Soft (Raimund Altmayer)
See Also: Micro Computer Service
Konz, Germany
Developer: Turbo-BASIC-XL, IDE hard disk interface

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

Historical Computer Society (HCS) (David A. Greelish)
3649 Herschel St
Jacksonville FL 32205-9060
USA
mailto:historical@aol.com
http://www.cyberstreet.com/hcs/
Publisher: Classic Computing (quarterly print magazine, ISSN:1074-2557)
US$14/year or $3 for a sample issue, USA
US$16/year Canada
US$20/year International
US$3 sample issue

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080

Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

---

Subject: J

Jameco Electronics
1355 Shoreway Rd
Belmont CA 94002-4100
USA
tel: 1-800-831-4242
tel: (415) 592-8097
FAX: 1-800-237-6948
FAX: (415) 592-2503
BBS: (415) 637-9025
mailto:info@jameco.com
http://www.jameco.com/
Vendor: general electronic components, computer products
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdevices
1850 S 10th St
San Jose CA 95112-4108
USA
tel: 1-800-538-5000 24 Hour Toll Free Ordering
FAX: 1-800-538-5005 Fax Orders
tel: 1-800-538-5002 Technical Support
tel: (408) 494-1400 local phone number
USA
http://www.jdr.com/
Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov

Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polensoft games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
mailto:bobkla19@mail.tcd.net
Vendor: new and used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,

Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.13

KE-Soft (Kemal Ezcan)
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

King Kong (Torsten Schallt)
mailto:schallt@fh-worms.de
Developer: hardware for your XL and your 1050, tester of Power Drive 351 XF

Konrad M.Kokoszkiewicz (Draco) and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191

United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow - Atari 8-Bit Emulator for the Apple Mac and
Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 1.2

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.

Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
mailto:halliwee@ts436.dyess.af.mil
mailto:e.halliwell@genie.com
Developer: FlickerTerm 80, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro Computer Service
See Also: Highlander Soft
Mainz, Germany
Developer: Turbo-BASIC-XL

Micro Discount (Derek Fern)
265 Chester Road

Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 4pm-8pm Mon-Fri
FAX: 0121-352-1669
mailto:101755.2443@compuserve.com
http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,
Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States

tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
1530 Armstrong Ave #47
Novato CA 94945-2513
USA
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Bombi, Balloonier, Boom!, Chicken, Cooltris, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation, Gem Drop

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
c/o S.J. Murray

P.O. Box 11903
Westhill
AB32 6GE
Scotland
Publisher: Futura (quarterly newsletter on disk)
4-issue/6-disk subscription: #10

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual, 10 Print, Enigmatix!, 10th Anniversary Demo, Mini Office II, Transdisk IV, The Big Demo
Publisher: New Atari User (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2

Canada
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Portronics
See: AMC/AMS

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:74030.2020@compuserve.com
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M. Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print; however, back issues are still available, and also disks with the programs from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
mailto:76702.1076@compuserve.com
Developer: BobTerm 1.22
(There's also a 1.23 that's specific to PC XFormer)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal

Germany
Vendor: PD/freeware/shareware

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Larry Richardson
6043 Dairy Rd
Baker FL 32531-8729
USA
mailto:lizr@crestviewfl.com
Developer: VTEX

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive

Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

David Schmudde
mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fcao.htm
Publisher: Classic Atari OnLine (online magazine)

Ernest R. Schreurs and Bo Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@pi.net (Ernest)
mailto:stack@xs4all.nl (Bo)
Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0)

Shadow Software (Dave Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:shadow01@aracnet.com (The Shadow)
mailto:bensmith@teleport.com (Bravo Sierra Computers)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS

Sikorsoft
Developer: Cyborg, Fire Stone

Richard Smith
P.O.Box 71017
16655 Yonge Street
Newmarket
Ontario
Canada L3X 1Y8
mailto:richs@interlog.com
http://www.interlog.com/~richs/atari.html
Vendor: commercial software (plus a bit of new hardware)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B

San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Lenard Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box interfaces), Forem-XE Pro 5.4 (BBS program)

STAK Atari (print magazine)
See: Revista STAK Atari

SteveR's Classic Cartridges (Steve Reed)
mailto:Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
BBS: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Stichting Pokey = Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands
Vendor: new hardware, commercial software, books
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip), t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM

6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
FAX: +61 7 54969056
mailto:sup8pdct@closer.brisnet.org.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
9:00AM - 7:00PM Monday-Friday; 10:30AM - 6:00PM Saturday; Closed Sunday
tel: (410) 544-6943 Voice
FAX: (410) 544-1329 FAX
tel: (410) 544-5354 Tech Support
mailto:info@toad.net mailto:orders@toad.net mailto:service@toad.net
http://www.ataricentral.com/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/

Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.15, APE ProSystem 1.15,
APE Warp+ OS, Imagic 1.05

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50

Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hours
FAX: (612) 449-0488
Vendor: new/used hardware, new/used software

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (216) 843-8815 24hrs
mailto:vga2000@ix.netcom.com (preferred)
mailto:vga2000@io.com
mailto:dw901@cleveland.freenet.edu

http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vogtlander (Helmut Weidner)
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, BobTerm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
mailto:chasm@earthling.net (Charles Marslett)
mailto:chasm@bix.com (Charles Marslett)
mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States

tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

2434. XT, Star SG10, CITOH diasies, Atari 800, 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: ad300@sfn.saskatoon.sk.ca
Message-ID: <617pi9$qe6$1@missing.its.to>
Source record: 69718

[Article crossposted from sk.forsale]
[Author was Neale Partington]
[Posted on Tue, 23 Sep 1997 23:13:10 -0600]

Looks like my earlier message vaporized after just two days, so here goes again! Everything in top working order unless noted otherwise:

Commodore PC10-III, 640k ram, 20MegHD, Packard Bell monochrome (yellow) screen, 10Mhz clock, 3.5, 5.25 floppies, 101 keybd, switching power supply, CGA/MDA/Hercules/Plantronics video. $35

Star SG10 9pin with NLQ, Star, IBM modes, 120cps, 240dpi (better than many 25 pin printers!) $40 uses non-proprietary spool ribbons.

CITOH F10-40 Daisy wheel (for true letter quality), with 12 print wheels, $30.

CITOH A10-30 Daisy wheel e/w tractor feed, excellent for labels, has 16 wheels, $30. Tractor feed is easily removed/replaced.

ATARI 65XE plus two joysticks, 2 X 1050 disk drives, Missile Command game cartridge, lots of software. Make me an offer.

ATARI 800, expanded to 256k memory, (memory expansion needs tweaking). Make me an offer.

I'm in Regina. Call me at 586-4867 (home) or email me as neale@ieee.engg.uregina.ca.

2435. Re: Any comments on Gem Drop!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <618bfdovi1@nuke.csu.net>
Source record: 69719

Ryan 'Gozar' Collins (gozargozar@kenton.com) wrote:

: It's kinda addicting, I'll sit down and easily play it for a half an
: hour at a time. The problem is the wall that I hit at level 15. I can't
: get by it!!! Anyway, my high score is 56220.

Heh heh heh. Pretty annoying, huh? :) Level 15's actually pretty
darned easy, compared to level 20. (Well, duh. Of course it would be. :))

Just imagine level 15 starting out completely full and going faster. :)

I CAN actually beat level 20 myself. I was a jerk though. I didn't
add any cool ending stuff. You just play level 20 ad infinitum at that
point. :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2436. Re: Difference between 1200XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2lo089h6f.fsf@caligula.srv.net>
Source record: 69720

Brent Buescher <buesch@srv.net> writes:

> The "demo program" is just a cool rainbow fuji that replaces the "memo
> pad" function in the 400/800 models. I think. Just discovered my
> 1200XL isn't working. :(

Got it working and discovered my memory is faulty---it's a rainbow
Atari logo all right, but it's just the word "ATARI", not a fuji. It
does not have the self-test feature. Personally, I think this is
cooler and will miss it when I upgrade.

Another difference/difficulty: the cartridge port and joystick ports
are on the left side of the machine in a cool-looking layout which can
make it impossible to plug some joystick connectors and cartridges in.

Brent

2437. wtb : adaptec 4000/4000a

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <3437EE87.7981@mail.utexas.edu>
Source record: 69721

```
i need to get another mfm->scsi adapter.

email me if you have one for sale.

thanks,
robert
```

2438. question: mio

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <3437EDFB.6EA7@mail.utexas.edu>
Source record: 69722

i recently purchased an mio....

i have figured it out with the help of several users, however i would
like to get a copy of the documents/and software.

please email me if you can help with either.

thanks,
robert

2439. WTB:MIO 256K

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: Chris Friend <ns!chiuchiolo@sprynet.com>
Message-ID: <01bcd16b$513eb060$c5e3aec7@SPRY471431>
Source record: 69723

Wanted to buy...MIO with software and 256K. Need one that will plus into a 130XE.

Please reply with price.

Thanks
--

To Reply via E-Mail remove the NS! in front of the name

Atari 130XE * Atari ST * Atari Portfolio * Atari 2600
Atari Jaguar * Atari Lynx

2440. FOR SALE: **** ATARI GAME CARTRIDGES for 2600*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <343a980d.138272777@news.erols.com>
Source record: 69724
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplacealt.atari.2600

```
Phoenix
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Soccer
Football
River Raid
Berzerk
Asking price $3.00 ea plus shipping or best offer for the entire lot.
Contact happyman@erols.com
```

2441. Re: HUGE RANT :) Keyboard layout for PC - Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <618svcsim2@triglav.iwaynet.net>
Source record: 69725

On 1997-09-24 fhthomps@concentric.net said:
>Keyboard layout? Hm, I'm partial to the layout as the PC has it
>because I'm used to it now. (It's also much more standard.) I like

huh? The PC is the only computer I used with that kind of keyboard.
Most have the 2/" and 7/' combinations.

>the idea of two default switchable layouts to support diehards.
>What about a user customizable layout? Don't some of the PC
>keyboards have that?

Remember that the XL/XEs have a user-definable key-map.

>Wouldn't it be nice if somebody who has the ability to screen-print
>on keys is interested in helping on this project? Then you could
>get them with the appropriate graphics instead of the PC standards!

Actually printers have their own character set since they aren't tied to any
one computer.Some (at least mine) also have the IBM character set.

You might look into a monitor to let you save screen memory and the G: handler
to print out in ATASCII.

Net-Tamer V 1.09 - Test Drive

2442. Re: DOS 1.0 anyone ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <618sv9sim1@triglav.iwaynet.net>
Source record: 69726

On 1997-09-23 olavese@online.no said:
>I would really like to get a copy of an old dos I once had. Atari
>DOS 1.0 (I think it's called). It is a single load DOS and DUP, so
>it takes more RAM to run, but I still would like to have it! Can
>anyone help ? Take Atarian care everybody!

Well,not really.Both should work on any 16k Atari.
(I've always read that DOS doesn't work on 8k machines)

Net-Tamer V 1.09 - Test Drive

2443. Re: FREE Atari Hard/Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: wizkeyman@aol.com
Message-ID: <19971005220700.SAA02993@ladder01.news.aol.com>
Source record: 69727

I also have some Atari stuff free, but only if you collect , I am located in
UK about 30 mile outside London in Surrey
m j lockhart in UK

2444. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <6196lu$ehi@camel3.mindspring.com>
Source record: 69728

Yes, I have it. Nicely done too.
Only released in Overseas.

John

*dhugdahl@isd.net (Dag Hugdahl) wrote:

>Ok, I've heard rumors that Activision's Shanghai does exist for the
>8-bit. Do you actually have a copy?

2445. FA:Atari 400/800 related items - initial post

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-05 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <34383997.AA6@administaff.com>
Source record: 69729

```
Date of initial post: 10/05/97.
Rules at end of post.

---- Update 06/27/97 ------------------------------------------
Atari 400/800 items:

Hardware (tested and working) | Current High Bid
--------------------------------------------|--------------------
Atari
800XL Computer(loose - no PS) 10 - min
XM301 Modem (loose) 5 - min

Programs
Carts (loose, vg condition, no docs) | Current High Bid
--------------------------------------------|--------------------
Atari
- none at this time -

Programs
Tapes (vg condition, no docs) | Current High Bid
--------------------------------------------|--------------------
Atari
CX4126 Atari Speed Reading 5 - min
Complete and Excellent (5 tapes)
CX4108 Hangman 2 - min
CX4129 Juggles Rainbow 2 - min
TX9032 Joystick Sketchpad 2 - min

Programs
Disks (vg condition, has box, but no docs)| Current High Bid
--------------------------------------------|--------------------
Mastertronic
L.A. Swat & Panther (2 games on 1) 3 - min
Side A for C64/128
Side B for Atari 800XL/130XE

Books/Manuals | Current High Bid
--------------------------------------------|--------------------
Atari
XM301 Users Manual 3 - min
Other
Atari Basic - A Self Teaching Guide 4 - min
by: Albrecht, Finkel & Brown
publisher : Wiley
Compute!'s First Book of ATARI 4 - min
publisher : Compute! Books
```

The ATARI Experience 4 - min
by: Adrien Z. Lamothe Jr.
publisher : Datamost
The ATARI Book of Games 4 - min
by: James, Gee, Ewbank
publisher : OsborneMcGraw-Hill
Games ATARIS play 4 - min
by: Glicksman and Simon
publisher : Datamost
The Musical ATARI 5 - min
by: Hal Glicksman
publisher : Datamost
ATARI Programming w/55 programs 5 - min
by: Linda M. Schreiber
publisher : TAB

----------|----------
Rules:
Format will be Going-Going-Gone after 2 weeks.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

2446. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JNTiThD.rldetlefsen@delphi.com>
Source record: 69582

Bill, I was going to write a Mah Jong game some years back, but only got as far as creating the graphics screens for the various tiles, in gr8 and gr24 formats.
Also, in 1993, childsplay Software released a version of the game with graphics that are hard to understand.
Rick Detlefsen

2447. Re: 8 bit and SC1224 monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JPUiD3M.rldetlefsen@delphi.com>
Source record: 69583

{The ST SC1224 is a RGB analog monitor and requires a special circuit to use it.
I have one here somewhere...I'll find it someday.
Rick D.

2448. Looking for 65C816 source

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <BvUA7BH.rldetlefsen@delphi.com>
Source record: 69584

Does anyone know where I can get the enhanced 6502? I've decided It would work better for some projects I would like to do, but my catalogs don't have it. I guess I need to start calling these people.
Rick D.

2449. HEY FTP SITE KEEPERS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <61a7lbotl1@nuke.csu.net>
Source record: 69585

Get your Atari XL FTP site listed on XL Search, so the rest of the world
can search through your archives with ease! :)

http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

(Please, no priate sites. >:^P)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

Now nearly 400 files are in the XL Search database!

2450. SIO2PC cables on sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <61a8ia$69j$1@korweta.task.gda.pl>
Source record: 69586

http://komodo.ebay2.com/aw-cgi/ItemISAPI.dll?ViewItem&item=784785

Now really cheap!!!

2451. Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: Lazy Bone <zhulien@alphalink.com.au>
Message-ID: <34394CFA.MD-0.198.zhulien@alphalink.com.au>
Source record: 69587
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

Hi All,

This is the first email to announce the start of a new international multiplatform 'commercial' project 'Codename G-OS'.

Most of you are not currently on the official mailing list and those who are not will not get any more emails than this first one unless you contact me and tell me that you would like to be on the list.

If you are a developer and are interested in being part of this project, please email me.

Disclaimer
==========

Nothing here is yet solid, but are ideas that will evolve with the project.

Codename G-OS
=============

Codename G-OS stands for Generic Operating System. It is the bringing together of many old and some new OS concepts in order to create a functional operating system for many typically incompatible computer systems. G-OS will be CPU independant, but give most of the full speed of each CPU - read on...

Codename G-OS target platforms
==============================

Initially G-OS will be targetted at computers that are currently considered redundant, or no longer manufactured. This will hopefully increase the userbase of G-OS to a reasonable size before targetting current more modern platforms. It will also encourage new comers to software development who both enjoy programming these old systems or wish to widen their audience for new computer applications.

Initial target systems will be (not in any preferred order, but in order of programmer resources - this is where programmers are needed):

Platform CPU

Amstrad CPC Z80
Amstrad PCW Z80
Commodore 64/128 6502
CP/M based 8080/Z80
MSX based Z80
ZX Spectrum Z80

MSX (various) Z80

Later targets:

Amiga 680x0
IBM Compatible 80x86

Yes, G-OS will be Commercial/Disclaimer (only an idea at this stage)
==========

G-OS will be a commercial product. All people/companies (copyright holders) involved in its development will have the SAME EQUAL rights to the full G-OS source code AND runtime.

Each copyright holder will be allowed to do ANYTHING they wish with the product with the exception of a few points below. They can give away, market or sell the G-OS source code/runtime at their own will. This will create competition and increase distribution channels.

None of the developers/copyright holders one will ever be responsible or liable for any damages directly or indirectly due to the use or mis-use of this product - if sold, a disclaimer will be created to protect all involved.

No one will be allowed to further develop and 'release' this OS in a way that will render some platforms incompatible unless the platform becomes non-supported because of lack of programming resources (ie: no access to an MSX programmer or computer will not prevent all other platforms from progressing). This will be considered a breach of contract liable to legal action. This will also control the compatibility between platforms and ensure that a standard IS followed.

A board of developers will be created to make decisions - mostly they can be debated (hopefully quickly) and a majority rule situation will apply - but... The overall concept of the OS, being platform independant cannot be debated.

Features
========

An initial feature list at this stage would be impossible to be fully accurate, but here are some ideas for possible and desireable features of G-OS.

CPU independance (P-Code software with JIT (Just In Time) Compiler)
Multitasking AND Singletasking (depends on available RAM/resources etc)
GUI
Commandline
Shared libraries/device drivers
JIT compiler embedded in the OS

The feature list will no doubt grow.

Implementation
==========

Because G-OS will be multiplatform or 'platform independant', there are some key factors that will make G-OS unique in both the way it will function and they way it will be implemented.

G-OS will have a HAL (Hardware abstraction layer) which will lie beneath (or in the middle) the OS. G-OS will be mostly coded in a generic P-Code that can be compiled to native code by the JIT compiler which will be an optional part of the HAL. Platforms which support the JIT compiler will benefit from huge speed improvements. The JIT compiler itself will be written partly in P-Code with ONLY the platform specific code generation routines written for each platform. This will make one compiler available to all supported platforms. Libraries and devices can be written in P-Code as can applications. The JIT compilier will have the option to compile to native code 'ONCE ONLY' or 'ON EVERY LOAD' of an application/library/device.

About Me
========

My name is Julian Cassin, I live in Melbourne Australia and am director of a small computer company 'Computer Kingdom'. This project will be a commercial venture for 'Computer Kingdom' but initially a non profit one. ALL parties involved will benefit EQUALLY from - whether they are an individual OR a company. The more resources that can be put into this project, the better the outcome will be.

If you like the idea of this project or have any constructive comments about it, please contact me - I would love to here from you.

Regards

Julian Cassin
(Director - Computer Kingdom Pty Ltd)

2452. FS/T: Atari 8-bit computer items [10/06/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <343afdc2.5326022@nntp.ix.netcom.com>
Source record: 69588

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 10/04/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 5.00 Home Filing Manager, The (Atari)
$ 5.00 Print Shop, The (Br0derbund) {3}
$ 5.00 SynFile+ (synapse) {2} -- also includes Reference Card
$ 5.00 Timewise (Atari) {1}
$ 5.00 Touchdown Football (Electronic Arts) {2}
$ 5.00 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 4.00 Atariwriter
$10.00 Ballblazer -- XE cartridge
$ 4.00 Basic -- for use with the Atari 400 and 800
$ 5.00 Centipede
$ 9.00 Delta Drawing [Spinnaker]
$ 8.00 Frogger [Parker Brothers]
$ 2.50 Missile Command
$10.00 Movie Musical Madness [CBS Software]
$ 8.00 Qix
$ 2.50 Space Invaders
$ 4.00 Star Raiders

Cartridges with case and manual:
$14.00 Alphabet Zoo [Spinnaker]

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 8.00

*****

LOT #2

ATARI 1010 PROGRAM RECORDER, with power supply, and manual.

This item has not been tested.

I have plugged in this recorder, and it did power up. The
rewind and fast forward (advance) functions work. It must be

hooked to a computer to test the play and record functions.

$10.00

*****

LOT #3

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #4

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$25.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #6

EPSON RX-80 PRINTER with built-in power cord.

$15.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.00 for the first
disk-based software item and $1.25 for each additional disk-based

software item, unless otherwise listed. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
collect for over 50 different systems, so please feel free
to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your
order *before* you place it,
3) next send me a list of the items that you are interested in,

4) also include your full name and full postal mailing address
(this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 4 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

2453. FS/T: misc. printers [10/06/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <3442ffb9.5828201@nntp.ix.netcom.com>
Source record: 69589
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 10/04/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 233 for various 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site,
including 12 for the Commodore Vic-20 computer!

I have the following printers available, for sale or trade. These
were acquired with various computer systems, and while they may work
with more than one type of computer system, I have included the
type of system that they were acquired with, where applicable.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

HARDWARE:

NOTE: The Lots listed below include only what is listed!

Accessories:
$ 6.00 Star SG-10/15 Dot Matrix Printer Users Manual

****

APPLE][COMPUTER:

LOT #1

APPLE IMAGEWRITER II PRINTER with power cord.

$49.00

*****

LOT #2

APPLE IMAGEWRITER PRINTER with power cord.

$24.00

*****

LOT #3

STAR GEMINI 10-X PRINTER, with built-in power cord, and Users Manual
(266 pages). Can be used with the following computers: Apple][,
Atari 8-bit, Commodore 8-bit, IBM PC, Osborne, and TRS-80.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$45.00

****

ATARI 8-BIT COMPUTER:

LOT #1

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$25.00

*****

LOT #3

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #4

EPSON RX-80 PRINTER with built-in power cord.

$15.00

****

COMMODORE 64 COMPUTER:

LOT #1

RITEMAN LQ [model LTR-1] TERMINAL PRINTER (InfoRunner / Japan Electronics Ind., Inc.), with manual and built-in power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 7.00

*****

LOT #2

COMMODORE MPS801 DOT MATRIX PRINTER, with built-in power cord.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 9.00

*****

SALE CONDITIONS:

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2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your order *before* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address (this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 4 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

2454. Re: Looking for dial-up bbs with zmodem term

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <61arv3$amg@alexander.INS.CWRU.Edu>
Source record: 69590

In a previous article, mcurrent@carleton.edu (Michael Current) says:
>The latest Ice-T has a bare-bones Zmodem download. Then there's Larry
>Black's Atar-Z-Modem, which is a more full-featured, stand-alone Zmodem
>downloading application.

Thanks, Michael,

Information appreciated!
Bob
--
Still wading in that bit-stream...

2455. Re: Looking for dial-up bbs with zmodem term

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <61arof$9t9@alexander.INS.CWRU.Edu>
Source record: 69591

In a previous article, lvt-cfc@cyber1.servtech.com (christopher f. chiesa) says:
>I'm not sure whether there ARE ANY Zmodem programs for the Atari 8-bit;
>if you find one, I'd like to know what and where. :-)

Simply amazing... I logged in here to ask that EXACT question! I was
wondering if anyone had developed a ZMODEM program for ANY of the 8-bit
Ataris...

Hey, if you hear anything, let us all know!

Bob

--
Still wading in that bit-stream...

2456. Re: UMich index becoming more usable - Web search soon!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <61asin$cc8@alexander.INS.CWRU.Edu>
Source record: 69592

In a previous article, kendrick@zippy.sonoma.edu (William Kendrick) says:
>I placed a copy of that QIF file on my website account and have
>begun creating a search engine (not unlike http://shareware.com/)
>which will be specifically FOR the Atari 8-bit!
<snip>
>COMING SOON FOLKS! :)

This is WONDERFUL news! I applaud you!

Thanks,
Bob
--
Still wading in that bit-stream...

2457. 130 XE: Power supply pin out?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: John McGowan <jmcgowan@shell.inch.com>
Message-ID: <61av12$5pv$1@news.inch.com>
Source record: 69593

What is the power supply on the 130XE? 5V DC, 5.5V DC, 6V DC? Or, like the 800, is it AC?

and what are the connections on the power supply's pin (say, looking into the connector on the line)?

[I had given my sister my Rambo'ed 800XL, for which I had built a power supply, since, after getting the Rambo, my power supply which had worked for two years, burned out in the next two weeks as did a replacement I got -- so I used the article from Analog on a UPS and simply ignored the battery backup... a simple transformer, full wave rectifier, filter (simple capacitative shunt) and voltage regulator (with heat sink). That power supply is still going strong... now I guess I will have to build another for this 130XE I got at a yard sale for $5 along with a plain (unDOUBLed) 1050 drive.]

Unfortunately, my sister has my Indus GT and 810 drives; my Sparta Disks; MyDos Disks; full set of Antic disks; game disks (ah... BoulderDash!!!); Mac65 cartridge and manual; AMAC (Atari Macro assembler) DOS 2.0 disk; TextPro (with my *good* MailMerge Macro and math macro); my old StarNX10 printer (and PrintShop, PrintPower and DaisyDotIII along with my programme to convert PS icons to characters in a DDIII font); my page layout programme (up to 8 graphics 8 or *.MICropainter screens on a page... use any sort of thing to create them, say GraphicsMaster or Rambrandt and a short Basic programme I wrote to convert 40 col. Gr. 0 screens to Gr. 8 allowing font changes... lay 'em out and you have a newsletter programme... I found it nicer than things line NewsRoom and other proprietary such programmes which needed their own graphics formats since they used 60 dots per inch horizontal (the default on 9 pin graphics printers) which did not allow for two Gr. 8 screens across a page (which would require 2*320=640 dots or 80 dots per inch) -- but one can force most 9 pin graphics printers to do 80 dots per inch (the StarNX10 had such a mode, and many have quadruple density at 240 dots per inch... so just print every third dot in quadruple density... as my page layout print manager did)).

She also has my P:R:Connection, so I don't even have a serial port on this thing for null-modeming data to it (not to mention not having my BobTerm disk).

This $5 computer came with the 1050 drive (with power supply and SIO cable) and -- DOS 3.0 with manual!!! (from the manual, it doesn't appear to be that bad... just not DOS 2.x compatible... nor MyDos nor Sparta compatible either, of course). I guess I will be stuck with that until I can get her so send me some of my MyDos and Sparta disks (but,

while the DOS 3 disk supports conversions from DOS 2.0 to DOS 3, how will I convert any files I now work on using a DOS 3 disk to DOS 2.0, MyDos or SpartaDOS disks?).

I'll have to get her to send me some of my disks (including BobTerm and game disks), MAC65 (and manual) (she can keep the Editor/Assembler cartridge and manual) and the P:R:Connection (and my Modem cable, or else I will have to switch the three wires on a standard IBM 9 pin modem cable which are different from the Atari -- but which three wires *were* they?) (so I can null modem stuff I can find on the InterNet) -- I just hope I can still find some good (NOT Tandy/RadioShack) double density disks (and she also has my Disk Notcher to use the back sides, but I have a paper punch around here somewhere).

Now where can I find a 9 pin digital joystick? Oh well, I gave her about five of them (including an Atari trackball), so she can send two of them as well (I guess) [or is a Nintendo controller digital -- i.e. just switches... and does anyone know the pin connections on the 9 pin port... she also has my copies of "Mapping the Atari" -- or maybe I can find at RadioShack one of those Coleco joystick/numeric keypads they had for awhile, but those too require some remapping... but the keypad was cute... you could remap it to include the effect of tripping both the UP and DOWN switches on a joystick! besides the more normal effects (say, the UP and RIGHT switches which were tripped for upper-right diagonal movement -- now *how* did I rewire that? I believe just the ground wire, but I forget...)].

Ah well... back in the Atari fold...

John McGowan | jmcgowan@inch.com [Internet Channel]
| jmcgowan@mail.coin.missouri.edu [COIN]
---------------+--

2458. Re: Fax-Proggie for the XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: jc491@cleveland.Freenet.Edu
Message-ID: <61atkl$h4b@alexander.INS.CWRU.Edu>
Source record: 69594

```
In a previous article, RAUKAMP@dame.de (THOMAS RAUKAMP) says:
> I just thought about a nice project for a useful programm.
> What about using the XE as a very comfotable faxmachine. The speed of the
> serial interface should be fast enough for a fax.
> Maybe this would be a great chance to get a real cheap faxmachine.
> What do you think? Is there such a program out there - wpould you use such a
> program?

What an interesting idea! How about it, Programmers?

--
Still wading in that bit-stream...
```

2459. Re: Fax-Proggie for the XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: "Todd S. Elliott" <eyeth@erols.com>
Message-ID: <3438FE41.E33EBBEF@erols.com>
Source record: 69595

Bob Crowell wrote:
> In a previous article, RAUKAMP@dame.de (THOMAS RAUKAMP) says:
> > I just thought about a nice project for a useful programm.
> > What about using the XE as a very comfotable faxmachine. The speed of the
> > serial interface should be fast enough for a fax.
> > Maybe this would be a great chance to get a real cheap faxmachine.
> > What do you think? Is there such a program out there - wpould you use such a
> > program?
>
> What an interesting idea! How about it, Programmers?
>
It can be done. The c64/128 has fax capability already for the past year or
so. :)

-Todd Elliott

2460. New name for CTH

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <61bjre$5ti@cletus.bright.net>
Source record: 69596

After having a bit of trouble over the weekend with the NIC server that I normally use, I've decided to try out another service. So at least temporarly, CTH will use the following names:

http://www.cth.dynip.com/index.html
ftp://ftp.cth.dynip.com/ftp/ (for most web browsers)
ftp.cth.dynip.com (for most ftp clients)

The previous name service provider claims that they will fix their NIC server "real soon now", so the old name may start working at any time. But in the mean time, at least temporarily, you can get to the CTH servers at the above URL's.

I'm sorry for any inconvenience and confusion this may have caused. Also, some web pages may not work correctly, until I've had a chance to do some editing.
- Tom

2461. Re: XL-It and disk images

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: Sean Lester <none@none.com>
Message-ID: <61c5s3hfn1@solaris.cc.vt.edu>
Source record: 69597

Robert S Ely wrote in article <34350E06.B2759985@ix.netcom.com>...

>
>
> Try moving the program to a different DOS formated ATR image. If
it's in
>AtariDOS 2.5, Try MyDOS or SpartaDOS 3.3. Also try a different emulation
mode
>800, 800XL or 130XE. Sometimes a different combination of these could make
all
>the difference.
>

Thanks Robert! I have tried using different modes, but not different DOSes.
It never occurred to me to try different DOSes. Duh!!! (My default DOS is
set up as MyDOS.)

2462. FOR SALE: **** ATARI GAME CARTRIDGES for 2600*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <343a5f7d.89042241@news.erols.com>
Source record: 69598
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplacealt.atari.2600

```
Phoenix
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Soccer
Football
River Raid
Berzerk
Asking price $2.00 ea plus shipping or best offer for the entire lot.
Contact happyman@erols.com
```

2463. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: Sean Lester <none@none.com>
Message-ID: <61etf7$64k$1@solaris.cc.vt.edu>
Source record: 69599

Chris Lam wrote in article ...

>
>
>
>Rainbow does try to emulate color artefacting in DROL and LODERUNNER.
>Seee URL below for more.
>
>
>--
>Chris Lam,
>Rainbow/Horizon Keeper.
>
>E-mail: chris@shenleyfields.demon.co.uk
>WWW: http://www.shenleyfields.demon.co.uk/
>--

Yeah!!! But you want us to pay you for Rainbow when XL-it already does it
and it's free!!!!!

Sorry! Had to spout off there. Having been burnt by purchasing Xformer and
getting a half-ass product from the company, I'm really getting disgusted
with everyone wanting to make a quick buck off emulators.
(This also includes other emulators...SNES,NES,C64, 2600,etc.)

Here's my philosophy......I WILL buy an emulator if it performs better than
what's freely available. But I am NOT going to pay you $35+ for an emulator
that's inferior to a free one.

So if you want me to buy Rainbow, make it a HELL of a lot better than XL-it
or WinAtari(which is better than Rainbow, in my opinion...and it's free.)

2464. Re: SpartaDOS X bug:no end-of-file EVER in open-mode 12 (read+write)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: jharris@sierratel.com
Message-ID: <343a319c.158493054@news.sierratel.com>
Source record: 69600

BobKlaas <bobkla19@tcd.net> wrote:

>Someone else likes Smart.Dos???
>
>At the time it was the only dos that you could run batch files by
>creating an extender of
>FILENAME.AR1, which executed first and Filename.AR2, ect...far ahead of
>anything avaiable at the time.

CP/A in 1981 (or earlier) had .BAT files just like its successors OS/A+ and
Sparta.

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

2465. Re: Looking for 65C816 source

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: davepat@total.net
Message-ID: <34390484.0@news.total.net>
Source record: 69601

In an article dated Mon, 6 Oct 97 01:03:03 -0500, someone named
rldetlefsen@delphi.com says...
>
>Does anyone know where I can get the enhanced 6502? I've decided It would
>work better for some projects I would like to do, but my catalogs don't
have
>it. I guess I need to start calling these people.
>Rick D.

It's still in production from the Western Design Center, at

http://www.wdesignc.com

For an Atari version, there were 2 that I know of: DataQue's Turbo '816
(isn't Terry Ortman trying to sell one? heh heh) and Fine Tooned
Engineering's Sweet 16. I don't believe either is now available, though B&C
was listing the FTe mod a year or so ago. I have one; it works fine in
either mode, but no '816 soft besides John Harris' assembler was ever
released. The FTe mod never even had expanded memory released.

Hope this helps,

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
And she handed me twenty dollars for a two-fifty fare
She said "Harry, keep the change."

2466. Re: Looking for dial-up bbs with zmodem term

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: davepat@total.net
Message-ID: <34390589.0@news.total.net>
Source record: 69602

In an article dated 6 Oct 1997 14:14:39 GMT, someone named Bob Crowell says...
>
>
>In a previous article, lvt-cfc@cyber1.servtech.com (christopher f. chiesa) says:
>>I'm not sure whether there ARE ANY Zmodem programs for the Atari 8-bit;
>>if you find one, I'd like to know what and where. :-)
>
>Simply amazing... I logged in here to ask that EXACT question! I was
>wondering if anyone had developed a ZMODEM program for ANY of the 8-bit
>Ataris...
>
>Hey, if you hear anything, let us all know!
>
> Bob

Look for ATZMODEM, at Umich I beleive. It's a d/l only Zmodem implementation for the 8-bit, and runs quite well. When I had a university shell account, I used FlickerTerm for the 80 column work, then "Z.COM" from a RAMdisk for downloads.

I still haven't seen a ZModem upload for the 8-bit, though.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
And she handed me twenty dollars for a two-fifty fare
She said "Harry, keep the change."

2467. WTB : 65C816

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcd278$593cda40$c4374382@vidar>
Source record: 69603

I am looking for a computer (preferably a 130XE with the 65C816 upgrade from DataQueue). Does anybody have it ? It must be complete with manuals and software. Any offers ? Take Atarian care everybody!

2468. Next AC

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <876358972@stackbbs.xs4all.nl>
Source record: 69604

Howdy Bob

Did you get my Intern. Postal Money
Order?

When is the next issue due? I can
barely wait to get my fingers on it.
The 16MB upgrade and the 80 Column
Upgrade sound nice. Are you gonna
use the YAMAHA chips (like the SEGA
has) for the 80 column upgrade?

I told the guys and girls on IAN and
USF about your projected hardware
articles and they loved it.
Especially Ryan Goolevitch and Erhard
Puetz, they wanted addresses and
prices.

These upgrades are gonna work with
the standard OS or the US+ OS (by
CSS)? And the BlackBox?

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2469. Monitor illnesses

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <876358971@stackbbs.xs4all.nl>
Source record: 69605

Howdy folks

A question for you guys (and gals)
who know there monitor electronics:

My Philips CM8833 monitor (which
probably has a brother called
MagnaVox and maybe even Commodore
xxxx) has this funny twitch
sometimes. For a very very short
time (maybe a second???) the screen
gets a wee bit narrower and a wee bit
higher, then it pops back to it's
normal shape. Is this announcing big
troubles or just tiny ones? Please
tell me soon since the 1084 standing
here has two jacks for sound but only
one speaker (left one). I guess it's
easy to upgrade it to stereo, but I'm
kinda allergic to those 25 KILOVOLTS
that might be stored inthere
somewhere.

CU Mathy Van Nisselroy

(PS I don't know if I even have an
E-mail address, since I'm posting via
Thunderdome BBS which get's it's
InterNet/UseNet stuff via Stack BBS)

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2470. Austin 80

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <876358970@stackbbs.xs4all.nl>
Source record: 69606

Howdy folks

DARK4ROOM@IX.NETCOM.COM said:

"I used to have a company that
manufactured/designed ... an 80
column board for the ... Atari 800
computers. ... It had to exist in a
bank switch cartridge, in the right
slot, and take up only 256 bytes of
space per bank...and run fast
enough!"

Could it be converted for "left slot"
use? I'd love to have 80 columns on
my computer, but I'm an XE-lover.
And the XEP-80 isn't really a nice
piece of hardware. And with BobTerm
it'll only go up to 9600 baud (Erhard
Puetz modified Bob Puff's XEP80.BTM).
How fast is the Austin 80? How hard
would it be to built? (I did get
that right that you are releasing
these plans/schematics) And how
expensive? Does the Austin 80 need
special drivers? Oops, almost
forgot, is it b/w or color?

To everybody else who reads this:

How is this Austin 80?
First Analog Computing I ever bought
was issue 45 (one day I'll find/buy
those other issues here in Europe and
find out what that robot thingie was
they talked about in issue 45), so I
never read anything about a test. It
was a nice magazine with nice ads,
untill somebody toke it over ...
<SIGH>

If it could be converted to "left
slot duty";

- would it be PBI (read BlackBox)
compatible?,

- could it be used with other
cartridges (either as a passthrough -
e.g. SDX, RTC8, MUX - or with
multiple cartrdige slots).

BTW how is it connected to the
screen?

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2471. FS. 130XE + toys

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: spamexredeyer@interlog.com
Message-ID: <61b2sqaos1@news.interlog.com>
Source record: 69607

Doesn't seem to be much interest in my posting last week : 130XE + 1050 + XMM801 + monitor + misc books & carts. I was away all weekend and only a handful of people replied. Best offer so far is $30US, and I was sort of hoping for $50.

Thomas Rohricht, | "Be the proud captain
(Red-Eye Research) | still of thine own fate"
spamexredeyer@interlog.com | - J.B. Kenyon -
< Remove spamex from address when replying >

2472. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: Sean Lester <none@none.com>
Message-ID: <61c6iq$64r$1@solaris.cc.vt.edu>
Source record: 69608

Chris Lam wrote in article ...

>
>
>
>Rainbow does try to emulate color artefacting in DROL and LODERUNNER.
>Seee URL below for more.
>
>
>--
>Chris Lam,
>Rainbow/Horizon Keeper.
>
>E-mail: chris@shenleyfields.demon.co.uk
>WWW: http://www.shenleyfields.demon.co.uk/
>--

Yeah!!! But you want us to pay you for Rainbow when XL-it already does it
and it's free!!!!!

Sorry! Had to spout off there. Having been burnt by purchasing Xformer and
getting a half-ass product from the company, I'm really getting disgusted
with everyone wanting to make a quick buck off emulators.
(This also includes other emulators...SNES,NES,C64, 2600,etc.)

Here's my philosophy......I WILL buy an emulator if it performs better than
what's freely available. But I am NOT going to pay you $35+ for an emulator
that's inferior to a free one.

So if you want me to buy Rainbow, make it a HELL of a lot better than XL-it
or WinAtari(which is better than Rainbow, in my opinion...and it's free.)

2473. Re: Looking for 65C816 source

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <61b8oa$dsl@freenet-news.carleton.ca>
Source record: 69609

(rldetlefsen@delphi.com) writes:
> Does anyone know where I can get the enhanced 6502? I've decided It would
> work better for some projects I would like to do, but my catalogs don't have
> it. I guess I need to start calling these people.
> Rick D.

Try http://www.wdc.com, they have high speed versions of the 6502, 65816
and PIC-like versions of both, w/ RAM/ROM and I/O ports.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2474. New user needs HELP

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: unclebigbad@hotmail.com
Message-ID: <343968b3.3211951@news.icongrp.com>
Source record: 69610

A few days ago I was going through a Thrift Store and found an Atari 130-XE along with a 1050 disk drive, all cables (never even unwound) vinyl covers ect. for $10.00. Dont think its ever been used. I passed on it at first and then went back the next day and picked it up.

I know nothing at all about Atari Computers, back in the 80's I was a TRS-80 Model III kid :) Also about a year ago I picked up a 600XL for cart games, thats about it.

My main question is, how do I get programs off the net and into the Atari?
I dont even have a DOS disk for this thing, is it possible to make a bootable dos disk on my PC? Maybe by using Spartados and MyUtil?
Or do I need one of those special cables and APE software?
How about a null modem hookup? I'm assuming the port on the Atari is not a standard serial port and I need something else hooked up to it first. What would such a device cost and where could I get one?

If I need a DOS disk, can someone please send me one, I'll of course pay for shipping along with a few bucks.

Thats about it for now, I just want to get this thing up and running.

One more thing, this Thrift Shop had another 130XE still in the box for $8.00 along with another 1050 in the box for $4.00. Are there any programs that would make use out of having a second 1050 or would I just be wasting money?

Thanks,

George Torch

2475. FS: Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: unclebigbad@hotmail.com
Message-ID: <343968ec.3268729@news.icongrp.com>
Source record: 69611

I have a plain old 600XL in very good condition with OEM power supply.
Best reasonable offer.

George Torch

2476. Re: Fax-Proggie for the XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <61c6n5$jrn@bgtnsc02.worldnet.att.net>
Source record: 69612

Todd S. Elliott wrote:

> It can be done. The c64/128 has fax capability already for the past
> year or so. :)

I personally studied this possibility years ago (and had to stop rumors
that I was working on it). I collected a fair amount of documentation
on the subject, if anyone is interested in pursuing it. The nasty bit
is the decoding/encoding of the bilevel data for the CCITT standard
transmission. But it can be done.

Jeff Potter

2477. New Rainbow & Ball Blaster

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: Mike Booth <flmlght@cwo.com>
Message-ID: <343979DA.50CE@cwo.com>
Source record: 69613

I am looking for the following 3 files and 1 game.
OP-SYSTEM
OP-SYSXL
OP-5200
BALL BLASTER

I have found the new Rainbow Emulator site.
http://www.shenleyfields.demon.co.uk/

2478. Re: HUGE RANT :) Keyboard layout for PC - Atari adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3438412e.181170626@news.aatech.com>
Source record: 69730

On 5 Oct 1997 20:23:08 GMT, dklugh@iwaynet.net wrote:

>On 1997-09-24 fhthomps@concentric.net said:

> >Keyboard layout? Hm, I'm partial to the layout as the PC has it
> >because I'm used to it now. (It's also much more standard.) I like

>huh? The PC is the only computer I used with that kind of keyboard.
>Most have the 2/" and 7/' combinations.

Huh? I just walked around the office and looked at the keyboards on
different systems:

The Suns, the HP 9000, the PCs from Digital, ALR, and a bunch of
no-names, the Wyse 60 terminals, the UBI data entry terminal, the
Telxon handheld RF barcode scanner, and (finally) my Amiga (no Macs
here) all use a 2/@ and 7/& keyboard.

The only keyboard with 2/" and 7/' I could find was on my Atari 400 in
the 'arcade' room here.

I think a DEC terminal I used in college in the mid-80s used a layout
similar to the Atari's (or more likely the Atari 800 adopted its
layout, since the keyboards looked and felt identical down to the
speaker click.)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

2479. Re: Game Link II - Game ideas?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-06 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <JPajT7L.rldetlefsen@delphi.com>
Source record: 69731

Bill,
You wrote asking for a copy of Battleship for Gamelink. Yes, its for Gamelink I(GL1). I know, because I'm the one that comverted it over from the modem version. GL1 uses joystick port 2 between two computers. I also had plans to conver modem chess over, but after looking at that program, found it was a nightmare, and would need a lot of work. I was also going to make Hangman and ESP. Too little interest and too many other things to do.

As for setting up the Gamelink 2 system. Jeff Potter and I took slightly different paths in coming up with a multiplayer board. Mine would allow 6 A8s to be connected. I only had four I could setup, and they worked! But, as {I worked on the board, I realized that the worst thing to happen was a player {would need to go home, and that would be the owner. So, I did a little {thinking, and finally decided the best thing was single player kits. So I now have two items, the GL2 adapter and the GL2 BOOT adapter. Both need regular audio cables, and "Y"s to make a complet loop. The Boot adapter is a complete SIO cable with the GL2 adapter in the middle and a switch so that after the main system loads the program, it could be switched to the GL2 net to let others boot, without having to unplug stuff. These have been tested with 20' audio cables.

Rick Detlefsen

2480. Search for ATARI (8bit) Floppydrive

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: Uwe.u.Iris.Schulz@t-online.de
Message-ID: <61bu64$nv5$1@news02.btx.dtag.de>
Source record: 69532

Hello ATARI-Freaks!

I have a old 8bit ATARI 800 XE and need a Floppydrive to resuscitate
this fine computer.
If possible somebody here informed me, whether it still to buy in
shops? When yes, what type is the best.
A another possibility, somebody dispose of a FD to me.
In both cases please contact me under following e-mail-address:

uwe.u.iris.schulz@t-online.de

Friendlily Uwe

2481. Re: Looking for 65C816 source

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3439E334.64A8@kawo2.rwth-aachen.de>
Source record: 69533

David A. Paterson wrote:

> For an Atari version, there were 2 that I know of: DataQue's Turbo '816
> (isn't Terry Ortman trying to sell one? heh heh) and Fine Tooned
> Engineering's Sweet 16. I don't believe either is now available, though B&C
> was listing the FTe mod a year or so ago. I have one; it works fine in
> either mode, but no '816 soft besides John Harris' assembler was ever
> released. The FTe mod never even had expanded memory released.
>

I think, there are at least two more ...

I don't know, if Ingo Maindorfer in Germany finishaed his project, but there's another project, too (Sorry - I've forgotten the name of the developer.) There are parts of the scemes and a description on Mareks page in Stuttgart (yes, the page with all the wonderful links on it ...)

I've seen a board once and can tell you - really fast.

Maybe there's such an development in poland too, cause dracos SI recognizes the 816 ...

Matt

P.S. BTW - the original poster wannted to know, where to get the bare CPU ...

2482. Re: XL-IT: Can't find it

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <3439E6A4.1BD3@mail.utexas.edu>
Source record: 69534

as tom has posted, there is a new address for closer to home:

sorry for the trouble, however it worked when i tried it....

++++++++++++++++++++++++++++++
tom hunt sr. wrote:

After having a bit of trouble over the weekend with the NIC server that
I
normally use, I've decided to try out another service. So at least
temporarly, CTH will use the following names:

http://www.cth.dynip.com/index.html
ftp://ftp.cth.dynip.com/ftp/ (for most web browsers)
ftp.cth.dynip.com (for most ftp clients)

The previous name service provider claims that they will fix their NIC
server "real soon now", so the old name may start working at any time.
But
in the mean time, at least temporarily, you can get to the CTH servers
at
the above URL's.
++

2483. Phantasie Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <343A23D5.41C67EA6@reading.ac.uk>
Source record: 69535

Short and sweet:

Anyone know if the Phantasie docs are on the web anywhere?

Thanks,

Joel.

2484. S-video adapter for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: itrek@mindspring.com
Message-ID: <343a50d5.97160567@news.mindspring.com>
Source record: 69536

Has anyone built a cable to attach the monitor interface on an 800 to the s-video input on a TV?

If so I'd really like to know if it was worth it and what the pin configuration is.

Mike Taylor
itrek@mindspring.com

2485. XL-IT! V0.20

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: Ulf.Petersen@KIEL.netsurf.de
Message-ID: <6fR6fSA3nhB@ulf.kiel.netsurf.de>
Source record: 69537

Hi!

Since Markus' homepage seems to have disappeared without any reason, you
can now also download the latest version of XL-IT! at ...

http://members.aol.com/upetersen/atari.htm

CU!

Ulf

2486. Re: WTB: 815 DISK DRIVE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: georgeh@comet.net
Message-ID: <343a76e9.0@news.comet.net>
Source record: 69538

In article <EHnqLz.MF5@discus.technion.ac.il>, sanskrit@techunix.technion.ac.il (Pradeep Naga) says:
>
>
>Anyone have a 815 diskdrive for the Atari 800 available ?

Why do you want one? What's wrong with two 810s?

GFH

2487. Re: Atari show in Dallas - update

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: Mike7 <mike7@nospam.net>
Message-ID: <C208EAC5323CC64D.2F3CCDE84D61FAA4.2DBD7A4C3D0B7A1F@library-proxy.airnews.net>
Source record: 69539
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Dan Mazurowski wrote:
>
> Here we go! I finally have a list of vendors committed to attending
> the show. Chromagic, Crawly Crypt, Systems for Tomorrow, Emulators Inc
> (formerly Branch Always Software) and More Than Games. These names
> should all be familair to you ST computer fans out there. For the
> Atari gamers, Systems for Tomorrow also sells 2600, 7800, Lynx, and
> Jaguar games - contact them if you would like them to bring along a
> specific title for you. Sorry XL/XE fans, as far as I know none of
> these guys carry products for the older Atari computers. Hey, believe
> me, I e-mailed both Best Computers and B&C Computervisions to try to
> get them to attend the show, but neither could. (Come to think of it,
> I don't remember if Best even replied... I wonder if the address I
> used was any good?) But come on by anyway, meet some fellow Atarians
> and maybe strike a few trade deals. (And yes, fellow gamers, I will
> have some trade fodder along if you wanna wheel & deal!)
>
> The show is on Saturday, October 11th, at the Infomart in downtown
> Dallas Texas. For directions or other info, contact:
>
> Dan Mazurowski smedley@gte.net
>
> ---
Only 5 vendors???? ouch!!!! (this is a SHOW??)
Where's telegames!!!! Where's JV Enterprises!!!!
cmon atari supporters!!!!!R U going?? (I can't make it...)

2488. FS: 2600 carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: ad300@sfn.saskatoon.sk.ca
Message-ID: <61dvbk$tn1$1@missing.its.to>
Source record: 69540
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari

```
Hi. Prices as listed in USD.
------------------------------------------------------------------------
------------------------------------------------------------------------
Cartridges(Atari 2600)
------------------------------------------------------------------------
Activision(worn end labels)
----------
Frostbite $2 <min> hold
Pitfall! $2 <min>

Atari
-----
Asteroids $1 <min>
Centipede $1 <min> -----------
Defender $1 <min> -----------
Maze Craze $1 <min> $1 mrupp

Coleco
------
Donkey Kong $2 <min> -----------

Epyx
----
California Games $4 <min>

M-Network
---------
Football $1 <min> -----------
Tron Deadly Discs $1 <min>

------------------------------------------------------------------------
------------------------------------------------------------------------
Atari 8-bit Cartridge(metal/plastic casing)
------------------------------------------------------------------------
Asteroids $3 <min> -------- hold
Basic $3 <min> --------
PAC-MAN $3 <min> --------
------------------------------------------------------------------------
------------------------------------------------------------------------
Misc.
------------------------------------------------------------------------
Bentley COMPU-VISION Deluxe Home-TV Video Game System
(black with simulated wood trim, 2 controllers, attached RF cable)
Features:
TENNIS $10 <min> --------
```

SOCCER
SQUASH
SOLO HANDBALL
i.e. This is an enhanced PONG! system!. Self contained.
Eight combinations of player controlled skill settings.
Complete with manual and box(fair condition).
Operates on 4-AA batteries or AC/DC adapter(not included).

I also have for sale:
Atari ST 16/32 bit MIDI Computer hardware/software
Atari 8-bit carts
IBM hardware/software
GI JOE/TRANSFORMERS/GOBOTS(NEW in packaging)
Philips/Magnavox CD-I unit/DVC/games(NEW).
Please email for a listing.
I'm also looking for Atari 8-bit, Lynx and Jaguar games.
Thanks.
Updated 10/7/97

--End--

2489. Re: VT-100 supported on Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971007223301.SAA23622@ladder02.news.aol.com>
Source record: 69541

I know I've got a VT-100 term program somewhere that supports the XEP-80,
that 80 column box that provides 80 column composite monochrome output and
plugs into a joystick port.

Bostone1

Bostone1@aol.com

2490. Monthly Atari meeting

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <61er5l$dcu@bgtnsc03.worldnet.att.net>
Source record: 69542

Since my last posting of general interest stirred up some locals, I decided to post a message of interest to central Floridians (I apologize to the rest):

The Mid-Florida Atari Computer Club's monthly meeting is held this coming Sunday (10/12/97) at the Orlando Public Library (downtown Orlando, FL). Officially it starts at 3:00 p.m., but members like me will begin showing up as early as 1:30. Admission is free, and all Atari enthusiasts are welcome. E-mail for more information.

Jeff Potter

2491. WTB: 815 DISK DRIVE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: sanskrit@techunix.technion.ac.il
Message-ID: <EHnqLz.MF5@discus.technion.ac.il>
Source record: 69614

Hi,

Anyone have a 815 diskdrive for the Atari 800 available ?

.

2492. Re: Fax-Proggie for the XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: "Todd S. Elliott" <eyeth@erols.com>
Message-ID: <3439B7C2.64B57339@erols.com>
Source record: 69615

Daniel Woodard wrote:
> Isn't the C64 modem just 300 baud? How can it handle faxes at
> such a slow speed?
>
The c64 through its userport used to handle 300 baud (the infamous VICModem), later 1200 baud, and third parties, 2400 baud. But that was ten years ago.

This is the 90's. :) The c64 is capable of handling 230.4KBps... The only problem is that software has not yet been written to take advantage of the increased capacity that the cartridge port offers with beefed up RS-232 hardware. As far as I know, 28.8 is the software limit now.

As for the fax program for the c64/128, while I have not studied how the program conduct fax transmissions and reception, I can gather that the program relies on the modem's hardware for fax processing. This relieves the burden of data processing via fax on the poor ol' 1MHz 6510 chip. :)

The point is that it can be done for the Atari- A program could also rely on the RS-232 hardware and modem hardware to do the grunt work of fax processing. All the program has to do is to store the contents somewhere for later viewing/printing/disposition, etc.

-Todd Elliott

2493. WTB: 800 plus stuff ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: wileyc@ai.cs.fujitsu.com
Message-ID: <61cj0uskm1@news.fsr.net>
Source record: 69616

(... it's been a *long* time since I've dealt with anything Atari, so
please bear with me ...)

I'm sort of going through a second childhood -- I'm attempting to aquire
the "dream system" of my youth. So, I'm looking for the following:

* An original 800. I _loved_ that keyboard ... the XL didn't compare.
* 48k expansion for the above
* Rev C BASIC cartridge
* 1040 drive (the 1040 worked with the 800, yes? I can't remember ...)
* Games. Lots of games.

If you're willing to part with any or all of the above, please drop me a
line.

-- Chris (wileyc@ai.cs.fujitsu.com)
Due to the bloody USENET-culling spammers, I've had to alter my return
address a bit. Replace the .com with .co.jp to reply.

2494. Re: Looking for 65C816 source

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <61ctdi$9he$1@nuke.csu.net>
Source record: 69617

David A. Paterson (davepat@total.net) wrote:

: Engineering's Sweet 16. I don't believe either is now available, though B&C
: was listing the FTe mod a year or so ago. I have one; it works fine in
: either mode, but no '816 soft besides John Harris' assembler was ever
: released. The FTe mod never even had expanded memory released.

Sad, isn't it? Why doesn't someone else come out with a RAM upgrade and
some software for the 65816?

I'd love to see an Action! for the '816. If anything, for doing 6502
development!!! :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2495. Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: Lazy Bone <zhulien@alphalink.com.au>
Message-ID: <343A83ED.MD-0.198.zhulien@alphalink.com.au>
Source record: 69618
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

Hi All on the Codename G-OS mailing list.

Thanks
======

Firstly I would like to thank all who responded to the original email and newspostings, the responses have been both positive and in great number. In addition to that many people made positive suggestions regarding the project.

Codename G-OS needs a Name
==========================

Codename G-OS needs a name, I had one email stating how similar the name 'Codename G-OS' was to 'GEOS' on the Commodore 64. Although for several reasons, I would like to disagree (ie: our name has 4 sillables, GEOS has 2) I think a better name could be given, perhaps GENOS? Then an Integrated Development Environment could be called GENOSIDE :)

A couple of people also made me aware of their concern regarding the slowness of a JIT compiler on an 8 bit computer. Firstly, the JIT compiler would NOT be JAVA based, but could have some parallels - ie: being JIT. Also, it is likely that the system would be created around a Virtual Machine with a Virtual Machine Language (VML) that would be designed specifically to execute reasonably fast on an 8 bit computer if interpreted and maximum speed when compiled. Even interpreted BASIC is reasonable on some systems and when compiled, very quick. One great idea from one of you who emailed me was to have the compilation part of application installation so most users wouldn't even be aware it was happening - personally I like the idea.

Programmers needed
==================

Programmers are needed for a project of this scope. At this stage, a list of possible developers is being created.

It currently looks like this:

Wen Carkner 6502/Commodore 64
Luke Adams 6502/BBC Model B
MagerValp 6809/Tandy CoCo
Xavier Urton z80/Amstrad CPC
Julian Cassin z80/Amstrad CPC (AMSDOS & CP/M)

Other non-programmers
=====================

Although many people would consider themselves non-programmers, they are not at all useless for this project - Other useful things people can do are supply IDEAS, BETA-TESTING etc...

To be or Not to be - Commercial that is
=======================================

The 'commercial' concept I outlined previously had a few critisms. This is good to have feedback, but here is the reasoning behind the suggestion of being commercial.

To be commercial has the following benefits:

- The product will controlled centrally (in concept) by a SINGLE development group.
- Full legal control over other commercial product spinoffs.
- Full legal control over incompatible spinoff versions.
- The product will be supported by both individuals AND commercial organisations.
- An Individual developer will have EXACTLY EQUAL rights as all others including
organisations.
- It seems that commercial has better reputations over freeware and shareware as far
as Enterprises are concerned. Who runs companies of a Public Domain OS?
- ALL source code will be delivered WITH the OS so every man and his dog can customise it. Do you like the way the OS looks? Everyone has their own opinions. The public can suggest better code to the developers.
- We can promote the OS in the same way as other organisations. ie: Advertising?

Of course this means a contract should be written out sometime that EVERY developer gets - the same EQUAL contract for everyone.

The only downside is the Fred cannot legally give Barney a copy, but Barney can himself get a FREE copy from somewhere (ie: the web, email, snailmail).

Development Coordination
========================

To coordinate the development of this project, because it is both international AND multiplatform, several resources will be necessary.

WWW - This will be used for general/technical/progress information and advertising.
- Also ALL current source code/related utilities will be available from here.
EMAIL - More up to date communication amongst developers.
FAX - People can FAX information to anyone with a FAX machine.
NEWS - General updates for everyone, and to attract newcomers.

Where will we start?
====================

Well, we are starting now...

1. Initially, a plan will be drawn up - anyone interested in playing a role in the
project should email me and let me know what they can do for the project.

2. All developers will be asked to communicate and come to agreement on what the OS will
do, how we will implement it etc...

3. Design phase.

4. Implementation phase.

5. Testing phase.

Of course this is a very basic outline at this stage, but it will surely progress.

Regards

Julian Cassin
(Director - Computer Kingdom Pty Ltd)

2496. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <61dakp$f1s@cletus.bright.net>
Source record: 69619
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

Lazy Bone wrote in message <34394CFA.MD-0.198.zhulien@alphalink.com.au>...
>Hi All,
>
>This is the first email to announce the start of a new international
>multiplatform 'commercial' project 'Codename G-OS'.
>

Back in the '80's there was a system named the p-system. It ran on z80, 6502, dec vax, ibm pc, SCO IV, and a bunch of others. It uses UCSD Pascal. The concept was to create an operating system that used a virtual machine. This virtual machine had it's own virtual cpu, virtual assembly code, virtual devices. I'm surprised more people haven't heard about it. I've worked with the p-system for about a year now on a z80 and SCO IV. The same code that runs on the z80 will run on the SCO IV system. Pretty cool. Below is an excerpt I ran across while surfing the web: http://www.threedee.com/terak/ucsd.html

---

What is the UCSD P-System?

It is a portable operating system that was popular in the early days of personal computers, in the late 1970s and early 1980s.
Like today's Java, it was based on a "virtual machine" with a standard set of low-level, machine-language-like "p-code" instructions that were emulated on different hardware, including the 6502, the Z-80, and the PDP-11. In this way, a Pascal compiler that emitted p-code executables could produce a program that could be run under the P-System on an Apple II, a Xerox 820, or a DEC PDP-11.

I would also like to point out that there is another "virtual machine" system already available for most types of personal and home computers. It is the z-machine that Infocom created. I have used the Inform 5.5 compiler and an atari 8-bit version 3 interpreter to create the Infocom-style games found at: ftp://cth.dynip.com/ftp/pub/Atari_8bit/More_Atari8bit/CTH_SHAREWARE/TGAMES.ARC . These particular games will boot the atari 8-bit version 3 interpreter. But the actual (z-code) games will run on ANY machine that has a version 3 interpreter! Pretty nifty.

2497. =-=- FOR SALE: RARE ATARI PERIPHERALS -=-=

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: Gary Monti <monti_g@lexicon.ins.com>
Message-ID: <343A4D4B.5D7827D6@lexicon.ins.com>
Source record: 69620

I have available the following Atari peripherals that I am willing to
sell at a reasonable price. Please email your offers to
gmonti@connix.com

- Atari 850 Interface, includes Modem Cables
- Atari 1030 Modem
- U-Print Interface
- Assorted 800XL cartridges

Take care,
....Gary

2498. Re: Atari 1400XL label wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <343A7368.15E8B6F5@aol.com>
Source record: 69621
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Julianne,

Your best solution will be to call Best Electronics at 408-243-6950
and order an Atari
1200XL name plate, remove the 2, buy a black rub-on lettering kit from a
hobby shop and apply the 4 in the 2's place.

Curt

2499. Re: More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <343A71C4.FC24C684@aol.com>
Source record: 69622

Hi Sam,

Well as for your questions:

Yes, the disk must be in the drive, the drive # must be 1 and the drive needs to be turned on prior to inserting the disk. Then turn on your computer, then drive will begin to load DOS 2.0

As for BOBterm, if it is on a DOS 2.0 disk with DOS 2.0 installed then yes, it will boot up, you'll need the AUTORUN.SYS file with the drivers for the appropriate interface/modem you are using. Then you can run BOBterm.

Some programs may want to see XL or XE ROM OS chips, but most should run fine.

Since your only using 32K stick with DOS 2.0 or even MyDOS 4.5

As for 80 column cards, there were 2 made for the Atari 800: The Bit-80 and the Austin-Franklin 80 (Actually had RGB color output with text attributes, quit nice). Both needed to be installed into SLOT #3 in the Atari 800 so they would not work on the Atari 400. However you can purchase an Atari XEP80 interface module which is an 80 column box with a standard parallel printer interface. You may want to consider upgrading your memory however. B&C Atari Sales & Service at www.myatari.com has original Atari 48K OEM memory upgrades still in the box and they also sell Atari XEP80 interface modules. Upgrade to 48K, get an XEP80 and then buy a copy of AtariWriter 80 which works with the XEP80 module for 80 column wordprocessing. If you REALLY want to get fancy think about finding a copy of SpartaDOS and the XEP80 drivers and you can use that to run the 80 column interface. With all this upgrading perhaps you should consider getting an Atari 800 if you like the original series computers or think about stepping up to an 800XL or 130XE.

Curt

2500. Re: Difference between 1200XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: "A. Karl Heller" <heller@socko.cdnow.com>
Message-ID: <61duk5$a9l@netaxs.com>
Source record: 69623

Brent Buescher <buesch@srv.net> wrote:
: Brent Buescher <buesch@srv.net> writes:

: > The "demo program" is just a cool rainbow fuji that replaces the "memo
: > pad" function in the 400/800 models. I think. Just discovered my
: > 1200XL isn't working. :(

: Got it working and discovered my memory is faulty---it's a rainbow
: Atari logo all right, but it's just the word "ATARI", not a fuji. It
: does not have the self-test feature. Personally, I think this is
: cooler and will miss it when I upgrade.

It *does* have the self-test feature.

2501. Re: =-=- FOR SALE: RARE ATARI PERIPHERALS -=-=

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: "A. Karl Heller" <heller@socko.cdnow.com>
Message-ID: <61duhr$a9l@netaxs.com>
Source record: 69624

Gary Monti <monti_g@lexicon.ins.com> wrote:

Not to be rude, but where does the word "rare" come from?

: I have available the following Atari peripherals that I am willing to
: sell at a reasonable price. Please email your offers to
: gmonti@connix.com

: - Atari 850 Interface, includes Modem Cables
: - Atari 1030 Modem
: - U-Print Interface
: - Assorted 800XL cartridges

: Take care,
: ....Gary

2502. Re: 6502 multitasking OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: toh@freenet.Victoria.BC.CA
Message-ID: <EHp3u8.2D3@freenet.victoria.bc.ca>
Source record: 69625
Cross-posted to: comp.sys.cbm,comp.arch.embedded,alt.comp.hardware.homebuilt,comp.sys.atari.8bit,comp.sys.apple2.gno,comp.sys.apple2.programmer

On 30 Sep 97 17:50:06 +1200, nrw20@csc.canterbury.ac.nz wrote:

>Okay, would anyone care to enlighten me with a definition of what
>exactly -preemptive- means in this context? I've been using an OS
>with preemptive m.tasking for years, but -still- havn't been able
>to find in literature or by lurking in these groups what exactly
>preemptive means.

There's a pretty good answer to this posted; perhaps an even simpler distinction is that a preemptive system has some sort of "executive" who can interrupt any user-level process at will - sort of a time server to which all the other processes are clients. A cooperative system has no such executive - all the processes are peers, and theoretically equals. An executive has the advantage of being able to enforce different levels of priority for the "client" processes; a cooperative system has the advantage that a process can (temporarily, we hope) elect not to cede to anyone else and thus run in real time when necessary. There are pros and cons to either approach, but cooperative multitasking places more responsibility on programmers who develop user-level software (I don't have to think about scheduling at all when I write a Unix application), making development for a cooperative system more difficult.

So preemptive multitasking handles scheduling outside of each process (with some meta-process, typically in the kernel) while cooperative does scheduling inside each process.

--
Marc Sira |
toh@freenet.victoria.bc.ca | "Your god drinks...p-p-peach nectar!"
aa382@freenet.carleton.ca '

2503. Re: WTB: 800 plus stuff ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971007223301.SAA18192@ladder01.news.aol.com>
Source record: 69626

Although I'm sure you'll get many replies offering you good deals, you can still buy through dealers. Yes, some are amazed that there is enough interest in the old Ataris to still support retailers, but there are vendors out there that still sell even new equipment. For a good example of what's available, look at www.myatari.com on the web. B&C Computervisions has been in business for years as an Atari only retailer. Though some say their prices are high, their selection is fantastic, so you don't have to spend a long time looking for what you want. If your time is money and you want it quick, B&C can often get you what you want quickly.
I know this sounds like a commercial, but I never see anything posted in this newsgroup from Bruce and Cathy (B&C), so I'll post this for them.

Bostone1

Bostone1@aol.com

2504. Re: 6502 multitasking OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: Randy Gardner <randyg@slip.net>
Message-ID: <343AA39D.7FEE@slip.net>
Source record: 69627
Cross-posted to: comp.sys.cbm,comp.arch.embedded,alt.comp.hardware.homebuilt,comp.sys.atari.8bit,comp.sys.apple2.gno,comp.sys.apple2.programmer

On 30 Sep 97 17:50:06 +1200, nrw20@csc.canterbury.ac.nz wrote:
> Okay, would anyone care to enlighten me with a definition of what
> exactly -preemptive- means in this context? I've been using an OS
> with preemptive m.tasking for years, but -still- havn't been able
> to find in literature or by lurking in these groups what exactly
> preemptive means.

Let's say that there is a business that has only one computer, and there are 10 people (programs) wanting to use it. One way to let everybody use it would be to have them cooperate, one person finshes what they are doing, and then another uses it, when they finish, they let another person use it, etc.... Another way would be to have a time chart, and have it enforced by fireing people who try to stay on. Person one has a fixed period of time, and then they get kicked off by the boss (Preemptive OS), who lets person two use it, then person three, and so on.

I hope this analogy helps you understand.
--

--randyg@slip.net
--Randy Gardner

2505. Re: Server Change

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <343ACF20.72070238@sisna.com>
Source record: 69628

Forgot to put in the correct server but this address should be correct..

bobkla19@sisna.com

bob

2506. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <343ACA8A.364EE3FC@tcd.net>
Source record: 69629

I still have a few 800XL's power supply and video cable included $25.00
shipped

Atari 130XE's power supply and video cable shipped $35.00

Logo Cartridge and 2 manuals Intro to Programing and Reference manual
$8.00 shipped

Also I have changed my server..will have the other one for a month or
two longer but
this one will be the primary server.
bob

2507. FS: atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: "Luis R. Pena" <lrpena@insc.net>
Message-ID: <343af3a1.0@unix1.insc.net>
Source record: 69630

```
800XL no power supply (tested ) $15.00
Koala touch tablet (in box) $10.00

I'm willing to trade for any of these items.
400
1200XL
65XE
1050
Original Atari touch tablet CX77
game cartriges
--
Luis R. Pena
cybrchld@hackerz.com | http://www.hackerz.com |
Integrated Network Solutions Inc. | http://www.insc.net |
```

2508. Re: just got XL-IT 0.20:dissapointed (had fun playing Ultima 4,though)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-07 00:00:00 UTC
From: Sean Lester <none@none.com>
Message-ID: <61etfa$64k$2@solaris.cc.vt.edu>
Source record: 69631

AMEN!!!!!!!!!

>[whining deleted]
>
>If you think you can do a better job of writing an Atari 8-bit
> emulator, I suggest you grab a compiler and quit whining. Your constant
> whining about how inferior everything you get for free is starting to
> make me sick.
>

2509. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: Lazy Bone <zhulien@alphalink.com.au>
Message-ID: <343AD75B.MD-0.198.zhulien@alphalink.com.au>
Source record: 69543
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

> Back in the '80's there was a system named the p-system. It ran on z80,

I have heard of this. Infocom interpreters also are a similar idea
for their adventure games. The main difference we are aiming at is a
JIT compiler for Codename G-OS which will give us the required speed
we want.

> I would also like to point out that there is another "virtual machine"
> system already available for most types of personal and home computers. It
> is the z-machine that Infocom created. I have used the Inform 5.5 compiler

Yep.

Thanks for the info.

Regards

Julian Cassin

2510. Re: just got XL-IT 0.20:dissapointed (had fun playing Ultima 4,though)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <61er00$36v@freenet-news.carleton.ca>
Source record: 69544

(dklugh@iwaynet.net) writes:
> Well I got XL-IT 0.20.

[whining deleted]

If you think you can do a better job of writing an Atari 8-bit
emulator, I suggest you grab a compiler and quit whining. Your constant
whining about how inferior everything you get for free is starting to
make me sick.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2511. Re: Atari show in Dallas - update

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <343b13ed.8797184@news>
Source record: 69545
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.st,comp.sys.atari.8bit

Sounds like a better Atari show at our B.A.V.E. meeting Sunday the
12th. Howard Warshaw will be there and possibly Don Thomas and Larry
Kaplan (Kaplan was at the last meeting). Not to mention having
Computer Space #1 and Pong #32 availible to play.

jj

On Tue, 07 Oct 1997 13:02:31 -0500, Mike7 <mike7@nospam.net> wrote:

>Dan Mazurowski wrote:
>>
>> Here we go! I finally have a list of vendors committed to attending
>> the show. Chromagic, Crawly Crypt, Systems for Tomorrow, Emulators Inc
>> (formerly Branch Always Software) and More Than Games. These names
>> should all be familair to you ST computer fans out there. For the
>> Atari gamers, Systems for Tomorrow also sells 2600, 7800, Lynx, and
>> Jaguar games - contact them if you would like them to bring along a
>> specific title for you. Sorry XL/XE fans, as far as I know none of
>> these guys carry products for the older Atari computers. Hey, believe
>> me, I e-mailed both Best Computers and B&C Computervisions to try to
>> get them to attend the show, but neither could. (Come to think of it,
>> I don't remember if Best even replied... I wonder if the address I
>> used was any good?) But come on by anyway, meet some fellow Atarians
>> and maybe strike a few trade deals. (And yes, fellow gamers, I will
>> have some trade fodder along if you wanna wheel & deal!)
>>
>> The show is on Saturday, October 11th, at the Infomart in downtown
>> Dallas Texas. For directions or other info, contact:
>>
>> Dan Mazurowski smedley@gte.net
>>
>> ---
>Only 5 vendors???? ouch!!!! (this is a SHOW??)
>Where's telegames!!!! Where's JV Enterprises!!!!
>cmon atari supporters!!!!!R U going?? (I can't make it...)

2512. Re: Draconus and Zybex music

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19971008054301.BAA01430@ladder02.news.aol.com>
Source record: 69546

>From: dklugh@iwaynet.net
>Date: Sat, Sep 27, 1997 11:21 EDT
>Message-id: <60j8a1$7n2$3@triglav.iwaynet.net>

>But I don't know what Atari music format could be used for the Draconus/Zybex
>
>music.I don't know if AMS & AMP support anything but pure tones.Maybe CMC?

The music from both games was done in FUTURE COMPOSER Format. DL the
archive from a Polish web-site and it will come with about 20 FC music files
from those games and demo disk.

2513. Re: 6502 multitasking OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: davepat@total.net
Message-ID: <343b1646.0@news.total.net>
Source record: 69547
Cross-posted to: comp.sys.cbm,comp.arch.embedded,comp.sys.atari.8bit,comp.sys.apple2.gno,comp.sys.apple2.programmer

In an article dated Sat, 04 Oct 1997 08:07:30 -0700, someone named Ernst Stavro Blofeld says...
>
>phelix@vallnet.com wrote:
>> In a non-preemptive system (DOS, Win3, Older Macs), each program
>> must explicitly hand control back to the OS every so often (by calling a
>> system function) so that the cpu can switch to another program. If a
>> program fails to do this, it will run forever and no other programs will
>> run.
>
>Your assessment is more or less correct, but your examples cause me to
>cringe. First off, DOS was never multitasking except for the "print"
>command. One version, DR DOS 7.0, _was_ re-written as a multitasking
>system, and it was genuinely preemptive.

On a non-Atari note, DR-DOS is now called "Open DOS" from Caldera; it's free to private individuals. Better than MS-DOS, available from

http://www.caldera.com

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
And she handed me twenty dollars for a two-fifty fare
She said "Harry, keep the change."

2514. Re: 64 file limit for SpartaDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <343B5DE4.3803@kawo2.rwth-aachen.de>
Source record: 69548

Graham Thornton wrote:
>
> I have created a 720Kb double-density disk image using SIO2PC, and
> formatted it as an 80-track double-sided double-density disk using the
> SpartaDOS 3.2G XINIT utility.
>
> However, with over 1000 blocks still free, I am getting error code 169 when
> attempting to copy new files to the disk. My Atari reference guide says
> this message means the maximum of 64 files per disk has been reached. Is
> this true? I am really limited to just 64 files using SpartaDOS 3.2G?
>
> Any suggestions would be appreciated

My manual says for error $a9:
Disk is write protected ...

BW-DOS says:
directory full (limit is 1424 entries)

so try copying to different subdirectories ...

Matt

2515. Codename GENOS (was Codename G-OS) Mail 3

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: Lazy Bone <zhulien@alphalink.com.au>
Message-ID: <343BE1D1.MD-0.198.zhulien@alphalink.com.au>
Source record: 69549
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

Hi everyone.

G-OS now GENOS
==============

I mentioned in the previous mail that someone pointed out the similarity between the name 'Codename G-OS' and the product 'GEOS'. Because no similarity was intended, the name for or generic OS, will be now called 'Codename GENOS' until a better name can be found. If you have a suggestion, let us all know.

MAILING List and Feedback
=========================

Most email software when replying to emails has the facility to 'reply to all recipients' - that means if you receive this from me (which was sent to approx 10 people), you can also email them all and share your ideas with everyone. This should work well. I will send updated mailing lists as I think worthwhile.

VML (Virtual Machine Language)
==============================

Several people mailed me their concern regarding the speed that a PCode system would be like on an 8 bit CPU. Here is the now intended solution for Codename GENOS.

Codename GENOS and it's Applications will be written in VML. The development of this VML has just started and will be based around common instruction types that are commonly shared by CPUs. It is hoped that most common instructions will have a one to one relation with the native target CPU's machine language. Of course there will be some instructions that will infact have to be coded as a 'routine' on the target computer. I currently believe this will give an almost full performance on EVERY target platform.

As mentioned before, I had a suggestion from one of you that during the installation of an application should be when the JIT is invoked. This is way it will probably be. Why translate the code from VML to native code EVERY time an application is run? The users wouldn't even be aware there was a VML behind the scenes. We will achieve full speed and full portability - no 'runtime' code will be interpreted.

HAL (Hardware Abstraction Layer)
================================

The HAL is a very important portion of this OS. The OS could exist with no HAL, but it wouldn't be able to handle input/output and still be portable if the HAL wasn't there.

The OS needs input/output so, the HAL will contain a set of standard documented routines which MUST be implemented on EACH target platform.

The HAL's implementation will start of simple, with text output, command line input and some sort of secondary storage support. From here, it will progress to bitmapped graphics (for systems that support this), communications etc...

Remember, not all computers have human input devices, the target system could be an embedded system, or PLC (programmable logic controller).

Intended Applicaton Development Process
=======================================

Initially development of applications will have to be done in one of two ways. Either with a hex editor (to created VML software), or with the assistance of utilities we will all have to write on another system to cross compile or cross assemble.

Perhaps a Small C compiler of another system (ie: MSDOS, MacOS, CP/M) could be adapted to generate VML.

Eventually a VML assembler and other language compilers will then be written from scratch in VML so they can then be portable.

If anyone would like volunteer to be part of this sub-development team, ie: perhaps convert GCC to generate VML, please let us know.

Development Plan
================

This is the development plan as it stands currently.

1. Codename GENOS Awareness and Advertising (in progress)
2. Resource gathering (in progress)
3. Website (main one AND lots and lots of mirrors)

4. Mailing List (implemented)
5. IRC Channel
6. VML Specification (in progress)
7. Resource Allocation (in progress)
8. HAL Design
9. VML to Native code translator (cross platform version)
10. Initial HAL implementation
11. Development of simple command line shell (for testing)
12. Design of OS (to be written in VML)
13. Development of VML assembler (written in VML)
14. Development of VML 3GL (written in VML)
15. ...

Commercial Again?
=================

I had some people email me saying that a commercial project for redundant computers will fail. Why? Remember, it will likely be commercial, but FREE! Also, only the INITIAL target computers will be 8bit. Later targets might be current Alpha, Intel or PPC CPUs. If the project takes off - ie: people actually use the OS, then we may actually see a common future platform (ie: JAVA is not very platform independant cause it need too much resources for 8 bit computers). And also an 'efficient' OS for the faster CPUs.

Resources Needed
==========

All forms of resources are needed for this project.

1. Systems Analysts/Programmers to design and implement the HAL on each platform
2. Application Programmers to code programs in VML Assembler or a 3GL
3. Web page designers to design, implement and maintain websites
4. Administrators to maintain the mailing list, IRC channel
5. Beta testers to test everything
6. Artists to create cool advertising (on the web)
7. Brainstormers to give us suggestions

Names Needed
==========

As mentioned before, Codename GENOS really needs a proper name. Also this programming effort should have a name too - for promotion and identity.

Until Next Time

Regards

Julian Cassin

2516. Re: 6502 multitasking OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <343b8b49.396782081@news.aatech.com>
Source record: 69550
Cross-posted to: comp.sys.cbm,comp.arch.embedded,comp.sys.atari.8bit,comp.sys.apple2.gno,comp.sys.apple2.programmer

On Sat, 04 Oct 1997 08:07:30 -0700, Ernst Stavro Blofeld
<SPECTRE@jhu.edu> wrote:

>phelix@vallnet.com wrote:

>> In a non-preemptive system (DOS, Win3, Older Macs), each program
>> must explicitly hand control back to the OS every so often (by calling a
>> system function) so that the cpu can switch to another program. If a
>> program fails to do this, it will run forever and no other programs will
>> run.

>Your assessment is more or less correct, but your examples cause me to
>cringe. First off, DOS was never multitasking except for the "print"
>command.

Well, there were/are all those TSR utilities.

> One version, DR DOS 7.0, _was_ re-written as a multitasking
>system, and it was genuinely preemptive.

There was (is?) Concurrent DOS too which, if I recall correctly,
multitasks. Or maybe not.

> Older Macs were non-preemptive
>like you say, but so are the latest and greatest (*guffaw*). So why
>distinguish, when ALL versions of MacOs are purely cooperative in their
>multitasking. (Aside-Mac8 has a multi-threaded Finder, but the OS
>provides no support for preemptive multitasking to its client processes,
>and the software must still be built for the cooperative model.)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

2517. Re: 64 file limit for SpartaDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <343B94E4.10556C95@ix.netcom.com>
Source record: 69551

Graham Thornton wrote:

> I have created a 720Kb double-density disk image using SIO2PC, and
> formatted it as an 80-track double-sided double-density disk using the
> SpartaDOS 3.2G XINIT utility.
>
> However, with over 1000 blocks still free, I am getting error code 169 when
> attempting to copy new files to the disk. My Atari reference guide says
> this message means the maximum of 64 files per disk has been reached. Is
> this true? I am really limited to just 64 files using SpartaDOS 3.2G?
>
> Any suggestions would be appreciated
>
> Thanks in advance.
>
> Graham
>
> ----------------------
>
> remove the .nospam from the E-mail address to reply.

Graham, The 64 files limit is for AtariDOS NOT SpartaDOS. Actually, I always thought it was 128 file, but... SpartaDOS supports subdirectories. At the command prompt type MKDIR or MD then the driive ID: and the new subdirectory name.
EX. D1: MD GAMES
This name uses the normal 8.3 file name structure. To switch to that subdirectory, use CWD >GAMES. This will shift to that directory. To get back to the main or root ditectory use CWD >. Be sure to have a space between the command and the >.
There could also be a formatting error that means that the image was actually formatted as 360K not 720K. I was never able to get the 80 track format to work, but then again, the XF551 drive doesn't support that.
Another suggestion is to try the 3.3 version of SpartaDOS. This works great for the emulators. If you need an SD 3.3 version .ATR image, I can e-mail you one.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2518. Re: WTB: Various Atari Items.

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <343B80F3.B0A904F8@aol.com>
Source record: 69552

Hi,

You listed an 835 as an acoustic coupler modem, the Atari 830 was the acoustic coupler, the 835 was a direct connect modem that did not need an 850 interface but instead it connected right to the 8-bit Atari computer. Also the 835 used a cartridge called Telelink II which had a nice feature, it would save 2 telephone numbers in its memory and it lasts quite a while, I hadn't touched me Telelink II cart for about 3 years and 1 day I just popped it in for the heck of it in and it still retained the telephone numbers.

Curt

2519. VMC Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: jonart@ix.netcom.com
Message-ID: <61g51b$ihr@sjx-ixn6.ix.netcom.com>
Source record: 69553

```
******************************************************
===============VINTAGE MICRO-COMPUTERS===============
=============EMAIL: jonart@ix.netcom.com==============
******************************************************
```

Hi everyone. Anything on this list I will accept trades on. I am looking for interesting and rare C64 hardware and software, and anything Amiga related. This is going to be my first posting for Vintage Micro-Computers. The proceeds enable me to further my beloved hobby and also help others who collect/use/love old micro-computers. Of course my main love and area of expertise is the C64. I am in the process of moving into the world of the Amiga.

You will notice that I am trying to be as detailed as possible about my listings. I am a collector and have been buying items online for a while and I really wish everyone would list in a detailed manner. It definately makes it easier on the customer, so that they can decide if said item is useful to them or not. I will also try to answer as many questions as I can about each item listed.

This list keeps expanding(so check it regularly or request to receive updates via email). I have alot of items to inventory, check and clean. Email me your orders and I will process them as fast as I can. To make the transaction faster, please email your address with your order, that way I can calculate shipping and give you a total. Also... if you wish to receive future lists by email, send me email with subscribe in the subject line.

Please note that I will delete each of my for sale posts from the news group after 3 or 4 days, and then make an upgraded post.

So far Response has been great! Thank you to all who have placed orders.

Please enjoy and Happy computing to all!

```
------------------------------------------------------
======ATARI====ATARI====ATARI====ATARI====ATARI======
======ATARI====ATARI====ATARI====ATARI====ATARI======
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*******************ATARI SOFTWARE********************
------------------------------------------------------
```

TITLE: Ultima IV - Quest of the Avatar
PUBLISHER: Origin
REQUIREMENTS: Atari 400/800,XL's, XE's and a 5.25 in floppy drive.

NOTES: This is one of the best series of games that has been on just about every computer platform at one time or another. This game is considered to be rare. The box is intact, although one corner is slightly bent. Everthing is in the box except for the metal Ankh. The cloth map is pretty groovy just for hanging on your wall.
PRICE: Well this is the difficult part for me. I am honestly not sure if I want to sell this since the Ultima games are my very favorites, and also due to the fact that the game is so hard to find. If I get an offer that sounds good I will sell this or even possibly trade it for C64 or Amiga items.
So go ahead and make a bid.

=======COMMODORE======COMMODORE======COMMODORE=======
=======COMMODORE======COMMODORE======COMMODORE=======

**********COMMODORE RELATED BOOKS**********

TITLE: Personal Computing on the VIC 20
PUBLISHER: Commodore Electronics, LTD.
Copyright 1982
164 Pages
Spiral Bound Softcover
PRICE: $4.50

TITLE: Pilot
PUBLISHER: Commodore Electronics, LTD.
Copyright 1983
111 Pages
Softcover
NOTES: This is the manual for the Powerful authoring language Pilot. The language Pilot was mainly used in learning institutions. Unfortunately there is no software with this book, so if you are missing the manual this book is for you!
PRICE: $2.00

TITLE: Teach Yourself Computer Programming with the Commodore 64
PUBLISHER: Hodder and Stoughton
Copyright 1983
206 Pages
Softcover
NOTES: This book is invaluable to the NOVICE programmer. It contains many programs ready to be typed in. The book covers all basic aspects of C64 programming.
PRICE: $4.00

TITLE: Commodore 1541 Disk Drive Users Guide
PUBLISHER: Commodore Business Machines Electronics, LTD.
Copyright September 1982
70 Pages

Softcover
NOTES: If you have a 1541 drive and do not have a manual then this book is for you. You can reap the full benefits of your 1541 drive.
PRICE: $3.00

TITLE: Mastering the VIC 20
PUBLISHER: Ellis Horwood
Copyright 1983
173 Pages
Softcover
NOTES: This book explores the VIC 20 via advanced basic programming techniques and assembly language programming. This book is invaluable to the VIC programmer including many examples and tables.
PRICE: $4.50

TITLE: VIC Graphics
PUBLISHER: Hayden Book Company, INC.
Copyright 1982
187 Pages
Softcover
NOTES: This book explores the use of hi-res graphics and programming on the VIC 20. This book requires the VIC Super Expander Cartidge with hi-res graphics commands.
PRICE: $4.50

TITLE: Computes! First Book of the VIC
PUBLISHER: Compute! Books Publication
Copyright
Pages
Spiral bound softcover
NOTES: Games, Porgrams, and other helpful information for users of the VIC 20. Great book!
PRICE: $4.50

TITLE: Easy Finance IV
PUBLISHER: Commodore Electronics, LTD.
Copyright 1983
83 Pages
Softcover
NOTES: This is the manual for Commodore's Powerful yet user-friendly business management financial program. No software included. If you have the software and do not have the manual then this book is for you.
PRICE: $1.50

TITLE: The Commodore 64 User's Guide
PUBLISHER: Macmillan Publishing Company
Copyright 1983
121 Pages
Softcover
NOTES: This is not the official c64 user's guide published by Commodore yet it is very helpful since not only does it document CBM

expansion devices, but other manufacturers too. Highly recommended!
PRICE: $6.00

TITLE: MPS 801 Dot Matrix Printer User's Manual
PUBLISHER: Commodore Business Machines, INC.
Copyright 1983
44 Pages
Softcover
PRICE: $2.50

TITLE: VIC 20 User Guide
PUBLISHER: Osborne/McGraw Hill
Copyright 1983
388 Pages
Softcover
NOTES: This is not the official VIC 20 user's guide published by Commodore. This book delves into the VIC much deeper than the standard VIC 20 manuals. Lots of tables and example programs. This book is highly recommended!
PRICE: $4.50

TITLE: Stimulating Simulations for the VIC
PUBLISHER: Hayden Book Company
Copyright 1983
91 Pages
Softcover
NOTES: Here is a handbook containing 12 simulation programs which are actually game programs in basic. Theis book is very insightful to the VIC 20 programmer.
PRICE: $3.00

TITLE: Mastering the VIC 20
PUBLISHER: TAB Books
Copyright 1983
216 Pages
Softcover
NOTES: Advanced programming techniques and tons of valuable info about reapint the most from your VIC 20. Highly recommended!
PRICE: $4.50

TITLE: Commodore 64 Fun and Games
PUBLISHER:
Copyright
Pages
Softcover
NOTES: 35 games and puzzles written in basic. This is a great way to learn how to utilize the basic programming language and have some fun.
PRICE: $4.00

**********COMMODORE RELATED MAGAZINES**********

TITLE: COMPUTE!'S GAZETTE
ISSUES: April 1986 Issue 34, Vol. 4, No. 4
May 1986 Issue 35, Vol. 4, No. 5
June 1986 Issue 36, Vol. 4, No. 6
July 1986 Issue 37, Vol. 4, No. 7
September 1986 Issue 39, Vol. 4, No. 9
November 1986 Issue 41, Vol. 4, No. 11
January 1987 Issue 43, Vol. 5, No. 1
PRICE: $1.50 each

**********COMMODORE RELATED SOFTWARE**********

==========APPLICATIONS==========

TITLE: Fast Load Cartridge
PUBLISHER: Epyx
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: This is the "famous" cartridge by Epyx that has a DOS wedge. Handy and easy to use. No manual, but there are docs on the web for it.
PRICE: $10

TITLE: Introduction to Basic: Part 1
PUBLISHER: Commodore Electronics, LTD.
REQUIREMENTS: Commodore 64 computer
2 Tapes
NOTES: Basic tutorial with many programs: "Testcard", "Hangman", "Speedtype", "Unit3Quiz", "Unit4drill", "Unit5quiz", "Sentences", "Unit7quiz", "Unit9prog", "Unit9quiz", "Unit10quiz", "Unit11prog", "Unit12quiz", "Sound Demo", "Heads", "Reaction", "Esg", "Craps". There is no manual or book for these tapes.
PRICE: $1

TITLE: OKIMATE 10 Learn to Print
PUBLISHER: OKIDATA
REQUIREMENTS: Commodore 64 computer or Commodore SX-64 or Commodore VIC 20
1 Tape
NOTES: This is a "How to" print tutorial.
PRICE: $1

TITLE: Super Expander 64
PUBLISHER: Commodore Business Machines, LTD.
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: This powerful cartridge gives the user/programmer 21 new commands and 11 functions that lets you easily create hi-res graphics on your C64. Functions such as Drawing points, lines, arcs, circles, ellipses and polygons, create and animate sprites and special characters, combine text and high resolution graphics. Create music and game sounds Define programmable function keys, and much more! This

cart. comes with box and manual.
PRICE: $6.00

TITLE: Warp Speed Cartridge
PUBLISHER: Cinemaware
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: This powerful cartridge icludes a Handy DOS Wedge(Similar to
the Epyx Fast Load Cartridge, but better), Menu driven features like:
View Directory, Sector Editor, File Utilities, Single Copier, Dual
Copier, Drive Command, Set Drives, ML Monitor, and Quit to Basic. A
great cartridge to use all the time or add to your collection. I will
send a photocopy of the manual if requested.
PRICE: $14

======================GAMES=========================

TITLE: Galaxian
PUBLISHER: Atarisoft
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: Like the classic arcade game. Definately one of my favorites.
Addictive!
PRICE: $5

TITLE: Jupiter Lander
PUBLISHER: Commodore Electronics, LTD.
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: Like the arcade game. One of the earliest C64 game cartridges.
PRICE: $3.50

TITLE: Temple of Apshai
PUBLISHER: EPYX
REQUIREMENTS: Commodore 64 computer, Data cassete
3 Tapes
NOTES: This is the famous game Temple of Apshai, an early dungeon type
game. I remember playing this for hours as a kid. This comes with a
box, all documentation, and 3 tapes. Highly collectable peice.
PRICE: This happens to be another one of those items I am not sure I
want to sell unless the offer is right. I will trade this for other
Commodore items too. Please make an offer.

**********COMMODORE RELATED HARDWARE**********

ITEM: VIC 20 Power Supply
DESCRIPTION: Small black VIC 20 Power Supply, old style with small two
prong female plug.
REQUIREMENTS: A VIC 20 computer
NOTES: Tested and works fine

PRICE: $5

ITEM: X1541 Cable
DESCRIPTION: This cable enables the user to hook-up a 1541 drive to
the parallel port of you PC to transfer files (Like the ones you got
off the web)
REQUIREMENTS: A 1541/1571 or compatable drive, A PC with a parallel
port, a copy of Star Commander (available all over the web, just do a
search)
NOTES: I have been transferring files from my PC to my commodore 64
for about a year and a half now. To make things easier I now have a
1541 drive attached to my PC at all times. I make these cables myself.
They look good and are durable. They are also tested prior to
shipping. I can make these in custom lengths (not to exceed 4 feet).
PRICE: $12

ITEM: Serial Cable
DESCRIPTION: You need one of these to use your floppy drive and your
commodore printer.
NOTES: I make these custom so you may specify a particular length you
require (not to exceed 4 feet). They look good and are durable. They
are also tested prior to shipping.
PRICE: $8

==========FLOPPY DRIVES==========

ITEM: Commodore 1541 Floppy drive
QUANTITY: 3
DESCRIPTION: 5.25 inch floppy drive (serial)
NOTES: Drive powers up lights come on. yet drive does not work, more
than likely an alignment problem. You may be able to re-align these by
using software and documentation Via the web(I have been lucky on
several occasions doing this), I just simply do not have the time to
mess with these. Worse comes worse they can ban used for parts for
another ailing 1541 drive. No power cable included(you can pick these
up at Radio Shack or most computer stores).
PRICE: $5 each.

ITEM: Commodore 1541 Floppy drive
QUANTITY: 2
DESCRIPTION: 5.25 inch floppy drive (serial)
NOTES: Drives work great. No power cable included(you can pick these
up at Radio Shack or most computer stores).
PRICE: $15 each or $20 with a power cable.

==========JOYSTICKS==========

ITEM: Wico Command Control
DESCRIPTION: This is a high quality joystick that has a fire button on
the base and one on top of the stick with a selector to switch between
the two. A great joystick that has an excellent feel to it, definately
a tool for the pro-gamer. Very clean!

REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari
including the atari 2600
PRICE: $6.00

ITEM: Competition Pro Joystick
DESCRIPTION: This is a high quality joystick that has two buttons on
the base(for left or right hand players not fire button A or B).
Definately a tool for the pro-gamer. Durable construction and very
clean.
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari
including the atari 2600
PRICE: $5.50

ITEM: Wico Black Max
DESCRIPTION: Small mid-quality joystick with a fire botton on top.
Works great and clean.
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari
including the atari 2600
PRICE: $3.00

ITEM: Gemstik
DESCRIPTION: Small mid-quality joystick with a fire botton on base.
Works great and clean.
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari
including the atari 2600
PRICE: $2.50

**********TI 99/A CARTRIDGES**********

ITEM: A-Maze-ing
DESCRIPTION: Maze type game.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $1.50

ITEM: Car Wars
DESCRIPTION: Arcade type game.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $3

ITEM: Munch Man
DESCRIPTION: Pac Man clone.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $3

ITEM: Parsec
DESCRIPTION: Probably the most well known early cart. game for the TI.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $3

ITEM: TI Invaders
DESCRIPTION: Space Invaders clone.

REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $3

ITEM: Addition and Subtraction 1
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Beginning Grammar
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Early Learning Fun
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Meteor Multiplication
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Multiplication 1
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Number Magic
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Music Maker
DESCRIPTION: Music Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $1

ITEM: Household Budget Management
DESCRIPTION: Home Finance Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $1.25

ITEM: Personal Record Keeping
DESCRIPTION: Simple database program.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $1.25

**********SHIPPING INFORMATION**********

Customer is required to pay all shipping charges. Just send me your
name and address with your order and I will calculate shipping. Most

books (if they are not too heavy) I can send priority mail (3 day) for about $3 anywhere in the Continental US. Also please note that some days I am rather busy, so give me a couple of days before I ship (I will always try to ship day of order, but I do have a full time job.)

Checks(I will accept personal checks but I must wait til they clear the bank before shipping) or Money Orders must be made payable to Jon Lucas.

2520. Re: 64 file limit for SpartaDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: davepat@total.net
Message-ID: <343bb0a2.0@news.total.net>
Source record: 69554

In an article dated Wed, 08 Oct 1997 07:12:54 -0700, someone named Robert S Ely says...
>
>
>
>Graham Thornton wrote:
>
>> I have created a 720Kb double-density disk image using SIO2PC, and
>> formatted it as an 80-track double-sided double-density disk using the
>> SpartaDOS 3.2G XINIT utility.
>>
>> However, with over 1000 blocks still free, I am getting error code 169 when
>> attempting to copy new files to the disk. My Atari reference guide says
>> this message means the maximum of 64 files per disk has been reached. Is
>> this true? I am really limited to just 64 files using SpartaDOS 3.2G?
>>
>> Any suggestions would be appreciated
>>
>> Thanks in advance.
>>
>> Graham

Sparta uses a different set of error messages. ERROR 169 in Sparta means "disk write locked".

Sparta versions prior to SDX did have a 128 file per directory limit; SDX supports well over 1000 files per directory

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
And she handed me twenty dollars for a two-fifty fare
She said "Harry, keep the change."

2521. Re: 6502 multitasking OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: Randy Gardner <randyg@slip.net>
Message-ID: <343BB1AA.466E@slip.net>
Source record: 69555
Cross-posted to: comp.sys.cbm,comp.arch.embedded,alt.comp.hardware.homebuilt,comp.sys.atari.8bit,comp.sys.apple2.gno,comp.sys.apple2.programmer

nrw20@csc.canterbury.ac.nz wrote:
> Now, would anyone care to discuss why Win95 m.tasks so badly?
> (seriously... I'm impressed with how well Win95 works, considering
> what a kludge it is. But it's m.tasking certainly doesn't seem
> to work -that- well yet...)

Simple: It's Windoze! :-)
(Windows: The first SOS! (Semi-Operating System :-) :-)

Well, this thread should be moved to some more accurate newsgroups,
since all the ones this is posted to have nothing to do with windoze.

--

--randyg@slip.net
--Randy Gardner

2522. Re: Game Link II - Game ideas? - Also, who has 2+ 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-08 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <61grtr$t7$1@sanos.psych.uw.edu.pl>
Source record: 69556

2 Oct 1997 08:56:31 GMT William Kendrick napisal byl w comp.sys.atari.8bit:
> Also... how many of you have at least the following setup:
> I'm just wondering how many people would actually be willing to make
> a GameLink II setup if there were some programs for it?

count me in.

481
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2523. more memory

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <877037174@stackbbs.xs4all.nl>
Source record: 69482

```
Howdy folks

More memory questions.

a) do 16MB chips exist?
b) is there a 16MB chip that's either
SRAM, Pseudo SRAM or takes 256 cycles
every 4 ms as a refresh?
c) what do these suckers cost?

CU Mathy Van Nisselroy
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2524. Save game disks

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <877037179@stackbbs.xs4all.nl>
Source record: 69483

```
< XL-it and saving games >
Well, I know at least one way to save an adventure-game to disk from time
to time...

Just use an original ATARI 8-Bit setup...

Sysop Fox-1
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2525. VMC Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <877037180@stackbbs.xs4all.nl>
Source record: 69484

```
Hey !!! What the hell I'm supposed to do with all these C=64 sh*t on my
ATARI (8-Bit) only BBS ?!?
Sysop Fox-1
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2526. 64 file limit SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <877037178@stackbbs.xs4all.nl>
Source record: 69485

```
< Error 169 >

This error-code indeed means 'directory full', but... Sparta-Dos handle's
up to 127 files/directory. A sub-directory also counts as a file-entry...

A while ago I've heard of some people having problems when using the 3.2G
version of Sparta-Dos, some problems with opening & closing files.
I know APE recomments this version when using the APE-super-warpspeed, but
maybe you should try another version of Sparta-Dos. 3.2C and 3.2D are
'better' versions, but they're using the older syntax, like CWD (change
directory) and ERASE (del).

Me myself am using version 3.3b. This is an 'updated' version, made with
the source's of 3.2C (if I'm right). It also has the US-Doubler-highspeed
SIO-routines built-in, and when used with APE (with KEY OFF) it'll surely
do the job at the highest speed when _reading_ image's. Don't know about
writing to an image since I'm not a registrated APE-user...
Oh, 3.3b is using the MS-DOS-like syntax, like CD & DEL to change
directories and erasing files, but the
older syntax is still supported...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---
```

2527. Re: 6502 multitasking OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: nrw20@csc.canterbury.ac.nz
Message-ID: <1997Oct9.011857@cantva>
Source record: 69557
Cross-posted to: comp.sys.cbm,comp.arch.embedded,alt.comp.hardware.homebuilt,comp.sys.atari.8bit,comp.sys.apple2.gno,comp.sys.apple2.programmer

nrw20@csc.canterbury.ac.nz wrote:
>> Okay, would anyone care to enlighten me with a definition of what
>> exactly -preemptive- means in this context?

Well, thanks to all the people who've responded. I found a very
nice technical thread, considering the pros and cons of pre-emptive
and multi-threaded OS's. (I just love delving into the technical
aspects.) And now better-appreciate the pre-emptive OS I use.

Now, would anyone care to discuss why Win95 m.tasks so badly?
(seriously... I'm impressed with how well Win95 works, considering
what a kludge it is. But it's m.tasking certainly doesn't seem
to work -that- well yet...)

Nathan.

2528. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: nrw20@csc.canterbury.ac.nz
Message-ID: <1997Oct9.003938@cantva>
Source record: 69558
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

"Tom Hunt Sr." <tomhunt@bright.net> writes:
[big SNIP]
> I would also like to point out that there is another "virtual machine"
> system already available for most types of personal and home computers. It
> is the z-machine that Infocom created. I have used the Inform 5.5 compiler
> and an atari 8-bit version 3 interpreter to create the Infocom-style games
> found at:
> ftp://cth.dynip.com/ftp/pub/Atari_8bit/More_Atari8bit/CTH_SHAREWARE/TGAMES.A
> RC . These particular games will boot the atari 8-bit version 3
> interpreter. But the actual (z-code) games will run on ANY machine that has
> a version 3 interpreter! Pretty nifty.

I just have to say that, for anyone -really- interested in the z-code
interpreter, (ie: text adventures), you must look at the if-archive:
ftp.gmd.de/if-archive
No other place you need to look.
Not one.
Nope.

(They've recently received much information on the Magnetic-Scrolls
adventures too, coooool.) :-)

Not forgetting all the Level 9, Scott Adams, blah blah waffle waffle....

:-)

Nathan.

2529. FOR SALE: **** ATARI GAME CARTRIDGES for 2600*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <343f2788.78413247@news.erols.com>
Source record: 69559
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplacealt.atari.2600

```
Phoenix
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Soccer
Football
River Raid
Berzerk
Asking price $2.00 ea plus shipping or best offer for the entire lot.
Contact happyman@erols.com
```

2530. FOR SALE: **** ATARI GAME CARTRIDGES for 2600*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <34402793.78424549@news.erols.com>
Source record: 69560
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplacealt.atari.2600

```
Phoenix
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Soccer
Football
River Raid
Berzerk
Asking price $2.00 ea plus shipping or best offer for the entire lot.
Contact happyman@erols.com
```

2531. Re: S-video adapter for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <343c3c34.463503@news.injersey.com>
Source record: 69561

On Tue, 07 Oct 1997 15:13:41 GMT, itrek@mindspring.com (Mike Taylor)
wrote:

-Has anyone built a cable to attach the monitor interface on an 800 to
-the s-video input on a TV?
-
-If so I'd really like to know if it was worth it and what the pin
-configuration is.
-

As to worth it, it depends on your level of soldering ability. It's
really not that hard.
Check out ivo van poorten's page for the pinout I just moved the wires
until it worked

2532. Re: Why is Atari still popular.

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19971009064600.CAA26335@ladder01.news.aol.com>
Source record: 69562

>From: kerokitty@aol.com (KeroKitty)
>Date: Thu, Oct 2, 1997 23:46 EDT
>Message-id: <19971003034601.XAA02505@ladder02.news.aol.com>
>
>

>Its part of the computing culture of the 80's. You were either an Atari,
>Apple,
> or Commodore person. Most people have strong feelings for the machine. True,
> my Atari never failed me. Can't say that much about the IBM type machines,
>can
> we???

I agree, I had many PC clones just die without reason after just a few years.
But never the Atari's and there close to 20 years old!

2533. Re: Austin 80

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: davepat@total.net
Message-ID: <343c624d.0@news.total.net>
Source record: 69563

In an article dated Mon, 06 Oct 1997 11:40:00 GMT, someone named Mathy Van.nisselroy says...
>
>Howdy folks
>
>DARK4ROOM@IX.NETCOM.COM said:
>
>"I used to have a company that
>manufactured/designed ... an 80
>column board for the ... Atari 800
>computers. ... It had to exist in a
>bank switch cartridge, in the right
>slot, and take up only 256 bytes of
>space per bank...and run fast
>enough!"
>
>Could it be converted for "left slot"
>use? I'd love to have 80 columns on
>my computer, but I'm an XE-lover.

The Austin-Franklin 80 column card replaced one of the Atari 800 memory boards. I doubt it could be interfaced with an xl/xe without major modifications.

It was reviewed in ANALOG #12 or 13.

(Now I'm tempted to get an 800 and a great 80-column board for it - must resist temptation...)

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
And she handed me twenty dollars for a two-fifty fare
She said "Harry, keep the change."

2534. Re: 64 file limit for SpartaDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <343CE77A.DC5A4022@ix.netcom.com>
Source record: 69564

David A. Paterson wrote:

> In an article dated Wed, 08 Oct 1997 07:12:54 -0700, someone named Robert S
> Ely says...
> ------------------------stuff removed-----------------
>
> Sparta uses a different set of error messages. ERROR 169 in Sparta means
> "disk write locked".
>
> Sparta versions prior to SDX did have a 128 file per directory limit; SDX
> supports well over 1000 files per directory
>
> --
> David A. Paterson
> davepat@total.net
> http://www.geocities.com/SunsetStrip/Alley/1878
> And she handed me twenty dollars for a two-fifty fare
> She said "Harry, keep the change."

David,
I thought it was 128. I just looked up the file count/dir...1423
entries/dir. However error 169 isn't even mentioned in the SDX manual I have.
Error 162 is the disk full error code for SDX.
--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2535. Atari BBS List 10/8/97

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <343CD3D7.8ED3CFE4@holyoak.com>
Source record: 69565

<note: I update and post this to comp.sys.atari.8bit as often as I get a
few updates. The
most current version is always available online at
http://www.holyoak.com/atari/>

Atari BBS List 10/8/97

Maintained by Trevor Holyoak <trevor@holyoak.com>

Please keep me informed with updates to the list and I'll post revisions

as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

All boards are assumed to be operational 24 hours a day, 7 days
a week unless otherwise noted.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was
checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

An asterisk (*) next to the board's phone number indicates that entry
has been updated since the last version of this list.

```
*****************************
* Atari 8bit Support BBS's *
* *
* Last update: 97-10-08 *
* *
*****************************
```

<BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

---
52 Systems Listed
---

01 ? : 716-337-3628
New York, USA
? : ? : 96-03-10
--
Carina

02 ? : 604-873-1131 *
Vancouver BC Canada
Atari-8 : OK : 97-09-22
--
130XE/BBS Express Pro
Node #86/300-14.4k bps

03 ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : ? : 96-03-10
--
ST Express

04 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

05 ACE of America : 503-761-9074 *
Portland, Oregon, USA
Atari-8 : ? : 96-12-27
--
Support for the Carina BBS System
and all other Shadow Software
Sysop: The Shadow

06 ACUTE : 610-261-0620
?
? : OK : 96-11-26
--
Atari Computer Users Technical
Exchange, ProNode 330

07 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

08 Atari Connection : 801-280-7486
?
Atari-8 : OK : 96-08-04
--
Up since 85.
QWK connected to the world.
650MB of 8bit ONLY storage.

Huge collection of Atari 8bit
software and support.

09 Atari Express : 506-652-6826
?
? : ? : 96-03-10
--
ProNode 112

10 Atari Inside : +31 (0) 182-352755 *
The Netherlands
Atari-8 : OK : 97-09-22
--
Marius Diepenhorst:pokey@dds.nl
800XL/BBS Express Professional 5.0b
Node: X_476/1200-14400 baud
21:00 - 06:00 (GMT)
http://huizen.dds.nl/~pokey/

11 Atari Nest : 516-783-4634 *
Wantagh, New York, USA
Atari-8 : OK : 96-11-22
--
130XE/MIO/14.4K ProNode 218
Formerly called New Nest
Long Island Atari User Group
and Old Hackers Atari User
Group
Patrick Mulvey: pmulvey@li.net

12 Atari Scene : 502-456-4292
Louisville, Kentucky, USA
Atari-16 : OK : 96-08-03
--
Atari Exchange of Louisville
user group.

13 Atari XE Group : 613-225-0901 *
Ottawa, Ontario, Canada
Atari-8 : OK : 97-09-22
--
Dave Brown. X_232, IAN net soon
14.4 kbps

14 BAAUG : 408-986-0215
San Leandro, California, USA
Atari-16 : ? : 96-03-10
--
MichTron

15 Barvarian Gaus : 303-367-5877
?

? : ? : 96-03-10
--
ProNode 108

16 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
Bernard Kok. Hours - 17:00-06:00 GMT
http://www.becotel.demon.nl/
Apparently down, but is supposed to be
returning on an Amiga soon.

17 Carnival : 810-235-0158
?
? : ? : 96-03-10
--
ProNode 349

18 Closer to Home : 419-368-4413 *
Jeromesville, Ohio, USA
Atari-8 : Down : 97-09-22
--
No longer a BBS. Is now supposedly
only on a web site (URL unknown).

19 Computer World : 716-247-8355 *
Rochester, New York, USA
Atari-8 : OK : 97-09-22
--
Bob Puff. 14.4kbps

20 CSS : 716-247-7157 *
Rochester, New York, USA
? : OK : 97-09-22
--
<no notes>

21 DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 96-08-05
--
Ronald Hall
Monthly cash/prizes!!
Gemini CD-ROM online.

22 Enterprise : 607-648-8027
?
? : ? : 96-03-10
--
ProNode 393

23 Hard Core : 203-871-1842
?
? : ? : 96-03-10
--
ProNode 317

24 Heechee Heaven : 803-788-7982
?
? : ? : 96-03-10
--
ProNode 366

25 Inside 8bit 1 : 706-798-2474
?
? : OK : 96-08-03
--
ProNode 47

26 Inside 8bit West : 510-895-8022
?
? : OK : 96-08-03
--
<no notes>

27 JACS : 609-346-1224
Somerdale, New Jersey, USA
Atari-16 : OK : 96-11-16
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

28 The Jail : 416-762-9316 *
Toronto, Ontario, Canada
Atari-8: OK : 97-09-22
--
ProNode 335
International Message Relay

29 Last Hope : 604-460-1195 *
Maple Ridge, BC, Canada
Atari-8 : OK : 97-09-22
--
Ryan Goolevitch
Express node 244
International Message Relay
http://www.trideja.com/lasthope/

30 Menzobarranzen : 504-649-4194
?
? : ? : 96-03-10

--
ProNode 415

31 MOOSE : 716-381-5139
?
? : ? : 96-03-10
--
<no notes>

32 Northern Limits : 905-937-2786
?
? : ? : 96-03-10
--
ProNode 338

33 Owl's Nest : 510-276-6394
?
? : ? : 96-03-10
--
ProNode 430

34 Part Time : 216-582-1196
Cleveland, Ohio, USA
Atari-8 : OK : 96-08-05
--
ProNode 7 version 2.1a

35 Pot Hole : 250-642-6795 *
Sooke, British Columbia, Canada
Atari-8 : ? : 97-09-22
--
May be temporarily down.
ProNode 365. 300-14.4/24hr. Off-line
at 2300, 0000, and 0400 (PT) for 25
minute periods for networking with
North America and Europe. Excellent
selection of 8-bit utilities.
International Message Relay
Sysop: Boomer (Bob Nex)

36 Precinct : 504-766-3315
?
? : ? : 96-03-10
--
ProNode 207

37 Programmer's : 416-466-6749
?
? : ? : 96-03-10
--
<no notes>

38 Repair Shop : 801-967-8738 *
Salt Lake City, Utah, USA
? : OK : 97-09-22
--
Bob Klaas
ProNode 53
300-19.2 baud Hayes Ultra
International Message Relay
BBS Express Pro support BBS

39 Rest Stop : 916-568-1712
?
? : ? : 96-03-10
--
ProNode 412

40 Revelstone : 717-263-9689
?
? : ? : 96-03-10
--
ProNode 227

41 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

42 Slidell Express : 504-649-7921
?
? : ? : 96-03-10
--
ProNode 181

43 SNACC : 702-438-2208
?
? : ? : 96-03-10
--
ProNode 121

44 SPACE : 612-427-4317
St. Paul, Minnesota, USA
Atari-8 : OK : 96-03-10
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

45 Star NET : 407-281-6132
Orlando, Florida, USA
Atari-8 : OK : 96-11-16
--
ProNode 449-Multinode Pro V50b_m
500MB - One of the biggest 8bit
BBS's in the country.

46 Star Wars : 210-737-3019
?
? : ? : 96-03-10
--
ProNode 118

47 System Reset! : <none>
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-11-22
--
USF net, IAN net, ProNode 59
Probably back up in a year...

48 TAF : 416-421-8999
Toronto, Ontario, Canada
Atari-16 : OK : 96-12-07
--
Toronto Atari Federation
Forem, 28.8K, 8/16 support
Fidonet, USENET news
Sysop: Dave Lee

49 Underdog : 508-820-3089
?
? : ? : 96-03-10
--
ProNode 102

50 Wall : 904-730-8659
?
? : ? : 96-03-10
--
ProNode 287

51 Wayne's World : 614-761-1891
Columbus, Ohio, USA
? : ? : 96-03-10
--
Wayne Arenz

52 Westex : 610-776-7495
?
? : ? : 96-03-10
--
ProNode 169

2536. GENOS Web Site - Mail 4

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: Lazy Bone <zhulien@alphalink.com.au>
Message-ID: <343D5B50.MD-0.198.zhulien@alphalink.com.au>
Source record: 69566
Cross-posted to: alt.c64,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy,comp.sys.amiga.emulations,comp.sys.amiga.programmer

Hi All,

GENOS Web Site
==============

I have created an initial webpage for GENOS as part of my personal/company's
website.
It is at:

http://www.alphalink.com.au/~zhulien/GENOS.htm

If any other individual/organisation would like to take over maintenance or
perhaps just mirroring this site, please contact me.

Project Coordination
====================

A couple of things I would like to make everyone aware of. Although I have
started this project, I am not the only person who is creating the ideas. I
am not the owner of the project - there isn't one owner, but currently the
driving force. Every individual/organisation involved in this project will
eventually be part owners - even the one's who critise a lot - cause their
critisisms are always listened to and can be constructive.

Resources are one area that can be risky - if you are intending to get returns
from your investment towards this project, there is not garauntee of that.
Many people are doing this for fun, for their own personal learning, for
ideas, for the possibilities of making the computing world a better one and
for gaining knowledge and understanding about operating system concepts and
different methods of implementing them.

On the GENOS Website, there are a couple of tables of people from the mailing
list and what roles within the project they have volunteered for. Currently
there are many 'Possible Programmers' but I would like to know if anyone
really would like to devote time to the project. Remember, nothing with this
project is a commitment, so if you intend to now, but change your mind, that
is OK. It is a 'commercial public' project. This project does not
discriminate anyone.

If you are not a programmer, but have asked to be on the mailing list because
you would like to contribute something, read the 'Resources Needed' section,
programmers only fall into a couple of the categories.

If you would like a particular role in this project and 'hope' to fulfill this
role, please let me know what it is. If there is a skill I have missed, let

me know.

The Next Stage
==============

Currently I am working on the VML\HAL specification - the BASIC principles behind these will be sent out hopefully within this week for everyones comments, opinions and critisms. Hopefully some simple theoretical example's will also be given to demonstrate the usage of the HAL and VML.

Regards

Julian Cassin

2537. Re: Difference between 1200XL and 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: summers.61@osu.edu
Message-ID: <summers.61-ya02408000R0910970909570001@news-server>
Source record: 69567

In article <61duk5$a9l@netaxs.com>, heller@cdnow.com wrote:

> Brent Buescher <buesch@srv.net> wrote:
> : Brent Buescher <buesch@srv.net> writes:
>
> : > The "demo program" is just a cool rainbow fuji that replaces the "memo
> : > pad" function in the 400/800 models. I think. Just discovered my
> : > 1200XL isn't working. :(
>
> : Got it working and discovered my memory is faulty---it's a rainbow
> : Atari logo all right, but it's just the word "ATARI", not a fuji. It
> : does not have the self-test feature. Personally, I think this is
> : cooler and will miss it when I upgrade.
>
> It *does* have the self-test feature.

yeah, just hit the HELP key at the rainbow atari screen.

2538. Re: 6502 multitasking OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: crs0794@inforamp.net
Message-ID: <61im7c$slq@news.inforamp.net>
Source record: 69568
Cross-posted to: comp.sys.cbm,comp.arch.embedded,comp.sys.atari.8bit,comp.sys.apple2.gno,comp.sys.apple2.programmer

(posted to comp.sys.cbm and mailed to phelix@vallnet.com)

On Thu, 02 Oct 1997 22:17:26 GMT, phelix@vallnet.com wrote:

> It's best to think in terms of what's the difference between
>preemptive and non-preemptive. Both describe how the cpu switches from
>running one program to another (to give the illusion of running multiple
>programs simutaneously). In a preemptive OS (UNIX, OS/2, NT, etc.), the
>CPU switches from one program to another every so often (like every 1/10
>second) automatically without the program's request or permission, hence
>the term preemptive.

Let me add: an OS that is only pre-emptive is the least efficient way
to allocate CPU time (even though it may not seem that way because
pre-emption prevents 'bad' programs from blocking user I/O for
extended periods of time, a la Windows hourglass) because the
application is interrupted on an arbitrary basis and not when it's
just waiting anyway (e.g. waiting for a file read operation or a user
keystroke).

> In a non-preemptive system (DOS, Win3, Older Macs), each program
>must explicitly hand control back to the OS every so often (by calling a
>system function) so that the cpu can switch to another program. If a
>program fails to do this, it will run forever and no other programs will
>run.

There is a better term that "non pre-emptive", and that's
"co-operative". UNIX, for example, is both co-operative and
pre-emptive; any call to the operating system is considered a
voluntary relinquishment of the CPU, which results in applications not
spending a significant amount of time polling for events such as
interprocess communication. Only applications that are purely CPU
bound (e.g. long complex calculations) are pre-empted if necessary.

Good co-operative applications make sure that they check for
interprocess communication frequently so that other applications are
not starved for CPU time. Bad co-operative environments (16 bit
Windows) do not provide facilities to allow more than one application
to talk to the operating system at any given time, and thus couldn't
execute a second program while the first is waiting even if they had
made the effort to interpret all OS calls as co-operative.

> Now, multithreading is a finer hair to split.

Your explanation was good but I would add that, on a lower level (OS
or device driver), multithreading means a single block of code keeping

separate data for separate concurrent operations. This is required,
for instance, if a disk driver has to begin a disk read request for
task #2 which the OS is executing because task #1 is waiting for the
result of a disk read operation that hasn't yet been completed
(perhaps the drive's head is still moving to the cylinder where the
data can be found). This is precisely what is missing from the IBM PC
BIOS and from MS-DOS, which is why Windows 3.1 can't switch tasks -
co-operatively or pre-emptively - during long sessions of disk I/O.

>ps. Win95 is an interesting case. It tries to be a preempting
>multitasker, but fails miserably due to all the 16 bit code hanging around
>in the OS (can you say "thunking"? I knew you could :-) So instead of one
>program hogging the cpu and freezing the system, you can have the OS
>hogging the cpu and freezing the system. How's that for progress.

Windows 95 tries to solve the problem the same way that UNIX does: it
skips MS-DOS and the BIOS wherever possible... but it keeps the
ability to use 16-bit drivers for compatibility's sake (as users of
UNIX, NetWare, QNX, OS/2, NT, etc. can attest, there's never a good
protected mode multithreaded driver around when you need one). So, if
you buy hardware from a company that can't - or won't - write a
multithreaded driver, then you get bogged down. Don't feel so bad:
under UNIX, you couldn't use that hardware at all, let alone with
system performance ramifications.

Microsoft's excuse for not pre-empting 16-bit software in Windows 95,
on the other hand, is truly lame. They did it just fine in NT, and I
think that they didn't do it in 95 just to add to the list of things
that NT does and 95 doesn't.

--
Geoffrey Welsh; crs0794@inforamp.net; http://home.inforamp.net/~crs0794/
* * No one who loves freedom truly puts their own above another's * *

2539. Wanted.. a few 8 bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <61in4b$e8a$2@macaw.cyberport.com>
Source record: 69569

```
i'm looking for

Synapse :

Claim Jumper
Drelbs
Fort Apocolypse
Nautilus
The PHarohs curse
Protector II
Slamball
Shadow World
Survivor

if you have any of these for sale or trade .... please email.
```

2540. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: German Gentile <ggentile@cvtci.com.ar>
Message-ID: <343CB3E1.42E2DDDB@cvtci.com.ar>
Source record: 69570
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

I really like tobe a beta tester of that project!!!
tell me what you need.

ggentile@cvtci.com.ar

Lazy Bone wrote:

> Hi All on the Codename G-OS mailing list.
>
> Thanks
> ======
>
> Firstly I would like to thank all who responded to the original email
> and
> newspostings, the responses have been both positive and in great
> number. In
> addition to that many people made positive suggestions regarding the
> project.
>
> Codename G-OS needs a Name
> ==========================
>
> Codename G-OS needs a name, I had one email stating how similar the
> name
> 'Codename G-OS' was to 'GEOS' on the Commodore 64. Although for
> several
> reasons, I would like to disagree (ie: our name has 4 sillables, GEOS
> has 2)
> I think a better name could be given, perhaps GENOS? Then an
> Integrated
> Development Environment could be called GENOSIDE :)
>
> A couple of people also made me aware of their concern regarding the
> slowness
> of a JIT compiler on an 8 bit computer. Firstly, the JIT compiler
> would NOT
> be JAVA based, but could have some parallels - ie: being JIT. Also,
> it is
> likely that the system would be created around a Virtual Machine with
> a
> Virtual Machine Language (VML) that would be designed specifically to
> execute
> reasonably fast on an 8 bit computer if interpreted and maximum speed

> when
> compiled. Even interpreted BASIC is reasonable on some systems and
> when
> compiled, very quick. One great idea from one of you who emailed me
> was to
> have the compilation part of application installation so most users
> wouldn't
> even be aware it was happening - personally I like the idea.
>
> Programmers needed
> ==================
>
> Programmers are needed for a project of this scope. At this stage, a
> list of
> possible developers is being created.
>
> It currently looks like this:
>
> Wen Carkner 6502/Commodore 64
> Luke Adams 6502/BBC Model B
> MagerValp 6809/Tandy CoCo
> Xavier Urton z80/Amstrad CPC
> Julian Cassin z80/Amstrad CPC (AMSDOS & CP/M)
>
> Other non-programmers
> =====================
>
> Although many people would consider themselves non-programmers, they
> are not
> at all useless for this project - Other useful things people can do
> are supply
> IDEAS, BETA-TESTING etc...
>
> To be or Not to be - Commercial that is
> ======================================
>
> The 'commercial' concept I outlined previously had a few critisms.
> This is
> good to have feedback, but here is the reasoning behind the suggestion
> of
> being commercial.
>
> To be commercial has the following benefits:
>
> - The product will controlled centrally (in concept) by a SINGLE
> development
> group.
> - Full legal control over other commercial product spinoffs.
> - Full legal control over incompatible spinoff versions.
> - The product will be supported by both individuals AND commercial

> organisations.
> - An Individual developer will have EXACTLY EQUAL rights as all
> others
> including
> organisations.
> - It seems that commercial has better reputations over freeware and
> shareware
> as far
> as Enterprises are concerned. Who runs companies of a Public
> Domain OS?
> - ALL source code will be delivered WITH the OS so every man and his
> dog can
> customise it. Do you like the way the OS looks? Everyone has their
> own
> opinions. The public can suggest better code to the developers.
> - We can promote the OS in the same way as other organisations. ie:
> Advertising?
>
> Of course this means a contract should be written out sometime that
> EVERY
> developer gets - the same EQUAL contract for everyone.
>
> The only downside is the Fred cannot legally give Barney a copy, but
> Barney
> can himself get a FREE copy from somewhere (ie: the web, email,
> snailmail).
>
> Development Coordination
> ========================
>
> To coordinate the development of this project, because it is both
> international AND multiplatform, several resources will be necessary.
>
> WWW - This will be used for general/technical/progress information
> and
> advertising.
> - Also ALL current source code/related utilities will be
> available from
> here.
> EMAIL - More up to date communication amongst developers.
> FAX - People can FAX information to anyone with a FAX machine.
> NEWS - General updates for everyone, and to attract newcomers.
>
> Where will we start?
> ====================
>
> Well, we are starting now...
>
> 1. Initially, a plan will be drawn up - anyone interested in playing a
> role in

> the
> project should email me and let me know what they can do for the
> project.
>
> 2. All developers will be asked to communicate and come to agreement
> on what
> the OS will
> do, how we will implement it etc...
>
> 3. Design phase.
>
> 4. Implementation phase.
>
> 5. Testing phase.
>
> Of course this is a very basic outline at this stage, but it will
> surely
> progress.
>
> Regards
>
> Julian Cassin
> (Director - Computer Kingdom Pty Ltd)

2541. Re: ...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <343d0fc5.496248485@news.aatech.com>
Source record: 69571

On Mon, 29 Sep 1997 00:38:00 GMT,
mathy.van_nisselroy@stackbbs.xs4all.nl (Mathy Van.nisselroy) wrote:

[snip]

>BTW on the PAL (CO25953) pin 12 is
>unused while FOUR pins are connected
>to ground.

>Does anybody know more about this? I
>just can not believe, that Atari
>would have somebody make custom chips
>and just leave pins unused!

Chip packaging tends to follow standards for number of pins. Given a chip of a certain die size and the desired mounting method (surface mount, various sockets, etc.) there's a certain selection of pin counts available. i.e. You design a chip that requires 37 pins, but the most commonly supported external pin count is 40 for that size of packaging then you save yourself some money and put the chip into a 40 pin package instead of asking the chip manufacturer to retool their machine for 37 pins.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

2542. Re: Austin 80

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <343d11e8.496796389@news.aatech.com>
Source record: 69572

On 9 Oct 97 04:49:17 GMT, davepat@total.net (David A. Paterson) wrote:

>In an article dated Mon, 06 Oct 1997 11:40:00 GMT, someone named Mathy
>Van.nisselroy says...

>>DARK4ROOM@IX.NETCOM.COM said:

>>"I used to have a company that
>>manufactured/designed ... an 80
>>column board for the ... Atari 800
>>computers. ... It had to exist in a
>>bank switch cartridge, in the right
>>slot, and take up only 256 bytes of
>>space per bank...and run fast
>>enough!"

>>Could it be converted for "left slot"
>>use? I'd love to have 80 columns on
>>my computer, but I'm an XE-lover.

>The Austin-Franklin 80 column card replaced one of the Atari 800 memory
>boards. I doubt it could be interfaced with an xl/xe without major
>modifications.

Did it actually "replace" a memory board, stealing 16K? I thought it
only resided in one of the slots. If you had a 16K and a 32K board
you could still have all your ram with an Austin 80.

>It was reviewed in ANALOG #12 or 13.

>(Now I'm tempted to get an 800 and a great 80-column board for it - must
>resist temptation...)

I know what you mean. I lusted for an 80 column COLOR display for
years. Too bad Jack came along with his cost-reducing disaster. C64
users got the 128 which does 80 columns (in color AFAIK) and we just
got the same old 8-bit built with cheaper parts.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

2543. Re: Austin 80

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: Austin Franklin <dark4room@ix.netcom.com>
Message-ID: <01bcd4cb$aae58770$31f65ecf@drt1>
Source record: 69573

<snip>
> Could it be converted for "left slot"
> use?

Out of curiosity, why would you want to move it to the left slot? The left slot in the 800s is the normal cartridge slot and is considered the 'first' slot. The right one is the 'second' slot... if I remember correctly...

I'd love to have 80 columns on
> my computer, <snip> Does the Austin 80 need
> special drivers? Oops, almost
> forgot, is it b/w or color?

No, the board has the drivers in the right slot cartridge. They work with any program that uses the BIOS screen calls...like BASIC...I don't remember what else....but there are special versions of Letter and Data perfect specifically for the Austin 80 because they had embedded screen drivers. There was an RGBI color option....and that was really cool, especially for the time (1982)!

> How is this Austin 80?

Personally ;-) I think it was an excellent product for the time....it was quite an engineering effort....but Atari changed their marketing...and product line...

> - would it be PBI (read BlackBox)
> compatible?,
> - could it be used with other
> cartridges (either as a passthrough -
> e.g. SDX, RTC8, MUX - or with
> multiple cartrdige slots).
>
> BTW how is it connected to the
> screen?

It only works in the Atari 800. I don't know what PBI is.... It is connnected to the screen via a cable that runs under the removeable top of the 800 out the back side. It connects to the normal 40 column output, and allows it to pass through when 'needed' ie. a game. It also has a light pen input (no body really supported it in software...but it is there...).

If enough people were interested, I could post the documentation I have in ..jpg or .gif... I really don't want to type it all in now...but eventually, I guess I will.

Thanks for the interest!

Austin Franklin
darkroom@ix.netcom.com

2544. Help us fill POOLDISK II CD with public domain software

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: ernest@pi.net
Message-ID: <343d596d.4627858@news.pi.net>
Source record: 69574

We are currently working on POOLDISK II. For those of you that do not know what this is, in October 1995 we created a CD-Rom filled with public domain programs for the Atari 8-bit systems. It also contains shareware, freeware and everything else that can be distributed freely. All the public domain diskettes we have in our collection have been copied to a PC with SIO2PC. The POOLDISK CD thus contains over 2300 files in the well known ATR format. These can be used with a real Atari 8-bit computer, by using SIO2PC or APE, or with the various Atari 8-bit emulators that exist.

We are now working on the second version of this CD. Since prices of blank CDR disks have dropped a lot compared to two years ago, we can sell the new POOLDISK II disks at a very low price. This is a great opportunity to save all your own public domain disks and other disks and material that can be copied freely. If you send us a copy of whatever you have, we can add it to the POOLDISK II, and this way, we can help each other. You will be able to get a backup of your disk collection, and everbody else will be able to use the stuff too. Any text files or any other material like pictures that can be stored on a CD is also welcome.

So please check the stuff you own, and if there is anything that you would like to share, send us a copy. If you have some programs or utilities that you wrote yourself, and did not think other people would be interested in, now is the time to share it with everyone, since we have lots of space on a CD-Rom. Ask your friends and fellow Atarians too. We hope to be able to start production of the CD by the end of November, so make sure you send us your stuff before that time. We really need your help now. We have gathered some 100 Dutch disks for the new CD, but we think there must still be hundreds of programs out there that deserve to be on the CD, so if you have any stuff, in any language, we need it ! If you are unsure about whether or not stuff is already on the POOLDISK, send us a list of the stuff you have and would like to send us.

Our original POOLDISK was sold at US $ 35, but we can produce the second POOLDISK much cheaper. We have not yet set a fixed price, but the POOLDISK II will be sold at half that price or less! Note that this price is not fixed yet, as we are still considering the option to make it a double-CD. But rest assured that this CD will be real cheap. If we receive lots of stuff, we can make this a double CD, so do not hesitate, send us everything you got !! You can E-mail stuff to me using my address: ernest@pi.net or you can send it by regular mail to:

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands

Keep those XL's/XE's humming!

2545. Reading Atari 800 disks with PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: Austin Franklin <dark4room@ix.netcom.com>
Message-ID: <01bcd4ee$4e668da0$31f65ecf@drt1>
Source record: 69575

I have some old Atari disks that worked with my 800 computer and 810 disk drive. Is there any way of reading these disks with the 5 1/4 drive on my PC?

Thanks,

Austin Franklin
darkroom@ix.netcom.com

To e-mail a reply to this post, remove the number from the reply address...

2546. Re: New Rainbow & Ball Blaster

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R0910971708200001@nntp.ix.netcom.com>
Source record: 69576

In article <343979DA.50CE@cwo.com>, Mike Booth <flmlght@cwo.com> wrote:

>I am looking for the following 3 files and 1 game.
> OP-SYSTEM
> OP-SYSXL
> OP-5200
> BALL BLASTER
>
>I have found the new Rainbow Emulator site.
>http://www.shenleyfields.demon.co.uk/

The ROM files are available thru <http://www.emulation.net/>, at
<http://www.emulation.net/atari800/atariroms.sit.hqx>.

Clever Mac-using readers will note that they are BinHexed StuffIt files,
which non-MacHeads may have trouble unarchiving.

2547. FA:Atari 400/800 related items

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: Dennis Cooper <dennis_cooper@administaff.com>
Message-ID: <343D456E.7595@administaff.com>
Source record: 69577

```
Date of initial post: 10/05/97.
Rules at end of post.

---- Update 10/09/97 ------------------------------------------
Atari 400/800 items:

Hardware (tested and working) | Current High Bid
--------------------------------------------|--------------------
Atari
800XL Computer(loose - no PS) 10 - min
XM301 Modem (loose) 5 - lrpena@

Programs
Carts (loose, vg condition, no docs) | Current High Bid
--------------------------------------------|--------------------
Atari
- none at this time -

Programs
Tapes (vg condition, no docs) | Current High Bid
--------------------------------------------|--------------------
Atari
CX4126 Atari Speed Reading 5 - min
Complete and Excellent (5 tapes)
CX4108 Hangman 2 - min
CX4129 Juggles Rainbow 2 - min
TX9032 Joystick Sketchpad 2 - min

Programs
Disks (vg condition, has box, but no docs)| Current High Bid
--------------------------------------------|--------------------
Mastertronic
L.A. Swat & Panther (2 games on 1) 3 - min
Side A for C64/128
Side B for Atari 800XL/130XE

Books/Manuals | Current High Bid
--------------------------------------------|--------------------
Atari
XM301 Users Manual 3 - lrpena@
Other
Atari Basic - A Self Teaching Guide 4 - min
by: Albrecht, Finkel & Brown
publisher : Wiley
Compute!'s First Book of ATARI 4 - min
publisher : Compute! Books
```

The ATARI Experience 4 - min
by: Adrien Z. Lamothe Jr.
publisher : Datamost
The ATARI Book of Games 4 - min
by: James, Gee, Ewbank
publisher : OsborneMcGraw-Hill
Games ATARIS play 4 - min
by: Glicksman and Simon
publisher : Datamost
The Musical ATARI 5 - min
by: Hal Glicksman
publisher : Datamost
ATARI Programming w/55 programs 5 - min
by: Linda M. Schreiber
publisher : TAB

----------|----------
Rules:
Format will be Going-Going-Gone after 2 weeks.
Raises should be in increments of at least:
.50 if bid is <10.00
1.00 if bid is <20.00
2.00 if 20.00 or greater
Bids will be updated to newsgroups daily and individuals if requested.
Ties will go to the earliest posting I receive.
Payment should be by Check or Money Order in US funds.
Bids should not include shipping, but buyer is responsible for shipping
costs.

Mail your bids or inquiries directly to: dennis_cooper@administaff.com

2548. Re: Phantasie Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: Stephen Anderson <stephen@raex.com>
Message-ID: <343D971A.969815B8@raex.com>
Source record: 69578

J. F. Goodwin wrote:

> Short and sweet:
>
> Anyone know if the Phantasie docs are on the web anywhere?
>
> Thanks,
>
> Joel.

Sorry, I don't know of any such docs. Damn - in all my gaming years,
I have NEVER heard anybody mention this game!!!!! I spent more time on
my Atari 8-bits playing this than I did sleeping for quite some time! I
still have all my stuff - haven't checked to see if all of my disks
still work though! What an impressive game.

Stephen Anderson
stephen@raex.com

2549. ++++++++++++ M S O F F I C E P R O 97 $1 4 5 ++++++++++++

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: "AVEAVE savebig"@greatdeal22.com
Message-ID: <091097201757@greatdeal22.com>
Source record: 69579

/_/_/_

2550. Mac - Atari Transfers

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: bbaker@mail.nospam.usyd.edu.au
Message-ID: <bbaker-0910971418140001@mp-13-46.mp.usyd.edu.au>
Source record: 69580

Sorry to dredge up this topic again, but while we are talking about Atari - Mac transfers, how about the other way around?

What are the specs for the null-modem cable I'd have to build? Would it be the same as the one listed in the Rainbow readme, and detailed earlier, that is, the one going from the 8 pin Printer Port of the Mac to the I/O 9 pin on the atari?

Once I have my hands on a cable that will actually connect the 2, I simply need to get atari terminal software, and zreceive files from the Mac, correct?

Thanks a lot --

- Muttley

send mail to bbaker@mail.usyd.edu.au

Please follow all posts to the newsgroup with a letter to the above address. Thanks.
"Is it progress if a cannibal uses a knife and fork?" Stanislaw Lec

"What? You charge for Directory Enquiries?"

2551. more memory

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-09 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <877037175@stackbbs.xs4all.nl>
Source record: 69581

```
Howdy folks
Is Bob Woolley reading this?
I've read about your plans for a 16MB
upgrade for the XL/XE.
Are you using chips or SIMMS?

CU Mathy Van.Nisselroy
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2552. Re: 6502 multitasking OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: nrw20@csc.canterbury.ac.nz
Message-ID: <1997Oct10.190229@cantva>
Source record: 69486
Cross-posted to: comp.sys.cbm,comp.arch.embedded,alt.comp.hardware.homebuilt,comp.sys.atari.8bit,comp.sys.apple2.gno,comp.sys.apple2.programmer

Robert S Ely <rely@ix.netcom.com> writes:
> (About Win98 and NT:) Hmmm... Maybe MS is
> trying to merge the two into one, more cost effective package.

I believe strongly they are. (As does everyone-else I know.)
I also believe they really wish to destroy java.
Therefore I must hate the bastards.

Luv'n'hugs,
Nathan.

>

2553. Atari Portfolio PC Card Drive & Win95

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: gberrice@uxa.ecn.bgu.edu
Message-ID: <61k46ibkb1@news1.ecnet.net>
Source record: 69487

My Atari Portfolio PC Card Drive driver (CD.SYS) apparently won't work in a Windows 95 environment. Is there a way to deal with this? I've used the Port for years and I love it--but it's appeal is its ability to talk to my PC, and my parallel connector broke long ago.

Barney in Chicago

2554. Re: Next AC

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: Stefan Biermanns <STEFAN@iehk.rwth-aachen.de>
Message-ID: <343E8E06.7974@iehk.rwth-aachen.de>
Source record: 69488

Mathy Van.nisselroy wrote:
>
>
> Howdy Bob
>
> Did you get my Intern. Postal Money
> Order?
>
> When is the next issue due? I can
> barely wait to get my fingers on it.
> The 16MB upgrade and the 80 Column
> Upgrade sound nice. Are you gonna
> use the YAMAHA chips (like the SEGA
> has) for the 80 column upgrade?

YAMAHA Chips?!? Never heard of a YAMAHA 80 column chip...

bye
Stefan

>
> I told the guys and girls on IAN and
> USF about your projected hardware
> articles and they loved it.
> Especially Ryan Goolevitch and Erhard
> Puetz, they wanted addresses and
> prices.
>
> These upgrades are gonna work with
> the standard OS or the US+ OS (by
> CSS)? And the BlackBox?
>
> CU Mathy Van Nisselroy
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
> ---
>

2555. Re: Phantasie Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <343DF7A6.41C67EA6@reading.ac.uk>
Source record: 69489

Stephen Anderson wrote:
>
> J. F. Goodwin wrote:
>
> > Short and sweet:
> >
> > Anyone know if the Phantasie docs are on the web anywhere?
> >
> > Thanks,
> >
> > Joel.
>
> Sorry, I don't know of any such docs. Damn - in all my gaming years,
> I have NEVER heard anybody mention this game!!!!! I spent more time on
> my Atari 8-bits playing this than I did sleeping for quite some time! I
> still have all my stuff - haven't checked to see if all of my disks
> still work though! What an impressive game.

I really enjoyed Alternate Reality and Ultima IV; I thought now was
the time to have a go at Phantasie and maybe some other SSI programs.
Trouble is - no docs!!

- Joel

2556. XL Search comments...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <61kjlr$k2h$1@nuke.csu.net>
Source record: 69490

I've (finally!) cleaned up a bunch more .blurb files at UMich, so
XL Search's file database is up to 435 files.

I've noticed, looking at the logs, that many people try entering
file names. While this may be kind of like looking for yourself
at Alta Vista, let me suggest that when you are actually looking
for something, you try entering more descriptive words than just
filenames.

Also, take advantage of the (bugfixed) keyword "+" and "-" symbols
and the (new!) sort-by-matches feature to get the most relevant
entries first.

Enjoy!

And remember, if you have an FTP site, make a QIF file for me and I'll
incorporate YOUR site into XL Search! :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2557. WTB: 1050 With Double Density Modification

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: itrek@mindspring.com
Message-ID: <343e2c2e.162629@news.mindspring.com>
Source record: 69491

I'm looking to buy a 1050 or equivalent with a double density
modification like Happy or US Doubler. Something like an Indus GT
would be Ok too but I'd prefer a Happy 1050.

Please contact:

Mike Taylor
itrek@mindspring.com

2558. Re: Phantasie Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <61lddt$pnd@alexander.INS.CWRU.Edu>
Source record: 69492

In a previous article, smrgoodw@reading.ac.uk (J. F. Goodwin) says:

>Stephen Anderson wrote:
>>
>> J. F. Goodwin wrote:
>>
>> > Short and sweet:
>> >
>> > Anyone know if the Phantasie docs are on the web anywhere?
>> >
>> > Thanks,
>> >
>> > Joel.
>>
>> Sorry, I don't know of any such docs. Damn - in all my gaming years,
>> I have NEVER heard anybody mention this game!!!!! I spent more time on
>> my Atari 8-bits playing this than I did sleeping for quite some time! I
>> still have all my stuff - haven't checked to see if all of my disks
>> still work though! What an impressive game.
>
>I really enjoyed Alternate Reality and Ultima IV; I thought now was
>the time to have a go at Phantasie and maybe some other SSI programs.
>Trouble is - no docs!!
>
> - Joel
>

P H A N T A S I E

The object of the game is to defeat the Black Lord and end the reign of terror of the Black Knights on Gelnor. In order to destroy the Black Lord, you must obtain 9 rings and 4 runes from the dungeons and towns of Gelnor.

THE TOWNS: OBJECTS

Town 01: Pelnor
Town 02: Pineville
Town 03: Greenville
Town 04: Hobbiton
Town 05: Appleton
Town 06: Splitwater
Town 07: Trollport
Town 08: Phantasia Location of ring IX- must teleport here
Town 09: Dragonor
Town 10: Northford

Town 11: Starville
Town 99: Olympia

DUNGEONS LOCATIONS

Dungeon 01: Door in Hillside Near Pelnor
Dungeon 02: Cathedral Near Pineville
Dungeon 03: Cave Near Greenville
Dungeon 04: Woodville South of Greenville
Dungeon 05: Lord Wood's castle Near Hobbiton
Dungeon 06: J.R. Trolkin's castle West of Dragonor
Dungeon 07: Donesbian temple West of Northford
Dungeon 08: Island Dungeon North of Northford
Dungeon 09: Mt. Olympus East of Olympia
Dungeon 10: Gateway into mountain West of Starville

NOTE: Complete these dungeons in the order that they are listed.

Magic Pools are pools that enable you to eventually get the Water Rune from dungeon 05. They are located in different places of Gelnor, and you must immerse all of your characters in each one.

MAGIC POOLS LOCATIONS
01 Near Pineville
02 Near Trollport
03 Near Phantasia. This is the trickiest pool to find. It is in the water and you must look for a discrepancy in the waves to find it. It is on the same screen, but is NW in the lake surrounding Phantasia.

Scrolls: are items you will find in some dungeons which will be very helpful in the game. They give hints, and general history of the object. You read the scrolls by U)sing them at a town. There are a few scrolls which you don't find in the dungeons. They are: Scroll 8 (buy at Pelnor in the beginning of the game), and Scroll 18 (which is the scroll given to you by Filmon the Sage at the end).

The Runes: are items you need to complete the game. You need all 4 runes (Air, Earth, Fire, Water) to pass the tests of the gods at Mt. Olympus and obtain the God Rune which will enable you to enter Dungeon 10.

The Rings are also items that you need to complete the game. You need all 9 rings to pass the test of rings at Mt. Olympus to obtain the God Rune.

DUNGEON ITEMS

01 Air Rune, scrolls 1-3, 9
02 Earth Rune, scrolls 10, 11, 20
03 Fire Rune, scroll 5
04 scrolls 4-5, 12, 14, 19
05 Water Rune, scrolls 6, 7, 13, 15

06 Rings I-III, scroll 17
07 Rings VII-VIII, scroll 16
08 Scroll 1, rings IV-VI
09 God Rune
10 Wand of Nikademus, Black Lord, Dragon Kings, Divine spell

DUNGEON 01:
There is a library in the South-East in which Scrolls 1,2, and 3 can be found. To the South West lies Kilmor's room, in which Scroll #9 and a cache of weapons lie. Etched on the wall of this room are the words 'NIFLE SCRO'... They will be needed later. The most important item to be found in this dungeon is the Air rune. To get this, you must do two things. The first is to press a button in mid-west portion of the screen...(Note: there are 2 buttons, one of which sets off an alarm). This button opens the gate to the Air rune. Then, travel down to the Southernmost part of the screen and follow a corridor along the bottom and up the west side... At the end of the corridor you will find a lever... Pull it to open the way to the exit... Then, in the North-west part of the screen, you will find an old man... Talk to him, and he will give you the Air rune.

DUNGEON 02:
You find the Earth rune in this dungeon and quite a few scrolls. When you encounter the old man, ignore him and he will reveal a secret passage to the south. Buy the secret from the orcs for it enables you to get a scroll from the trolkins. None of the coffins along the walls are important. When you encounter the dwarf, say "NIFLE SCRO". The key at the bottom of the dungeon enables you to open the door that has the lock that no one can pick. In the room with the impassable monks, there is a secret door on the east wall leading to the high priest which you must talk to and obtain scrolls from.

DUNGEON 03:
This is one of the hardest dungeons to map because of the many twists and turns in it. A little bit South and East of the entrance lies the Fire Rune. After slaying 2 Fire Elementals, it is yours. It will now allow you to travel to Dungeon 2 and burn the box to get the Earth rune. In the North East portion of the maze can be found a warrior. You have to go through a secret door and a small portion of water to reach him. He carries some good weapons and Scroll #20. In the South west portion, there is another warrior, and he carries Scroll #5. At the Southern part of the maze, you will find two people who need to be rescued. Rescue the man, not the woman. He is the uncle of Lord Wood and he gives you the phrase 'Straticon Uble and 48'. This will be used later. When mapping this dungeon, it is important to remember that whenever it seems as if you are trapped without an exit (such as in the Arena) you should search for secret doors to make your egress...

DUNGEON 04:
It is in the form of a town. In the North west, you can find a

Scroll shop... When asked if you want to buy 3 scrolls, say yes (they are only scrolls 1,2,3, but if you don't buy them, the man won't let you into his shop)... There is a secret storage room that lies through a secret door. In it is a chest holding Scrolls 4,5, and 14. In the South west portion of Woodville lies an inn. In Room 1, Kilmor can be found. Tell him 'Niscottan says hello', and he will give you the Sacred number 79. Another Sacred number,45, can be found in the hall of records in the middle of Woodville. Now we go to the temple in thE mid-West portion of the town. Go west until asked to press a button. Press 7, and then go west again. Press 9 to finish entering the number 79... Do this again for the number 45, and also for the number 48 that Lord Wood's uncle gave us in the phrase 'Straticon Uble and 48'. Then go to the priest to the west and say 'Straticon Uble'. He will give you Scroll 12. The two other Sacred numbers opened up a normal door in the top of the fountain by the entrance, and a secret door in the bottom of the fountain... The top door leads to a few tough battles and a God Knife, while the bottom door leads to Scroll 19.

DUNGEON 05:
In the dark closet, there is a secret door in the NW corner.
To pass the tiles, go the directions given to you in the closet: SWWSSESSWWWSSEEEEENEEE. To enter the room of the Pools, you must have entered all three pools. Within this room, is the water rune.
Search for the secret door on the west of the great hall leading to the key that opens the jail cell in the bottom of the dungeon.

DUNGEON 06:
Almost as soon as you enter, you will be teleported to a jail cell... There is a secret door in the south wall of the cell, and a few steps south of that, there is another secret door in the west wall. Follow this corridor to the west until it comes to the Secret Control room to the South. You will find 3 levers to pull. Lever 1 opens your Jail cell. Lever 2 opens a door out of the arena. Lever 3 opens the magic door in J.R. Trolkin's room that guards Rings 1,2, and 3. (J.R. Trolkin's room is to the east of the Control Room)... Return to your Jail cell and go through the newly opened door. You will find a guard room. A corridor to the North will lead to a room with a key that will let you out of the castle. There is a library with battle maps to the South East of the Entrance, and it holds Scroll 17. The door blocking the exit can be opened by the aforementioned key.

DUNGEON 07:
To enter this town, you must have a Minotaur character in your party. This can be obtained by generating Random Characters until a Minotaur comes up. Then, just replace your weakest character with the Minotaur. (Note: The Minotaur does NOT have to be alive, so don't worry if he dies, because he certainly will...). You will come to a priest who will ask you what the password is. You merely reply 'REVEN TONEM' (which was obtained from Scroll 19) and enter. If you don't

want to talk to him, there is a secret door on the East wall just
before you come to him. You will be in the main temple. Take the 3rd
corridor on the East wall of the temple. Deface the statue you find
in there. Then go South into the Hall of Caskets. Open the 3rd door
on the West wall, and get the key. Go to the South West corner of the
main temple then and go South through the secret door (which was
opened by defacing the statue). You will find a library with Scroll
16. Then go back to the 2nd corridor on the East wall of the Main
Temple. Open the door with your key. From here, you can go to the
jail cell at the bottom of the screen. You can get a key from Kilmor,
who is in the second cell. Go back near where you opened the door
with the key, and you will find another door. Open this door with
Kilmor's key, and enter the room. Get Rings 7 and 8, and go North
through a secret passage to exit, or else battle your way through
many monsters if you'd rather.

DUNGEON 08:
This dungeon contains multi-colored bleebs which give
you information to eventually find the rings. The blue bleebs
always tell the truth, the red bleebs always lie, and the green
bleebs sometimes lie and sometimes tell the truth. The blue pools
do damage, the green pools teleport, and the red pools enable you
to access the lower part of the dungeon. You must enter all 3 of the
red pools, however. After entering all of them, you enter the green
pool in the center of the screen (a little to the left), and it will
teleport you to the bottom of the dungeon where there are many doors.
Don't enter the green door because it's a dead end. The blue door is
an exit, and the red door leads to the rings and the king bleeb. When
you get to the unidentified bleebs talking, push the green button.
The answers to the 3 questions to get the rings are: green, red or
green, red.

DUNGEON 09:
Mt. Olympus is a fairly simple dungeon. All you need to do, is
enter all of the rooms carrying all 9 rings and all 4 runes, and
pass the tests of combat, rings, and runes (air, earth, fire water).
After passing all the tests, go to the south passageway and
get the God rune from Zeus by kneeling before him.

DUNGEON 10:10:1ou need the God Rune obtained in Mt. Olympus to enter here.
In this dungeon, you must go the lower left to find a teleporter
that will teleport you near the black lord. You must destroy the gems
in the throne room, and not sit in the throne. There is a secret door
behind the throne. Attack the black lord and get his wand. Wave it,
and talk to Filmon the sage. Kill the black lord and gain the divine
spell. HINT: Use a confusion spell so he can't cast spells!

This is the end of the game! The divine spell is a mass resurrection
spell. You use the wand, the rings, and the divine spell in:
Phantasie // (according to a person at SSI).

2559. Re: Reading Atari 800 disks with PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: Oliver Grimm <Oliver.Grimm@gedas.de>
Message-ID: <01bcd589$9f194300$6dd2018b@PCBAU.gedas.de>
Source record: 69493

Austin Franklin schrieb im Beitrag <01bcd4ee$4e668da0$31f65ecf@drt1>...
> I have some old Atari disks that worked with my 800 computer and 810 disk
> drive. Is there any way of reading these disks with the 5 1/4 drive on
my PC?
> Thanks,
> Austin Franklin

My answer:

At newsgroups elsewhere I have read, that it shouldnt be possible. But I
dont believe that.
I programmed some assembler code with direct access of the disccontroller
some months ago.
Ok I am little bit lazy to keep on programming.
The result: Some sectors I can read (the first some good, some bad), then
the program hangs up.

eMail: Oliver.Grimm@gedas.de

2560. difference between cart-slots (Re: Austin 80)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <343DFD1B.45B0@kawo2.rwth-aachen.de>
Source record: 69494

```
Austin Franklin wrote:
>
> <snip>
> > Could it be converted for "left slot"
> > use?
>
> Out of curiosity, why would you want to move it to the left slot? The left
> slot in the 800s is the normal cartridge slot and is considered the 'first'
> slot. The right one is the 'second' slot... if I remember correctly...
```

I�d like to discuss the differences betwenn the right and the left slot.

```
IMHO the left slot is a "full" slot with all the RD4/RD5 and S4/S5
signal lines.
The right slot only supports the RD4 and S4 lines.
```

That means, that left slot cart�s could use adress space from $a000 to
$bfff and from $8000 to $9fff while right slot carts could only use
$8000 to $9fff.

```
So every right slot cart should work on XL/XE too.
```

But I�m not an 800 specialist - please correct me, if I�m wrong

```
Matt
```

2561. How Atari Got It's Name - WARNING - 12Kb append.

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bcd5ae$2de5ec40$b0f7c9c7@dangermouse>
Source record: 69495
Body handling: Inline uuencoded payload not displayed: alogo3.bmp; Inline uuencoded payload not displayed: alogo2.bmp; Inline uuencoded payload not displayed: alogo1.bmp

A while back we were discussing the origins of Atari's name. I offered to dig out an old article describing the origins and showing the three diferent logos the Atari company used throughout its life, and someone said they would be interested. Well I finally got by butt in gear and scanned the article.

Sorry the images are in bulky BMP format, I dont have a BMP to JPEG converter handy.

This article was published in "I/O - The Magazine of the Atari Home Computer Club" in issue 3 - Summer 1983. The magazine was the official mouthpiece of Atari UK. The article was not attributed to any one person. The words are thiers, not mine.

Enjoy

Graham.

How Atari Got It's Name

The name Atari actually comes from Japan. And yet the company is most definitely American. Every wondered why? It's an interesting story and one well worth telling.

In 1972 three friends decided to invent and market the first commercially feasible video game. They were Nolan Bushnell, Ted Dabney and Larry Bryan.

To become a partner each man had to submit $100 to the project - a remarkably small sum when you consider the company's success! The next step was to find a name.

Drinking beer and thumbing through the dictionary one day, the three friends came across an interesting entry under "S". The word was Syzygy, or "the straight-line configuration between three celestial bodies". What a perfect name they thought, for three such astronomically talented people!

Now they could get on with the business of inventing games. Their first, Computer Space, was produced and all seemed to be going well.

But then things started to get a little shaky. Larry Bryan decided not to ante up his $100 and pulled out, leaving Bushnell and Dabney to go it alone.

The set up a shop in Santa Clara, California, and incorporated the business. A little later they invented Pong(r).

Busnell and Dabney applied for the name Syzygy to the Office of the California Secretary of State, which regulates Californian corporations, but were told that they were too late. The name was already taken.

Following unsuccessful attempts to buy the rights to the name from the first Syzygy corporation, which appeared to be inactive, the friends' solicitor pressed them to think up an alternative.

This proved difficult. BD Inc and DB Inc were tested and then rejected in turn: the first bore too close a resemblance to Black & Decker, the second to Dunn and Bradstreet.

Inspiration occurred at last, once again in an informal atmosphere. Bushnell and Dabney were both keen players of Go, a Japanese strategy game, and their best brainstorming always occurred over a good game and a bottle of beer.

This time, they decided to make a list of several Go words to see if one of them would fly as the new corporate name.

First choice was "Sente", which means "the upper hand" - something that greatly appealed. Second and third choices were "Atari", which has a similar meaning to the English word "check", and "Hanne", an acknowledgement of an over-taking move.

Busnell and Dabney submitted the list once again to the Office of the Californian Secretary of State, which approved "Atari". The rest is history.

When the company name changed, Bushnell and Dabney decided to update the logo too. They incorporated the "S" from Syzygy and the "A" from Atari into the new design, and if you look at the middle logo [MLOGO2.BMP], you will be able to make out both letters.

It was not until later, as the company became increasingly successful, that an advertising agency designed the slicker and now famous Atari logo - the "fuji" or stylised "A" design.

[END]

---

remove the .nospam from the E-mail address to reply.

[Inline uuencoded payload not displayed: alogo3.bmp]

[Inline uuencoded payload not displayed: alogo2.bmp]

[Inline uuencoded payload not displayed: alogo1.bmp]

2562. Re: How Atari Got It's Name - WARNING - 12Kb append.

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <61m01o$es8$1@nuke.csu.net>
Source record: 69496

Graham Thornton (dangermouse@prodigy.nospam.net) wrote:
: A while back we were discussing the origins of Atari's name. I offered to
: dig out an old article describing the origins and showing the three
: diferent logos the Atari company used throughout its life, and someone said
: they would be interested. Well I finally got by butt in gear and scanned
: the article.

<snip>

I don't have a chance to look at the BMP yet, but thanks for posting
the article!

Very interesting! I had always thought (and seen documented, and
documented myself) that "Go" was a Chinese game, not Japanese!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2563. XL Search update!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <61m6v7$ij4$1@nuke.csu.net>
Source record: 69497

You're sick of these postings, I'm sure... but:

* XL Search now has over 500 files in the database.

* Whenever you get 0 matches, there's a link to an Alta Vista search
for the same keywords you entered! This is great if you enter, for
example, a commercial title. Since there won't be any in the XL Search
database, you can head to Alta Vista and find who might be selling
the game.

* Coming soon! For those of you without Web access, you'll soon be able
to send e-mail requests to XL Search and get instan replies!

Feedback is always welcome! If you have trouble with the site, questions
about it, or comments or suggestions for it, please e-mail me or use
the [Feedback] form on the site!

ENJOY!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2564. Anyone have 800 cartridge pin out?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: Austin Franklin <dark4room@ix.netcom.com>
Message-ID: <01bcd5cb$33ef4f10$d449bacd@drt1>
Source record: 69498

Hi,

Anyone have an Atari 800/400 etc. cartridge pin out?

Thanks,

Austin Franklin
darkroom@ix.netcom.com

2565. XL Search update part 2!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <61mcdlljp1@nuke.csu.net>
Source record: 69499

XL Search is now accessible via e-mail! So, if you don't have Web
access (not even "lynx"), you can request searches by emailing:

To: kendrick@zippy.sonoma.edu
Subject: xlsearch (all lowercase)

The Body of the message should contain at least one line which
begins with "K: " (captial "k", colon, space) followed by
the keywords you want, in the form used by XL Search.

For example:

K: pac+man pacman

would find all files which said either "pac man" or "pacman" in them.
(if you did just "K: pac man", you would get all files with the word
"man", "manual", "packer", etc.)

You can have more than one "K: " line if you wish, but it all counts
for the same search.

The results are based on a "lynx" call to XL Search.
Responses are immediate (it's automated, I don't have anything to do with
it)

:)

Also, as you may have noticed above, I used the form "pac+man".
This is brand new, too... it lets you stick words together to create
a multiple-worded keyword. :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2566. rah rah rah go atari !!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <343E8639.38AF@mail.utexas.edu>
Source record: 69500

```
is this necessary ....
```

2567. Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: Mr Maddog <mrmaddog@microserve.net>
Message-ID: <Pine.UW2.3.95.971010173626.6074A-100000@reality>
Source record: 69501
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

This is just a curiousity post mostly about 5200 games. I only have some sort of project to work with them but I just need to see what your opinions are on things...just to see if I want to persue this or just forget about it. Ok, here goes...

- What's the best and the worse 5200 game IYO?

- Which 5200 games are "better" than the 8-bit version

- How do you like 5200 joysticks? (Like I need to ask...)

- Would you really like to play 5200 games on 8-bits if you could, even if they're "hacked"?

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

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E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

Eric Noss
a.k.a
Mr. Maddog

"Well somebody has to be funny around here, it sure the **** isn't you!"

- Neuromancer

2568. Re: How Atari Got It's Name - WARNING - 12Kb append.

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2iuv5qn2z.fsf@caligula.srv.net>
Source record: 69502

kendrick@zippy.sonoma.edu (William Kendrick) writes:

> Very interesting! I had always thought (and seen documented, and
> documented myself) that "Go" was a Chinese game, not Japanese!

Like Zen, its origins are in China, but the Japanese have made it
their own. The Chinese still play it with slightly different rules, I
think.

Brent

2569. Thank God for the FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: Bruce Gomes <bgomes@magiccarpet.com>
Message-ID: <343EF76D.6768CA11@magiccarpet.com>
Source record: 69503
Cross-posted to: comp.sys.atari.8bit,Michael,Current,<mcurrent@carleton.edu>

This is just a Thank You..
(The FAQ at http://www.faqs.org/faqs/atari-8-bit/faq/)
There's a lot of great stuff in the Atari 8-bit FAQ but
I wanted to focus on one small list...

As a computer collector and an Atarian, I naturally haunt
flea markets, garage sales, rummage sales, thrift shops
and so forth in search of Atari equipment. Often the systems
I buy have nothing except the unit, but I've never found a
system that didn't work. Just as often, however, I find
a power unit with no sign of a system - and that's where the
FAQ comes in. It's such a small part of the FAQ, but section
13.3 that documents the power supplies allows me to buy a power
supply whenever I find one, identify it, test it and then use
it for the appropriate system. Since most of the units have
the specs written on them it's not that hard anyway, but it's
so nice to have the list. Used it again TODAY for that reason.

Thanks to Michael Current and thanks to all the former Atarians who
contributed to the FAQ and who will do so in the future.

Bruce Gomes

2570. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: The Maverick <TheMaverick@Volcano.Net>
Message-ID: <343EACEC.443C@Volcano.Net>
Source record: 69504
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Hi!

You should definitely visit the 5200 home page and get a copy of the
5200 FAQ which includes cart ratings and some of the other info you
seek. The address is:
http://www.atarihq.com/

> sort of project to work with them but I just need to see what your
> opinions are on things...

More info about your project might change our opionions. Better to ask
than guess! ;-)

> - What's the best and the worse 5200 game IYO?
My favorite three 5200 games would probably be:
Joust, Space Dungeon, Star Raiders
Miner 2049 is also highly rated...

After thinking about "worse" titles, I really can't say that there are
any of the released 5200 titles that I don't enjoy to some extent!
(Ooops, I just peaked at the FAQ's worst and best list... maybe Congo
Bongo is the worst of the games released for the 5200...)

> - Which 5200 games are "better" than the 8-bit version
Offhand I'd have to say "all" but I think there are probably a few
exceptions where I prefer the 8-bit versions (paddle games used to be
better on the 8-bit machines until I made a 5200 paddle controller.)

> - How do you like 5200 joysticks? (Like I need to ask...)
Love them, when they work. Problem is they corrode faster than a VW Bus
in Santa Cruz. I also like to keep a Competition Pro handy for games
that don't require the analog input of the 5200 stick plus I've
converted a number of 8-way "digital" sticks to work with my 5200 as
well.

> - Would you really like to play 5200 games on 8-bits if you
> could, even if they're "hacked"?
Nope, enjoy them just fine on my 5200 (care of Sean Kelly's Multi-Cart.)

Seeya!

the Mav

--

> Mav's Home Page: Red Baron, Cliffhanger Serials, Links
http://www.volcano.net/~themaverick

> Mav's Home Away From Home Page: Boardgames, Videogames
http://members.aol.com/~thmaverick
> Matt and Mav's Macho Women with Guns Homage Page
http://www.geocities.com/TimesSquare/Lair/6747

2571. Re: difference between cart-slots (Re: Austin 80)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-10 00:00:00 UTC
From: Austin Franklin <dark4room@ix.netcom.com>
Message-ID: <01bcd5a1$6629d600$31f65ecf@drt1>
Source record: 69505

Matthias,

Along with the address decoding you have listed, which I believe is correct, there is at least one 256 byte spaces too, which I believe are 0xD5xx. The cartridge we developed for the 80 column board used this space so it would not interfere with the memory addressing of any cartridge used in the left slot. The cartridge used a bank swapping technique to get a 4M EPROM to occupy only 256 bytes of space in the 0xD5xx region.

That is why I was curious why anyone would want to move it to the left slot...the left slot on an 800 is the one that anything can work in. The reason for two slots, as far as this machine was originally concerned, was to have two 8k cartridges...for what ever reason... so for all practical purposes, the right slot was useless except for special pieces of hardware, like out 80 column board or some firmware debuggers I believe used this slot too...

Austin Franklin
darkroom@ix.netcom.com

Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote in article
<343DFD1B.45B0@kawo2.rwth-aachen.de>...
> Austin Franklin wrote:
> >
> > <snip>
> > > Could it be converted for "left slot"
> > > use?
> >
> > Out of curiosity, why would you want to move it to the left slot? The
left
> > slot in the 800s is the normal cartridge slot and is considered the
'first'
> > slot. The right one is the 'second' slot... if I remember correctly...
>
>
> I�d like to discuss the differences betwenn the right and the left slot.
>
> IMHO the left slot is a "full" slot with all the RD4/RD5 and S4/S5
> signal lines.
> The right slot only supports the RD4 and S4 lines.
>
> That means, that left slot cart�s could use adress space from $a000 to
> $bfff and from $8000 to $9fff while right slot carts could only use
> $8000 to $9fff.
>

> So every right slot cart should work on XL/XE too.
>
> But I�m not an 800 specialist - please correct me, if I�m wrong
>
> Matt
>

2572. Re: Anyone have 800 cartridge pin out?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-11 00:00:00 UTC
From: Austin Franklin <dark4room@ix.netcom.com>
Message-ID: <01bcd5f1$8ed9bc00$d449bacd@drt1>
Source record: 69506

Found it my self at:

http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

It's burried in there, but it's there...

Austin

Austin Franklin <dark4room@ix.netcom.com> wrote in article
<01bcd5cb$33ef4f10$d449bacd@drt1>...
> Hi,
>
> Anyone have an Atari 800/400 etc. cartridge pin out?
>
> Thanks,
>
> Austin Franklin
> darkroom@ix.netcom.com
>
>

2573. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-11 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <61mubu$79k$1@newbabylon.rs.itd.umich.edu>
Source record: 69507
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- molin 331220 Aug 6 13:14 ./8bit/800XLDJ.ZIP
-rw-r--r-- molin 400 Aug 31 19:10 ./8bit/miojpegs.upl
-rw-r--r-- molin 94224 Aug 31 19:13 ./8bit/miojpegs.zip
-rw-r--r-- kendric 41 Oct 6 03:25 ./8bit/Dos/Ataridos/dos20s.blurb
-rw-r--r-- kendric 39 Oct 6 03:25 ./8bit/Dos/Ataridos/dos.blurb
-rw-r--r-- kendric 57 Oct 6 03:25 ./8bit/Dos/Ataridos/dos25.blurb
-rw-r--r-- kendric 30 Oct 6 03:26 ./8bit/Dos/Ataridos/dos40.blurb
-rw-r--r-- kendric 27 Oct 6 03:26 ./8bit/Dos/Ataridos/dosxe.blurb
-rw-r--r-- kendric 11 Oct 6 03:22 ./8bit/Dos/Mydos/mydos45m.blurb
-rw-r--r-- kendric 24 Oct 6 03:22 ./8bit/Dos/Mydos/mydos45s.blurb
-rw-r--r-- kendric 24 Oct 6 03:23 ./8bit/Dos/Mydos/mydos451.blurb
-rw-r--r-- kendric 53 Oct 6 03:20 ./8bit/Dos/Spartados/fte32g.blurb
-rw-r--r-- kendric 498 Oct 6 03:40 ./8bit/Graphics/Gui/cdstx21a.blurb
-rw-r--r-- kendric 72 Oct 6 03:40 ./8bit/Graphics/Gui/goeblurb.blurb
-rw-r--r-- kendric 119 Oct 6 03:39 ./8bit/Graphics/Screenshots/tubebad2.blurb
-rw-rw-rw- kendric 119 Oct 6 03:39 ./8bit/Graphics/Screenshots/tubebad1.blurb
-rw-r--r-- kendric 40 Oct 6 03:36 ./8bit/Graphics/Screenshots/sr-cover-thumb.blurb
-rw-r--r-- kendric 56 Oct 6 03:36 ./8bit/Graphics/Screenshots/sr-docking.blurb
-rw-r--r-- kendric 55 Oct 6 03:37 ./8bit/Graphics/Screenshots/sr-galactic-chart.blurb
-rw-r--r-- kendric 55 Oct 6 03:37 ./8bit/Graphics/Screenshots/sr-hyperspace.blurb
-rw-r--r-- kendric 54 Oct 6 03:37 ./8bit/Graphics/Screenshots/sr-long-range-scan.blurb
-rw-r--r-- kendric 63 Oct 6 03:38 ./8bit/Graphics/Screenshots/sr-under-attack.blurb
-rw-r--r-- kendric 47 Oct 6 03:33 ./8bit/Graphics/Syspics/10101050.blurb
-rw-r--r-- kendric 26 Oct 6 03:33 ./8bit/Graphics/Syspics/1030.blurb
-rw-r--r-- kendric 23 Oct 6 03:33 ./8bit/Graphics/Syspics/1050.blurb
-rw-r--r-- kendric 36 Oct 6 03:34 ./8bit/Graphics/Syspics/1400XL.blurb
-rw-r--r-- kendric 37 Oct 6 03:34 ./8bit/Graphics/Syspics/1450XLD.blurb
-rw-r--r-- kendric 20 Oct 6 03:34 ./8bit/Graphics/Syspics/400.blurb
-rw-r--r-- kendric 36 Oct 6 03:34 ./8bit/Graphics/Syspics/400JOY.blurb
-rw-r--r-- kendric 26 Oct 6 03:34 ./8bit/Graphics/Syspics/410.blurb
-rw-r--r-- kendric 55 Oct 6 03:34 ./8bit/Graphics/Syspics/410B.blurb
-rw-r--r-- kendric 22 Oct 6 03:35 ./8bit/Graphics/Syspics/600XL.blurb
-rw-r--r-- kendric 20 Oct 6 03:35 ./8bit/Graphics/Syspics/800.blurb
-rw-r--r-- kendric 36 Oct 6 03:35 ./8bit/Graphics/Syspics/800SYS.blurb
-rw-r--r-- kendric 43 Oct 6 03:35 ./8bit/Graphics/Syspics/800XL.blurb
-rw-r--r-- kendric 24 Oct 6 04:04 ./8bit/Archivers/Arc/supunarc.blurb
-rw-r--r-- kendric 63 Oct 6 04:05 ./8bit/Archivers/Arc/arcx.blurb
-rw-r--r-- kendric 12 Oct 6 04:04 ./8bit/Archivers/Arc/suprarc2.blurb
-rw-r--r-- kendric 41 Oct 6 04:06 ./8bit/Archivers/Arc/arcv.blurb
-rw-r--r-- kendric 117 Oct 6 04:07 ./8bit/Archivers/Arc/arc12.blurb
-rw-r--r-- kendric 35 Oct 6 04:05 ./8bit/Archivers/Arc/superarc.blurb
-rw-r--r-- kendric 129 Oct 6 04:08 ./8bit/Archivers/Zip/unz113s.blurb
-rw-r--r-- kendric 39 Oct 6 04:01 ./8bit/Info/Modifications/pbi1200.blurb
```

```
-rw-r--r-- kendric 48 Oct 6 04:01 ./8bit/Info/Modifications/addmemb.blurb
-rw-r--r-- kendric 32 Oct 6 04:01 ./8bit/Info/Modifications/stereoxl.blurb
-rw-r--r-- kendric 207 Oct 6 04:02 ./8bit/Info/Modifications/tkmod1.blurb
-rw-r--r-- kendric 53 Oct 6 03:59 ./8bit/Info/Hardware/refman.blurb
-rw-r--r-- kendric 51 Oct 6 04:00 ./8bit/Info/Hardware/1090xl.blurb
-rw-r--r-- kendric 66 Oct 6 04:00 ./8bit/Info/Hardware/bbvsmio.blurb
-rw-rw-r-- kendric 68 Oct 6 03:32 ./8bit/Emulators/Peripherals/protecte.blurb
-rw-r--r-- kendric 444 Oct 6 03:31 ./8bit/Emulators/Peripherals/afs10.blurb
-rw-r--r-- kendric 68 Oct 6 03:32 ./8bit/Emulators/Peripherals/protect2.blurb
-rw-r--r-- kendric 30 Oct 6 03:28 ./8bit/Emulators/Computer/emu-info.blurb
-rw-r--r-- kendric 70 Oct 6 03:28 ./8bit/Emulators/Computer/at800xl.blurb
-rw-r--r-- kendric 707 Oct 6 03:29 ./8bit/Emulators/Computer/atariem2.blurb
-rw-r--r-- kendric 831 Oct 6 03:19 ./8bit/Education/K12/sistapa.blurb
-rw-r--r-- kendric 831 Oct 6 03:19 ./8bit/Education/K12/sistapb.blurb
-rw-r--r-- kendric 116148 Oct 6 04:22 ./8bit/atari8.qif
-rw-r--r-- kendric 116 Oct 6 03:41 ./8bit/Languages/Basic/com_run2.blurb
-rw-r--r-- kendric 12 Oct 6 03:41 ./8bit/Languages/Basic/fbasic.blurb
-rw-r--r-- kendric 335 Oct 6 03:46 ./8bit/Languages/Basic/renumber.blurb
-rw-r--r-- kendric 44 Oct 6 03:42 ./8bit/Languages/Basic/tbasici.blurb
-rw-r--r-- kendric 82 Oct 6 03:42 ./8bit/Languages/Basic/tbasicc.blurb
-rw-r--r-- kendric 266 Oct 6 03:43 ./8bit/Languages/Basic/relocate.blurb
-rw-r--r-- kendric 280 Oct 6 03:50 ./8bit/Languages/Assembly/ass130a.blurb
-rw-r--r-- kendric 35 Oct 6 03:49 ./8bit/Languages/Assembly/a65.blurb
-rw-r--r-- kendric 905 Oct 6 03:48 ./8bit/Languages/Assembly/mae_95.blurb
-rw-r--r-- kendric 280 Oct 6 03:50 ./8bit/Languages/Assembly/ass130tx.blurb
-rw-r--r-- kendric 280 Oct 6 03:50 ./8bit/Languages/Assembly/ass130b.blurb
-rw-r--r-- kendric 18 Oct 6 03:52 ./8bit/Languages/Assembly/dis6502.blurb
-rw-r--r-- kendric 238 Oct 6 03:51 ./8bit/Languages/Assembly/detm65.blurb
-rw-r--r-- kendric 41 Oct 6 03:53 ./8bit/Languages/Action/dli.blurb
-rw-r--r-- kendric 99 Oct 6 03:54 ./8bit/Languages/Action/stacktxt.blurb
-rw-r--r-- kendric 51 Oct 6 03:55 ./8bit/Languages/Action/trakball.blurb
-rw-r--r-- kendric 137 Oct 6 03:58 ./8bit/Languages/Action/micros.blurb
-rw-r--r-- kendric 52 Oct 6 03:56 ./8bit/Languages/Action/xmodem.blurb
-rw-r--r-- kendric 139 Oct 6 03:59 ./8bit/Languages/Action/newdivi.blurb
-rw-r--r-- kendric 171 Oct 6 03:57 ./8bit/Languages/Action/check.blurb
-rw-r--r-- kendric 11 Oct 6 04:13 ./8bit/Games/Board/bgm.blurb
-rw-r--r-- kendric 15 Oct 6 04:14 ./8bit/Games/Board/chess.blurb
-rw-r--r-- kendric 29 Oct 6 04:14 ./8bit/Games/Board/dominoes.blurb
-rw-r--r-- kendric 74 Oct 6 04:15 ./8bit/Games/Board/usurp.blurb
-rw-r--r-- kendric 36 Oct 6 04:19 ./8bit/Games/Card/blakjack.blurb
-rw-r--r-- kendric 1636 Oct 6 04:19 ./8bit/Games/Card/cardpak1.txt
-rw-r--r-- kendric 33 Oct 6 04:20 ./8bit/Games/Card/vegasbas.blurb
-rw-r--r-- kendric 1826 Oct 6 04:19 ./8bit/Games/Card/cardpak2.txt
-rw-r--r-- kendric 145 Oct 6 04:18 ./8bit/Games/Card/cardpak2.blurb
-rw-r--r-- kendric 52 Oct 6 04:19 ./8bit/Games/Card/cardpak3.blurb
-rw-r--r-- kendric 170 Oct 6 04:17 ./8bit/Games/Card/cardpak1.blurb
-rw-r--r-- kendric 261 Oct 6 04:09 ./8bit/Games/Puzzle/balloonr.blurb
-rw-r--r-- kendric 194 Oct 6 04:10 ./8bit/Games/Puzzle/atomit.blurb
-rw-r--r-- kendric 14 Oct 6 04:11 ./8bit/Games/Puzzle/madlibs.blurb
-rw-r--r-- kendric 62 Oct 6 04:11 ./8bit/Games/Puzzle/puzzle.blurb
```

```
-rw-r--r-- kendric 138 Oct 6 04:12 ./8bit/Games/Puzzle/sludge.blurb
-rw-r--r-- kendric 141 Oct 6 04:12 ./8bit/Games/Puzzle/sokoban.blurb
-rw-r--r-- kendric 80 Oct 6 04:13 ./8bit/Games/Puzzle/simon.blurb
-rw-r--r-- kendric 210 Oct 6 02:56 ./8bit/Games/Action/agdademo.blurb
-rw-r--r-- kendric 136 Oct 6 03:15 ./8bit/Games/Action/dzone.blurb
-rw-r--r-- kendric 508 Oct 6 03:04 ./8bit/Games/Action/mblast.blurb
-rw-r--r-- kendric 216 Oct 6 02:56 ./8bit/Games/Action/agdav1c.blurb
-rw-r--r-- kendric 39 Oct 6 02:57 ./8bit/Games/Action/baslandr.blurb
-rw-r--r-- kendric 96 Oct 6 02:57 ./8bit/Games/Action/boom.blurb
-rw-r--r-- kendric 135 Oct 6 02:57 ./8bit/Games/Action/chicken.blurb
-rw-r--r-- kendric 201 Oct 6 02:59 ./8bit/Games/Action/dogdaze.blurb
-rw-r--r-- kendric 98 Oct 6 02:59 ./8bit/Games/Action/elev.blurb
-rw-r--r-- kendric 98 Oct 6 03:00 ./8bit/Games/Action/hopper.blurb
-rw-r--r-- kendric 149 Oct 6 03:01 ./8bit/Games/Action/livewre2.blurb
-rw-r--r-- kendric 141 Oct 6 03:05 ./8bit/Games/Action/mrfish.blurb
-rw-r--r-- kendric 187 Oct 6 03:09 ./8bit/Games/Action/blip.blurb
-rw-r--r-- kendric 292 Oct 6 03:02 ./8bit/Games/Action/mazeware.blurb
-rw-r--r-- kendric 138 Oct 6 03:07 ./8bit/Games/Action/platform.blurb
-rw-r--r-- kendric 47 Oct 6 03:07 ./8bit/Games/Action/rocksbas.blurb
-rw-r--r-- kendric 125 Oct 6 03:08 ./8bit/Games/Action/rodent.blurb
-rw-r--r-- kendric 126 Oct 6 03:08 ./8bit/Games/Action/skydiver.blurb
-rw-r--r-- kendric 203 Oct 6 03:17 ./8bit/Games/Action/cavlords.blurb
-rw-r--r-- kendric 65 Oct 9 20:33 ./8bit/Text/Editors/script80.blurb
-rw-r--r-- kendric 70 Oct 9 20:34 ./8bit/Text/Editors/tedit.blurb
-rw-r--r-- kendric 625 Oct 9 20:35 ./8bit/Text/Editors/kedit151.blurb
-rw-r--r-- kendric 70 Oct 9 20:42 ./8bit/Text/Textpro/tpdocs.blurb
-rw-r--r-- kendric 29 Oct 9 20:41 ./8bit/Text/Textpro/tp512a.blurb
-rw-r--r-- kendric 28 Oct 9 20:41 ./8bit/Text/Textpro/tp512b.blurb
-rw-r--r-- kendric 411 Oct 9 20:39 ./8bit/Text/Textpro/tptools5.blurb
-rw-r--r-- kendric 71 Oct 9 20:46 ./8bit/Text/Textpro/tpextra.blurb
-rw-r--r-- kendric 25 Oct 9 20:47 ./8bit/Text/Textpro/tpro40.blurb
-rw-r--r-- kendric 55 Oct 9 20:48 ./8bit/Text/Textpro/textpro.blurb
-rw-r--r-- kendric 39 Oct 9 20:49 ./8bit/Text/Textpro/tp3-2r.blurb
-rw-r--r-- kendric 37 Oct 9 20:50 ./8bit/Text/Textpro/tpx50x.blurb
-rw-r--r-- kendric 351 Oct 9 20:55 ./8bit/Text/Viewers/col80.blurb
-rw-r--r-- kendric 125 Oct 9 20:54 ./8bit/Text/Viewers/vtex.blurb
-rw-r--r-- kendric 192 Oct 9 20:53 ./8bit/Text/Viewers/vtex13.blurb
-rw-r--r-- kendric 93 Oct 9 20:57 ./8bit/Text/Converters/ascii.blurb
-rw-rw-rw- kendric 308 Oct 9 20:56 ./8bit/Text/Converters/eol2cr.blurb
-rw-r--r-- kendric 164 Oct 9 21:00 ./8bit/Text/Converters/sdv_40.blurb
-rw-r--r-- kendric 236 Oct 9 20:56 ./8bit/Text/Converters/atariwriter_convert.blurb
-rw-r--r-- kendric 11 Oct 9 21:01 ./8bit/Text/Converters/translat.blurb
-rw-r--r-- kendric 258 Oct 9 21:03 ./8bit/Text/Printing/pstr13.blurb
-rw-r--r-- kendric 376 Oct 9 21:02 ./8bit/Text/Printing/ll.blurb
-rw-r--r-- kendric 60 Oct 9 21:06 ./8bit/Text/Addons/auxmaw80.blurb
-rw-r--r-- kendric 1371 Oct 9 21:11 ./8bit/Demos/Mega/drnktank.txt
-rw-r--r-- kendric 1539 Oct 9 21:12 ./8bit/Demos/Mega/outoftim.txt
-rw-r--r-- kendric 452 Oct 9 21:13 ./8bit/Demos/Mega/partro.blurb
-rw-r--r-- kendric 407 Oct 9 21:07 ./8bit/Demos/Mega/sweeta.blurb
-rw-r--r-- kendric 155 Oct 9 21:07 ./8bit/Demos/Mega/big2.blurb
```

```
-rw-r--r-- kendric 116 Oct 9 21:08 ./8bit/Demos/Mega/joyride.blurb
-rw-r--r-- kendric 104 Oct 9 21:08 ./8bit/Demos/Mega/joyridea.blurb
-rw-r--r-- kendric 104 Oct 9 21:08 ./8bit/Demos/Mega/joyrideb.blurb
-rw-r--r-- kendric 89 Oct 9 21:09 ./8bit/Demos/Mega/hard.blurb
-rw-r--r-- kendric 490 Oct 9 21:10 ./8bit/Demos/Mega/waf1993a.blurb
-rw-r--r-- kendric 106 Oct 9 21:10 ./8bit/Demos/Mega/harda.blurb
-rw-r--r-- kendric 106 Oct 9 21:10 ./8bit/Demos/Mega/hardb.blurb
-rw-r--r-- kendric 490 Oct 9 21:11 ./8bit/Demos/Mega/waf1993b.blurb
-rw-rw-rw- kendric 230 Oct 9 21:12 ./8bit/Demos/Mega/drnktank.blurb
-rw-rw-rw- kendric 224 Oct 9 21:12 ./8bit/Demos/Mega/outoftim.blurb
-rw-r--r-- kendric 183 Oct 9 21:15 ./8bit/Demos/Mini/swandemo.blurb
-rw-r--r-- kendric 112 Oct 9 21:14 ./8bit/Demos/Mini/supboink.blurb
-rw-r--r-- kendric 339 Oct 9 21:17 ./8bit/Demos/Audio/gtrack1a.blurb
-rw-r--r-- kendric 1468 Oct 9 21:16 ./8bit/Demos/Audio/gtracker.txt
-rw-r--r-- kendric 44 Oct 9 21:16 ./8bit/Demos/Audio/gtracker.blurb
-rw-r--r-- kendric 339 Oct 9 21:17 ./8bit/Demos/Audio/gtrack1b.blurb
-rw-r--r-- kendric 339 Oct 9 21:17 ./8bit/Demos/Audio/gtrack2a.blurb
-rw-r--r-- kendric 339 Oct 9 21:17 ./8bit/Demos/Audio/gtrack2b.blurb
-rw-r--r-- kendric 339 Oct 9 21:17 ./8bit/Demos/Audio/gtrack2c.blurb
-rw-r--r-- kendric 339 Oct 9 21:17 ./8bit/Demos/Audio/gtrack2d.blurb
-rw-r--r-- kendric 339 Oct 9 21:17 ./8bit/Demos/Audio/gtrack2e.blurb
-rw-r--r-- kendric 339 Oct 9 21:17 ./8bit/Demos/Audio/gtrack1c.blurb
-rw-r--r-- kendric 339 Oct 9 21:17 ./8bit/Demos/Audio/gtrack1d.blurb
-rw-r--r-- kendric 339 Oct 9 21:17 ./8bit/Demos/Audio/gtrack1e.blurb
-rw-r--r-- kendric 2310 Oct 9 21:18 ./8bit/Demos/Audio/journey.txt
-rw-rw-r-- kendric 150 Oct 9 21:18 ./8bit/Demos/Audio/journey.blurb
-rw-r--r-- kendric 49 Oct 9 21:18 ./8bit/Demos/Audio/journey1.blurb
-rw-r--r-- kendric 49 Oct 9 21:18 ./8bit/Demos/Audio/journey2.blurb
-rw-r--r-- kendric 45 Oct 9 21:19 ./8bit/Demos/Video/decolors.blurb
-rw-r--r-- kendric 2934 Oct 9 21:32 ./8bit/Graphics/Screenshots/balloonier.gif
-rw-r--r-- kendric 2151 Oct 9 21:32 ./8bit/Graphics/Screenshots/cooltris.gif
-rw-r--r-- kendric 19722 Oct 9 21:32 ./8bit/Graphics/Screenshots/gemdrop.jpg
-rw-r--r-- kendric 24089 Oct 9 21:32 ./8bit/Graphics/Screenshots/gemdrop15.jpg
-rw-r--r-- kendric 4411 Oct 9 21:33 ./8bit/Graphics/Screenshots/sludge.gif
-rw-r--r-- kendric 75 Oct 9 21:35 ./8bit/Graphics/Screenshots/sludge.blurb
-rw-r--r-- kendric 61 Oct 9 21:33 ./8bit/Graphics/Screenshots/gemdrop.blurb
-rw-r--r-- kendric 64 Oct 9 21:34 ./8bit/Graphics/Screenshots/balloonier.blurb
-rw-r--r-- kendric 63 Oct 9 21:34 ./8bit/Graphics/Screenshots/cooltris.blurb
-rw-r--r-- kendric 95 Oct 9 21:34 ./8bit/Graphics/Screenshots/gemdrop15.blurb
-rw-r--r-- kendric 3801 Oct 9 21:33 ./8bit/Graphics/Screenshots/rodents-revenge.gif
-rw-r--r-- kendric 63 Oct 9 21:35 ./8bit/Graphics/Screenshots/rodents-revenge.blurb
-rw-r--r-- kendric 121258 Oct 9 22:04 ./8bit/atari8.qif
-rw-r--r-- kendric 4600 Oct 9 21:29 ./8bit/00.USING.THIS.SITE
-rw-r--r-- kendric 55 Oct 10 03:04 ./8bit/Demos/Halle/hal_94_b.blurb
-rw-r--r-- kendric 56 Oct 10 03:04 ./8bit/Demos/Halle/halle93a.blurb
-rw-r--r-- kendric 56 Oct 10 03:04 ./8bit/Demos/Halle/halle93b.blurb
-rw-r--r-- kendric 822 Oct 10 03:02 ./8bit/Demos/Hobby/hobby92b.blurb
-rw-r--r-- kendric 52 Oct 10 03:00 ./8bit/Demos/Hobby/hobby89b.blurb
-rw-r--r-- kendric 154 Oct 10 03:01 ./8bit/Demos/Hobby/hobby90.blurb
-rw-r--r-- kendric 38 Oct 10 03:03 ./8bit/Demos/Hobby/hobby91a.blurb
```

```
-rw-r--r-- kendric 38 Oct 10 03:03 ./8bit/Demos/Hobby/hobby91b.blurb
-rw-r--r-- kendric 22 Oct 10 03:05 ./8bit/Demos/Audio/digi1s1.blurb
-rw-r--r-- kendric 22 Oct 10 03:06 ./8bit/Demos/Audio/digi1s2.blurb
-rw-r--r-- kendric 22 Oct 10 03:06 ./8bit/Demos/Audio/digi2s1.blurb
-rw-r--r-- kendric 64 Oct 10 03:08 ./8bit/Demos/Video/moviexms.blurb
-rw-r--r-- kendric 356 Oct 10 03:16 ./8bit/Graphics/Viewers/apac22.blurb
-rw-r--r-- kendric 378 Oct 10 03:15 ./8bit/Graphics/Viewers/apac23.blurb
-rw-r--r-- kendric 68 Oct 10 03:17 ./8bit/Graphics/Viewers/seepic.blurb
-rw-r--r-- kendric 159 Oct 10 03:13 ./8bit/Graphics/Viewers/apacview.blurb
-rw-r--r-- kendric 105 Oct 10 03:19 ./8bit/Graphics/Viewers/atview20.blurb
-rw-r--r-- kendric 246 Oct 10 03:19 ./8bit/Graphics/Collections/clipart1.blurb
-rw-r--r-- kendric 246 Oct 10 03:19 ./8bit/Graphics/Collections/clipart2.blurb
-rw-r--r-- kendric 246 Oct 10 03:20 ./8bit/Graphics/Collections/clipart3.blurb
-rw-r--r-- kendric 59 Oct 10 03:21 ./8bit/Sound/Mod/aceii.blurb
-rw-r--r-- kendric 59 Oct 10 03:21 ./8bit/Sound/Mod/psycho2.blurb
-rw-r--r-- kendric 59 Oct 10 03:21 ./8bit/Sound/Mod/trance.blurb
-rw-r--r-- kendric 59 Oct 10 03:21 ./8bit/Sound/Mod/xdrome.blurb
-rw-r--r-- kendric 75 Oct 10 03:24 ./8bit/Sound/Md8/alphavil.blurb
-rw-r--r-- kendric 75 Oct 10 03:24 ./8bit/Sound/Md8/awesome2.blurb
-rw-r--r-- kendric 75 Oct 10 03:24 ./8bit/Sound/Md8/awesome3.blurb
-rw-r--r-- kendric 75 Oct 10 03:24 ./8bit/Sound/Md8/bach_mix.blurb
-rw-r--r-- kendric 75 Oct 10 03:24 ./8bit/Sound/Md8/bilinski.blurb
-rw-r--r-- kendric 75 Oct 10 03:24 ./8bit/Sound/Md8/brainy.blurb
-rw-r--r-- kendric 75 Oct 10 03:24 ./8bit/Sound/Md8/jmj.blurb
-rw-r--r-- kendric 75 Oct 10 03:24 ./8bit/Sound/Md8/moonligh.blurb
-rw-r--r-- kendric 75 Oct 10 03:24 ./8bit/Sound/Md8/restrict.blurb
-rw-r--r-- kendric 75 Oct 10 03:25 ./8bit/Sound/Md8/rocking1.blurb
-rw-r--r-- kendric 75 Oct 10 03:23 ./8bit/Sound/Md8/roxette.blurb
-rw-r--r-- kendric 449 Oct 10 03:27 ./8bit/Telecomm/Handlers/auto850.arc
-rw-r--r-- kendric 75 Oct 10 03:27 ./8bit/Telecomm/Handlers/rvert212.blurb
-rw-r--r-- kendric 236 Oct 10 03:31 ./8bit/Telecomm/Handlers/sx212a.blurb
-rw-r--r-- kendric 92 Oct 10 03:30 ./8bit/Telecomm/Handlers/auto850.blurb
-rw-r--r-- kendric 243 Oct 10 03:32 ./8bit/Telecomm/Handlers/atarirs.blurb
-rw-r--r-- kendric 60 Oct 10 03:55 ./8bit/Archivers/Uuencode/dumasuu.blurb
-rw-r--r-- kendric 160 Oct 10 03:38 ./8bit/Info/Modifications/nasty.blurb
-rw-r--r-- kendric 160 Oct 10 03:38 ./8bit/Info/Modifications/newnasty.blurb
-rw-r--r-- kendric 135586 Oct 10 04:01 ./8bit/atari8.qif
-rw-r--r-- kendric 59 Oct 10 03:57 ./8bit/Languages/Cc65/gets.blurb
-rw-r--r-- kendric 158 Oct 10 03:44 ./8bit/Languages/Cc65/fp65.blurb
-rw-r--r-- kendric 243 Oct 10 03:43 ./8bit/Languages/Cc65/cc65make.blurb
-rw-r--r-- kendric 173 Oct 10 03:44 ./8bit/Languages/Cc65/xebank.blurb
-rw-r--r-- kendric 56 Oct 10 03:53 ./8bit/Languages/Cc65/cc65-src.blurb
-rw-r--r-- kendric 150 Oct 10 03:46 ./8bit/Languages/Cc65/doc.blurb
-rw-r--r-- kendric 61 Oct 10 03:47 ./8bit/Languages/Cc65/doscmd.blurb
-rw-r--r-- kendric 232 Oct 10 03:49 ./8bit/Languages/Cc65/cgrp2.blurb
-rw-r--r-- kendric 206 Oct 10 03:48 ./8bit/Languages/Cc65/cgrp1.blurb
-rw-r--r-- kendric 154 Oct 10 03:51 ./8bit/Languages/Cc65/cgrp3.blurb
-rw-r--r-- kendric 83 Oct 10 03:52 ./8bit/Languages/Cc65/cc65.blurb
-rw-r--r-- kendric 33 Oct 10 03:54 ./8bit/Languages/Cc65/cc65-UNIX.blurb
-rw-r--r-- kendric 276 Oct 10 03:56 ./8bit/Languages/Cc65/float.blurb
```

```
-rw-r--r-- kendric 54 Oct 10 03:58 ./8bit/Languages/Cc65/xio.blurb
-rw-r--r-- kendric 54 Oct 10 03:58 ./8bit/Languages/Cc65/scanf.blurb
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

2574. Re: Help us fill POOLDISK II CD with public domain software

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <61n1br$3br$1@nuke.csu.net>
Source record: 69508

Ernest R. Schreurs (ernest@pi.net) wrote:
: We are currently working on POOLDISK II. For those of you that do not

Cool! Be sure to add my "Gem Drop" game to it! :)
(http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/)

It might also be cool to have a simple .HTML file which links to all
of the known Atari 8-bit sites and summarizes them...

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2575. Re: Anyone have 800 cartridge pin out?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-11 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <EHvB5u.7qz@iglou.com>
Source record: 69509

In message <01bcd5cb$33ef4f10$d449bacd@drt1>,
dark4room@ix.netcom.com (Austin Franklin) wrote:
>Hi,
>
>Anyone have an Atari 800/400 etc. cartridge pin out?
>
>Thanks,
>
>Austin Franklin
>darkroom@ix.netcom.com
>
From the book "Mapping The Atari" by Ian Chadwick:

A B C D E F H J K L M N P R S

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

1=S4 (chip select $8000-9FFF) A=RD4 (ROM present)
2=A3 B=GND
3=A2 C=A4
4=A1 D=A5
5=A0 E=A6
6=D4 F=A7
7=D5 H=A8 (typo in the book shows both H and J=A9)
8=D2 J=A9
9=D1 K=A12
10=D0 L=D3
11=D6 M=D7
12=S5(chip select $A000-$BFFF) N=A11
13=+5v P=A10
14=RD5(ROM present) R=R/W
15=CCTL ($D500-D5FF) S=02(clock)

--
Bill Marcum
"Well, actually, the Internet has been cream-filled for years" (Over the Hedge)

2576. Re: Game Link II - Game i

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-11 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <w9vP0Q9wpDiF092yn@kenton.com>
Source record: 69510

In article <876358953@stackbbs.xs4all.nl>,
sysop.fox-1@stackbbs.xs4all.nl (Sysop Fox-1) wrote:
>p.s. only 4 8-Bit-systems are
>installed + 1 in my car :-))

Hey, I thought I was the only one who has thought of this!! How do you
power it? Is it a big drain, especially when the car is off?

Sounds like a perfect use for my 600XL.

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

2577. Re: WTB: Game called Shamus....

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-11 00:00:00 UTC
From: atari-guy@usa.net
Message-ID: <61mpii$9hi$1@news.one.net>
Source record: 69511

In article <01bcd51a$67a42d50$31f65ecf@drt1>, dark4room@ix.netcom.com says...
>
>I remember a great game for the Atari 400/800 back in 1982/3 called
>Shamus.... anyone have one they want to sell?
>
>Austin Franklin
>darkroom@ix.netcom.com
>
you can get it for the emulators out there, if you need the http let me known,
I have the CART it has a red case, but I could not sell it, it is a really
great game

2578. Re: How Atari Got It's Name - WARNING - 12Kb append.

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-11 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <61ocrb$7jn$1@guysmiley.blarg.net>
Source record: 69512

Actually, early on the much publicized reason for the name was that "Atari"
meant "Checkmate" (chess) in Japanese. Of course, I don't speak the
language so I have no idea if this is even remotely true.

Richard

Brent Buescher wrote in message ...
>kendrick@zippy.sonoma.edu (William Kendrick) writes:
>
>> Very interesting! I had always thought (and seen documented, and
>> documented myself) that "Go" was a Chinese game, not Japanese!
>
>Like Zen, its origins are in China, but the Japanese have made it
>their own. The Chinese still play it with slightly different rules, I
>think.
>
>Brent
>

2579. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-11 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <61otr0$rge@nntp02.primenet.com>
Source record: 69513
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

The mortal Lazy Bone wrote:
: Platform CPU
: Amstrad CPC Z80
: Amstrad PCW Z80
: Commodore 64/128 6502
: CP/M based 8080/Z80
: MSX based Z80
: ZX Spectrum Z80
: MSX (various) Z80

This much I can understand since they are all similar.

: Later targets:
: Amiga 680x0
: IBM Compatible 80x86

The PC is not abandoned.

How can you write for 8-bit systems and 16/32 bit systems at the same time due to the limitations, especially in the 6502, in regards to facilitating multitasking and memory management, not to mention throughput???

A hardware abstraction layer won't be able to get a C=64 to run a program that requires at least an 030's worth of throughput and over 500K of linear addressable RAM, not to mention 640x400x8-bit color graphics for its GUI...

I think this is just darn silly.

Certain assumtions have to be made about the hardware. These days, the assumtions would be:

at least 8-bit digital audio.

at least 640x480x16 colors (well, really 8-bit color but for ECS I'll be understanding) with a 24-bit palette.

at least 50mhz 030 throughput which is already half of an 040/28 and many many times slower than today's Pentiums. I can't think of an LCD any lower than that. It would make anything CPU-hungry totally unusable.

at least 16mb linear addressable RAM.

a CPU with enough features to support preemptive multitasking.

No applications of any consequence would be able to be developed without
these assumtions...

Systems which could squeak by would be:

Amiga
Atari ST
68K MAC
386/486 PCs
Apple IIGS (slow as molasses, probably, but doable).

None of the 8-bit systems would qualify, and the overhead of a HAL is
probably too much for a 64K RAM system anyway, that you'd get more
mileage out of their native OSs.

--
==
== Glenn Saunders http://www.lawguru.com/production/production.html ==
== krishna@poboxes.com http://www.biglist.com/lists/stella/archives/ ==
== Stale homepage @ http://www.geocities.com/Hollywood/1698 ==
==

2580. Re: rah rah rah go atari !!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <61p2sb$5ia$1@nuke.csu.net>
Source record: 69514

robert erickson (dperw@mail.utexas.edu) wrote:
: is this necessary ....

Not for the company. They've been bought out or something. ;)

For the machines, however, yes! I find that both the machines, and
the programmers, need a good "cheer" every once in a while.

I know that complaints always depress me. ;) But, maybe it's just my ego. :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2581. Re: Atari BBS List 10/8/97

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-11 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <61p8j3$qcj@cletus.bright.net>
Source record: 69515

```
>18 Closer to Home : 419-368-4413 *
> Jeromesville, Ohio, USA
> Atari-8 : Down : 97-09-22
> --
> No longer a BBS. Is now supposedly
> only on a web site (URL unknown).

The web site is:

http://closertohome.dyn.ml.org/index.html
http://cth.dynip.com/index.html

The ftp site is:
ftp://closertohome.dyn.ml.org/ftp/pub/ (for most web browsers)
ftp://cth.dynip.com/ftp/pub/ (for most web browsers)

Ftp clients can connect by using:
closertohome.dyn.ml.org
cth.dyn.ml.org
```

2582. FA: 1050 disk drive w/US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-11 00:00:00 UTC
From: classics@penny-empire.com
Message-ID: <34400faa.42726306@news.whc.net>
Source record: 69516
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

http://komodo.ebay2.com/aw-cgi/UserISAPI.dll?MfcISAPICommand=ViewListedItems&userid=oasis@penny-empire.com&since=30&sort=2

Also I have a couple of things for auction here:
http://www.penny-empire.com/oasis

while your there, leave your bad business warning.

2583. Question about Atari games

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: "Bren A. Phillips" <gunner@npwt.net>
Message-ID: <61rteh$17b$1@dinar.varner.com>
Source record: 69382

I have heard that for some old Atari 8 bit games there were some keyboard codes that allowed various cheats for the games, is this true? If so where could I find them?

Atari gamer,

Bren A. Phillips

2584. FS: ATARI VCS cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: "Steven A. Zedeck" <saz@jlc.net>
Message-ID: <344196BF.8C8CE911@jlc.net>
Source record: 69383

```
Hi:
These are for sale, all Parker brothers cartridges for the VCS.

$5 each incl shipping.

GI Joe
Ractor
Super Cobra
Q*Bert
Popeye
Return of the Jedi
Gyruss
Tutankham
Frogger

Steve

--
* Steven A. Zedeck Internet: saz@JLC.net *
* 25 Cathedral Circle, Nashua, NH 03063 saz@compuserve.com *
**********************************************************************
```

2585. FAX Software wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <877037193@stackbbs.xs4all.nl>
Source record: 69384

Howdy folks

Re: Fax software for the Classic
Atari

YES, YES, YES. IF SOMEBODY'S GOT IT,
I WANT IT.

Re: 816 upgrade

Mario Trams developed some kind of a
plug-in board. It's called
Hyperspeed XL/XE and plugs into the
PBI of the XL. There is an adaptor
for XE's available. The 65C816 is
clocked at 14 or 15 MHz. If you
wanna know more, try 65mario.816trams
@informatik.tu-chemnitz.de

(remove the numbers and the SPACE
from the address) I don't know if
Mario speaks english.

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2586. Canon bjc4100

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <877037194@stackbbs.xs4all.nl>
Source record: 69385

Mike "sixosix" Bain: "P.S. I have a
canon BJC-4100 and I got some
transfer paper and printed out some
Atari symbols and made my own Atari
t-shirts!!! :o)"

Are you using the 4100 on your ATARI?
How good/bad is it (graphics/text)?
I'm thinking of buying the 4200.

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2587. XL-IT! V0.20

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: Ulf.Petersen@KIEL.netsurf.de
Message-ID: <6fkJwldZnhB@ulf.kiel.netsurf.de>
Source record: 69517

Hi!

Since Markus' homepage seems to have disappeared without any reason, you
can now also download the latest version of XL-IT! at ...

http://members.aol.com/upetersen/atari.htm

CU!

Ulf

2588. XL-IT! V0.20

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: Ulf.Petersen@KIEL.netsurf.de
Message-ID: <6fkJxabJnhB@ulf.kiel.netsurf.de>
Source record: 69518

Hi!

Since Markus' homepage seems to have disappeared without any reason, you
can now also download the latest version of XL-IT! at ...

http://members.aol.com/upetersen/atari.htm

CU!

Ulf

2589. WTB:Atari 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971012144601.KAA09418@ladder02.news.aol.com>
Source record: 69519

I am interested in purchasing 1 or 2 atari 1050 drives with power supplies and sio cables. Please write me and include your price. Thanks, Wes

2590. Atari Double Density Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3440F45C.F45B7C68@sisna.com>
Source record: 69520

I have an Indus in good condition..$30.00 shipped

1-Percom double density disk drive can handle up to 3 slave double
sided, double density,
drives. $30.00 shipped.

Have a couple 850 Interfaces at $25.00 shippped..

Someone was looking for a Happy 1050. Lance at Video 61 has several of
these in stock
I don't know what he is charging for them but he does have the drives.

2591. WTB:Cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971012144501.KAA03896@ladder01.news.aol.com>
Source record: 69521

I am interested in purchasing a cable for my Atari 800XL to hook it up to a monitor. If you have one or two for sale, please write me.
Thanks, Wes

2592. about ATARI light pen, NTSC&SECAM

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bcd727$6156b4e0$4b1644c3@pamuller.imaginet.fr>
Source record: 69522

i need an information about a cart: ATARI GRAPHICS and the light pen CX75:
i've bought theses two items in USA, but on a 800 XL secam version, the
light pen don't work ! Because of the secam standart? i have to bought a
NTSC version ?

thanks

regards, Patrice

2593. WTB: Composite Monitor for Atari 800? Any Recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: Austin Franklin <dar8kroom@ix.netcom.com>
Message-ID: <01bcd72f$d3f0f530$57625ecf@drt1>
Source record: 69523

I want to find a composite video monitor for my Atari 800... Anyone have
any suggestions?

I have found them difficult to find! No surprise though...

Thanks,

Austin Franklin
darkroom@ix.netcom.com

2594. Re: New Rainbow & Ball Blaster

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: John Hale <hale@onet.net>
Message-ID: <34412620.EACCFCC8@onet.net>
Source record: 69524

Mike Booth wrote:

> I am looking for the following 3 files and 1 game.
> OP-SYSTEM
> OP-SYSXL
> OP-5200
> BALL BLASTER
>
> I have found the new Rainbow Emulator site.
> http://www.shenleyfields.demon.co.uk/

You might want to try ftp.hackerz.com for BallBlaster.

John Hale

2595. Re: WTB: Composite Monitor for Atari 800? Any Recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: John Hale <hale@onet.net>
Message-ID: <344127B9.A465CF6D@onet.net>
Source record: 69525

Austin Franklin wrote:

> I want to find a composite video monitor for my Atari 800... Anyone
> have
> any suggestions?
>
> I have found them difficult to find! No surprise though...
>
> Thanks,
>
> Austin Franklin
> darkroom@ix.netcom.com

If your Atari is esconced in a bedroom or rec room, you may want to get one of the 13-inch TV's with A/V input/output jack (often with built in VCP or VCR when the jacks are present), and it can do double service. Otherwise the straight monitors are scarce, as you said. I had to use a monochrome green composite monitor (salvaged from a Taco Bell that was upgrading its cashier/order system!) for a year on my 8-bit to use AtariWriter until a friend let me borrow his old color composite.

John Hale

2596. FREE Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: gaz@ix.netcom.com
Message-ID: <34411420.45400718@nntp.netcruiser>
Source record: 69526

Cleaning out the basement, came across my collection of Antic magazines, starting with the first issue (4/82) and including every issue through the end of 1986. I don't have room for them anymore -- anybody want them? You can have them for the cost of shipping or can come pick them up at my home in San Francisco.

Let me know -- they're all yours!

Gary Zellerbach
gaz@ix.netcom.com

2597. Typo 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: Thigpen <lvalkar@planttel.net>
Message-ID: <01bcd74a$ef00f3a0$2564dad0@lvalkar.planttel.net>
Source record: 69527

If anybody can send me a txt file with the listing of Typo 2 from Antic Magazine, then please do. I really need this. If you can't get it in txt format, then email it to me so I can look at in in PC Xformer.

VandalMan

2598. Who owns the rights to Antic and ANALOG?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <61revc$grl@alexander.INS.CWRU.Edu>
Source record: 69528

Hello.
I have a/some question re:Antic and ANALOG.
ANALOG ended with the 12/89 issue, #79.
The remaining subscribers at that time received an
'equivalent' subscription to an equal number of Antics.
Now, here's the question. Does James Capparell own the
rights to ANALOG? I mean what was the deal that ANALOG
essentially signed over subscribers to Antic? Did LFP give
the rights to ANALOG (all of them) to Capparell, in return
for 'taking over' the ANALOG 'commitments'?
I heard that Antic just quit on their subscribers at the end
(4-5/91), and left people with remaining subscriptions with
nothing. (Now if I'm trying to get info from or about James
Capparell, I'd be smarter to talk only nice about
Antic/Capparell.)

The above is mostly my memory of hearsay. I apologize in
advance for any inaccuracies or offence.
Russ Gilbert

2599. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_876644701@rtfm.mit.edu>
Source record: 69529
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2600. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: me@here.com
Message-ID: <61rkpm$h5@winter.news.erols.com>
Source record: 69530
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Mr Maddog <mrmaddog@microserve.net> wrote:

> - What's the best and the worse 5200 game IYO?

Lots of them are very good. Most of them, actually. Bounty Bob
Strikes Back, Pitfall II, and Gyruss are my favorites, though they're
also available for the 8bit. Space Dungeon takes top prize among the
5200-exclusive games.

Worst games are Congo Bongo and Quest for Quintana Roo. Real
stinkers.

> - Which 5200 games are "better" than the 8-bit version

Centipede, Qix, and Star Raiders. But they aren't very good
candidates for conversion to the 8bit because of controller issues.
An 8bit hack of 5200 Centipede already exists, but IIRC it doesn't
support the trakball in the same way as the 5200. 5200 Qix requires
two buttons, and 5200 Star Raiders makes use of the analog sticks.

> - How do you like 5200 joysticks? (Like I need to ask...)

I can't even remember the last time I picked up a 5200 stick other
than to brush the dust off. :)

> - Would you really like to play 5200 games on 8-bits if you
> could, even if they're "hacked"?

There's not much among the 5200 library that isn't exactly duplicated
on the 8bit, and what isn't duplicated really can't be ported without
loss of a critical controller function. Space Dungeon is pretty much
the beginning and end of it.

It doesn't really need to be said, but porting games from the 8bit to
the 5200 would make you a hero among 5200 fans. Get cracking on
Asteroids pronto. :)
--
Direct replies to:
tiltonj at
erols dot com

2601. Pacifist 0.47

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-12 00:00:00 UTC
From: "Jesus A.Alcazar" <jalcazar@telcom.es>
Message-ID: <3440FA09.25B4@telcom.es>
Source record: 69531

New version of Pacifist in

http://www.telcom.es/camelot/index.htm

2602. Left Cartridge vs. Right Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19971013023600.WAA08231@ladder02.news.aol.com>
Source record: 69386

I have an Atari 400, so that's probably why I don't understand the difference between left and right-cartridge (since the 800 has two cartridge ports). What is the difference (if any)? I only own left-cartridge programs.

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

2603. FS: Atari 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@user1.teleport.com>
Message-ID: <61s30q$8g1$1@news1.teleport.com>
Source record: 69387

For Sale:

Atari 130XE Computer
Like new condition/low use.
Includes manual, p/s, and cables.
$50 including shipping.
e-mail if interested

David P. Loewen
Salem, Oregon USA
produnl2@teleport.com

2604. 800XL stuff FS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: snichols@athens.net
Message-ID: <61s26l$cl8$1@usenet11.supernews.com>
Source record: 69388

```
Selling: 800XL stock w/power supply.
XF551 drive in box
Lightpen
Software including: Hardball, One on One, Star Raiders II,

Strip Poker, Gauntlet, Success With Math, F-15,
Print Power, and more.

e-mail: snichols@athens.net

"Shut up," he explained. (Ring Lardner)
```

2605. WTB: Atari 800 working keyboard...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: Austin Franklin <dar8kroom@ix.netcom.com>
Message-ID: <01bcd78f$70c64b30$52625ecf@drt1>
Source record: 69389

My space bar doesn't work any more on my 800. I took it apart, and checked it out....and the electrical contacts are just broken off...but they keys are not replacable! Bummer....so...anyone have or know where I can get a working keyboard for this unit?

Thanks,

Austin Franklin
darkroom@ix.netcom.com

To e-mail me a reply to this post, remove the number from the reply address...

2606. Re: Next AC

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <61sml8$sh2@nntp02.primenet.com>
Source record: 69390

Yamaha's MSX graphics chipset is based on the one used by the TI, I
believe. It has some very impressive offshoots that compare favorably to,
for instance, AGA Amigas, but is 15khz only (NTSC).

--
==
== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
== TV Commercials page http://www.lawguru.com/production/production.html==
==

2607. Re: Fax-Proggie for the XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <61sn64$sn6@nntp02.primenet.com>
Source record: 69391

What do you do with the FAX when you get it? Gr.8 is too low a res to resolve a FAX and laser printer support for the Atari8 is poor, so you're talking about dot matrix output which probably will look bad.

And as for sending faxes, there is no scanner software to speak of for the Atari8, and word processors don't really generate printer output at a high enough resolution to be captured for FAX, do they?

I don't see how it's practical on the A8.

--
==========
== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
== TV Commercials page http://www.lawguru.com/production/production.html==
==========

2608. GENOS 'proper' Mailing List

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: Lazy Bone <zhulien@alphalink.com.au>
Message-ID: <34426E2E.MD-0.198.zhulien@alphalink.com.au>
Source record: 69392
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

the mailing list has been succesfully set up. to subscribe, please mail
a message to majordomo@zwieracz.psych.uw.edu.pl with the body of the
message:

subscribe genos

that's all. if you want to post a message onto a mailing list (it will be
delivered to all subscribers), simply post it to

genos@zwieracz.psych.uw.edu.pl.

all messages that goes from the mailing list have valid reply-to: kludge,
so you don't have to worry if your reply goes to all recipients - it
sure will.

the archive of the list will be (it is now, but it's
empty at the moment) available as usenet articles at:

news://zwieracz.psych.uw.edu.pl/listserv.genos

have fun.

wasza KrAp = krap@psych.uw.edu.pl =
http://www.psych.uw.edu.pl/~krap =
phone 602-339173 = PGP
50D98803B12327E7 216A787AB7EFD5FA * in arp we trust > *

2609. Re: Any comments on Gem Drop!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: un55@rzstud2.rz.uni-karlsruhe.de
Message-ID: <61t4tk$3lo@rzstud2.rz.uni-karlsruhe.de>
Source record: 69393

In article <DgCN0Q9wprNX092yn@kenton.com>,
Ryan 'Gozar' Collins <gozargozar@kenton.com> wrote:
>In article <60vmdi$2bn$2@nuke.csu.net>,
>kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>>Now, honestly, how often do you play the game, and for how long?
>>What's your high score? What level have you gotten up to? What level
>>do you usually get up to before dying?
>
>It's kinda addicting, I'll sit down and easily play it for a half an
>hour at a time. The problem is the wall that I hit at level 15. I can't
>get by it!!! Anyway, my high score is 56220.

Level 15 is also where I stop. Gemdrop is really exceptional, like someone
said - the best game of the year :)
There's something I don't like about it, though. This many-color-screen-mode
flickers horribly on my PAL machine. Less colors would be MUCH better if
there'd only be less flicker. If you don't mind, Bill, please also make
a non-flicker version. I'd love it!

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de
Marek Tomczyk

2610. Re: FREE Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: Mr Maddog <mrmaddog@*NOSPAM*.org>
Message-ID: <Pine.UW2.3.95.971013180908.9053A-100000@reality>
Source record: 69394

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All solicitation, automatic or manual, is subjected to a fee of $500
by Pennsylvannia State law. Administrators of the domain from where
the offending e-mail has been sent will be notified of such actions,by
any means necessary.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

On Sun, 12 Oct 1997, Gary Zellerbach wrote:

> Cleaning out the basement, came across my collection of Antic
> magazines, starting with the first issue (4/82) and including every
> issue through the end of 1986. I don't have room for them anymore --
> anybody want them? You can have them for the cost of shipping or can
> come pick them up at my home in San Francisco.

If you can't find anybody to get them off your hands, then you can give
them to the Digital Antic Archives at

http://sunsite.unc.edu/kevina/atari/mag/antic/

It's just a thoughtful suggestion, but I'm sure they would appricate
having some more issues to all type in :)

Eric Noss
a.k.a
Mr. Maddog

"I say what it occurs to me to say when I think I hear people say
things. More I cannot say." - Ruler Of The Universe

"Good on you, great ruler, tell it like it is" - Zaphod Beeblebrox

(The Restraunt At The End Of The Universe - Douglas Adams)

2611. Re: Any comments on Gem Drop!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <61tsg2npk1@nuke.csu.net>
Source record: 69395

Marek Tomczyk (un55@rzstud2.rz.uni-karlsruhe.de) wrote:

: Level 15 is also where I stop. Gemdrop is really exceptional, like someone
: said - the best game of the year :)

Heheh.. I played again yesterday. I beat my high score of 36,000-something
and got like 44,000-something I think.

I got to level 19... it was really funny when I died, too... I KNEW
it was about to happen, and just screamed "Noooooooo!!!!" until it did. :)

Also, if it's "best game of the year"... it's best compared to what?
What else came out this year? Send it to me! :)

: There's something I don't like about it, though. This many-color-screen-mode
: flickers horribly on my PAL machine. Less colors would be MUCH better if
: there'd only be less flicker. If you don't mind, Bill, please also make
: a non-flicker version. I'd love it!

Yeah.. I tried it on my PAL 800XL and it was kind of wierd. I'm planning
on releasing a "Deluxe" version with better sound, perhaps some music,
and a color (flicker) / BW (normal) option.

No NTSC machine to try it on Marek? :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2612. ABBUC JHV 97 Germany

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: schallt@fh-worms.de
Message-ID: <61t6ip$f7v$1@widukind.fh-worms.de>
Source record: 69396

Hi out there,

it is time for the next ABBUC JHV 97 fair/show for the atari 8 Bit systems.

As every year is the fair held in Herten/Germany on Sa. the 18th of October.

The fair is a point/place to meet other people that are still using their XL/E.

At the fair will be Wolfgang Burger (Boss ABBUC), Joost Kuepp (PCB, Manual libary or do it yourself repair lettres), Erhard Puetz (Floppy Doc) and other people that lead this club with about 500 users.

You can buy games and hardware from different people.

KE - Soft with his great range of XL/E, VCS 2600 - 7800 games and

A. Stuermer (Portronic) - with his sound devices, games ...

Kaisersoft - imports many games from Polen/Tschechien and makes Top Mag (German only)

ABBUC - has a great PD Libary, many Manuals, different hardware, several Cartridges, Abbuc Mag 1- 50 (German), ABBUC Homepage and more.

Many private will also there and sell their used hard- and software.

You will meet people from Polen/Germany/USA/Holland ...

It is possible that the people that invented a AT- BUS Interface are there. They have updated theis Software and now you can use OEM Zip drives with your XL.

CU in Herten

schallt@fh-worms.de

Die diesjaehrige Abbuc JHV findet wieder am 18 Oktober in Herten statt. Wer Lust und Zeit hat kann als Besucher zwischen 12 Uhr und 16 Uhr auf der Messe aufschlagen. Die Messe wird wieder in Herten (Buergerhaus Sued) durchgefuehrt. Hier ein Auszug aus der Homepage vom ABBUC:

ATARI BIT BYTER USER CLUB e.V.

am 18. Oktober 1997

in 45699 Herten, B&#65533;rgerhaus Herten S&#65533;d

Tagesablauf:

10.00 - 11.00 h Aufbau der Aussteller
11.00 - 13.00 h Hauptversammlung
13.00 - 17.00 h Computerschau

Anschlie�end gem�tlicher Ausklang in einer Gaststst�tte

Also lassen wir es mal gemuetlich ausklingen.

Weitere Hinweise auf anwesende Teilnehmer und Aussteller entnehme man der ABBUC Instant Seite im Internet (liegt nicht in der ABBUC Homepage !!!).

Gruss

Torsten Schall
schallt@fh-worms.de

2613. test message

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: x@xnet.com
Message-ID: <61t95f$8vp@dfw-ixnews5.ix.netcom.com>
Source record: 69397

```
test
```

2614. Re: WTB: 815 DISK DRIVE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1310971556290001@nntp.netgate.net>
Source record: 69398

In article <343a76e9.0@news.comet.net>, georgeh@comet.net (George F. Hardy)
wrote:

> In article <EHnqLz.MF5@discus.technion.ac.il>,
sanskrit@techunix.technion.ac.il (Pradeep Naga) says:
> >
> >
> >Anyone have a 815 diskdrive for the Atari 800 available ?
>
> Why do you want one? What's wrong with two 810s?

Or two 1050s, for that matter? (Assuming the original poster isn't a
collector of unusual Atari hardware.)

The 815 is a rather scarce item. Two 1050s are "better" than an 815
(the 815 has two 90K drives; the 1050 has two 130K drives) and are
common and cheap.

And as the 815 is something of a collector's item, it may be fairly
expensive; two 1050s with power supplies, on the other hand, should
be readily obtainable for $50-75.

Of course, if Pradeep is collecting or just thinks it would be "cool,"
then more power. But if the idea is to get the best bang for the buck,
then two 810s or 1050s, perhaps even including one with an archiver chip
or Happy, would be the better way to go.

And the same could be said for people wanting to buy a 1400XL or 1450XLD,
very few of which are around--you could buy three complete 800XL/1050
systems with 850 (or P:R: connection) and a 9600 bps modem for the price
of one of those machines...

--
Tim Irvin, ziggy29@netgate.net ::::: http://www.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

2615. LOOKING TO BUY ATARI 800, 800XL, 130XE.

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: no.fear@excaliber.net
Message-ID: <344265DB.596E@excaliber.net>
Source record: 69399

I am an Old Time 8-bit Atari Fan/User, looking to get back into the
8bit. Looking to buy the following:

800
800XL
130XE
1050 DISKDRIVE
XF551 DRIVE
810 DRIVE

ALL must be in 100% working order! And have cables and powerpacks.
Please email:

no.fear@excaliber.net

with you prices, and condition!

They will be bought INSTANTLY!

Thanks alot
JOE

2616. Re: Measuring System Speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: azitnay@geocities.com
Message-ID: <344367fa.182798540@dad.zitnay.com>
Source record: 69400
Cross-posted to: comp.os.msdos.programmer,comp.sys.atari.8bit

On Mon, 13 Oct 1997 14:09:52 GMT, Alex.Buell@tahallah.demon.co.uk
(Alex Buell) wrote:

>Greetings, dklugh@iwaynet.net, from a fellow alien,
>
>>What if the person doesn't have a VGA card?
>>What if they don't have ANY video card?
>
>If you have no video cards in a Intel machine, it will refuse to boot
>and will emit several miserable beeps to show how hurt and upset that
>you didn't think it deserved a video card... ;)
>
>Alex
>
>---
> /_/\
> (o.o) 'Tis better to have loved and lost
> > ^ < Than never to have loved at all...

Not in my experience... My Linux box doesn't have a video card, for
one. It is a 486 though, maybe new machines do. I do know that one
of our Pentium Linux machines at work has a broken video card in it
and still runs fine. You do need a keyboard, though. Anyone else
think the "Keyboard not found, press F1 to continue" message is a
little ironic? :)

Drew

2617. XL Search - minor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <61tssnnpk3@nuke.csu.net>
Source record: 69401

First off, I noticed people were trying to enter keyword searches like "Video Game" (ie, with quotes around it) so I've made the keyword system convert those into Video+Game.

I also noticed some people were trying to use wildcards! (ie: *.arc) So "*"'s are now ignored. :)

I ALSO noticed that some people didn't seem to understand (although it says it all over the place) that this is an Atari 8-bit FTP site search engine, so I tried to make it PAINFULLY obvious. Sorry for you folks who go there and think to yourself "yeah! duh! I KNEW that already!"

And finally, Tom Hunt said he's going to try to get a listing made for his Closer To Home FTP site, so that FTP site will eventually be searchable too!

What other FTP sites are there out there? Who do I need to bug!? >:^)

http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2618. Re: Typo 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: Mr Maddog <mrmaddog@*NOSPAM*.org>
Message-ID: <Pine.UW2.3.95.971013181326.9053B-100000@reality>
Source record: 69402

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

All solicitation, automatic or manual, is subjected to a fee of $500
by Pennsylvannia State law. Administrators of the domain from where
the offending e-mail has been sent will be notified of such actions,by
any means necessary.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

On 12 Oct 1997, Thigpen wrote:

> If anybody can send me a txt file with the listing of Typo 2 from Antic
> Magazine, then please do. I really need this. If you can't get it in txt
> format, then email it to me so I can look at in in PC Xformer.

Trying going here, they have all sorts of files from the Antic coverdisks.

http://sunsite.unc.edu/kevina/atari/mag/antic/

Eric Noss
a.k.a
Mr. Maddog

"I say what it occurs to me to say when I think I hear people say
things. More I cannot say." - Ruler Of The Universe

"Good on you, great ruler, tell it like it is" - Zaphod Beeblebrox

(The Restraunt At The End Of The Universe - Douglas Adams)

2619. Re: ABBUC JHV 97 Germany

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <61tsk4npk2@nuke.csu.net>
Source record: 69403

schallt@fh-worms.de wrote:

: As every year is the fair held in Herten/Germany on Sa. the 18th of October.

<sigh> I wish I lived in Europe. :(

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2620. software

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: larry5@webtv.net
Message-ID: <61tr8a$7ej$1@newsd-104.bryant.webtv.net>
Source record: 69404

wanted software to use with atari 800xl to access the internet i have
modem and software for it. but they say i need software plus what i have
for internet use. does someone have this special software 4 sale.
willing to pay reasonable price.
contact larry5@webtv.net

2621. Re: Where to obtain Cheerleaders

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R1310971558280001@nntp.netgate.net>
Source record: 69405

In article <61ktrapgb83@PaperBoy.livenet.net>, alison@outercon.com wrote:

> [flush]

Where to "obtain" cheerleaders?

You could go to a local high school or college and kidnap a few, but I hardly recommend that.

Oh--you meant obtaining PICTURES of cheerleaders? Silly me.

As soon as someone creates a JPEG viewer for my 64K Atari 800XL, maybe I'll bite. But not until then. (Gotta stay relevant to the newsgroup, you know.)

Now go away.

--
Tim Irvin, ziggy29@netgate.net ::::: http://www.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and demand that they respect yours...Abuse no one and nothing, for abuse turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

2622. FS:5200 w/lotsastuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: A Cassel <acassel@dreamsoft.com>
Message-ID: <3442EFB8.EBE39900@dreamsoft.com>
Source record: 69406

```
Hi all! Got a 5200 for sale;
5200 console
6 keypad joysticks
1 power supply
1 TV adapter
2 each keypad inserts for soccer, football, and baseball
CARTS;
BerZerk Jungle Hunt
Super Breakout Pac Man
Dig Dug Soccer
Baseball Football
Centipede Galaxian
Space Dungeon Pole Position
Mario Bros. Moon Patrol
Choplifter Pitfall
Popeye QBert
Congo Bongo Miner 2049R
Pengo Kangaroo

$60.00 takes it all (I'll pay US shipping)
```

2623. Re: Fax-Proggie for the XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <RDpQ0Q9wp/+C092yn@kenton.com>
Source record: 69407

In article <61sn64$sn6@nntp02.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>What do you do with the FAX when you get it? Gr.8 is too low a res to
>resolve a FAX and laser printer support for the Atari8 is poor, so you're
>talking about dot matrix output which probably will look bad.

Since high rez fax is only 200 dpi, the quality would not look that bad
on a 9 pin printer.

>And as for sending faxes, there is no scanner software to speak of for the
>Atari8, and word processors don't really generate printer output at a high
>enough resolution to be captured for FAX, do they?

It would work best if it was a printer driver, so you could just print
to the fax driver (or a file on disk that could be sent).

>I don't see how it's practical on the A8.

It would be neat to be able to receive FAXes, but I don't see much use
in sending.

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

2624. Re: Measuring System Speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-13 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <BHpQ0Q9wpHMZ092yn@kenton.com>
Source record: 69408
Cross-posted to: comp.os.msdos.programmer,comp.sys.atari.8bit

In article <344367fa.182798540@dad.zitnay.com>,
azitnay@geocities.com (Andrew Zitnay) wrote:
>On Mon, 13 Oct 1997 14:09:52 GMT, Alex.Buell@tahallah.demon.co.uk
>(Alex Buell) wrote:
>
>>Greetings, dklugh@iwaynet.net, from a fellow alien,
>>
>>>What if the person doesn't have a VGA card?
>>>What if they don't have ANY video card?
>>
>>If you have no video cards in a Intel machine, it will refuse to boot
>>and will emit several miserable beeps to show how hurt and upset that
>>you didn't think it deserved a video card... ;)
>Not in my experience... My Linux box doesn't have a video card, for
>one. It is a 486 though, maybe new machines do. I do know that one
>of our Pentium Linux machines at work has a broken video card in it
>and still runs fine. You do need a keyboard, though. Anyone else
>think the "Keyboard not found, press F1 to continue" message is a
>little ironic? :)

My linux box is a AMD 586-133 with PCI slots, and it will boot right up
without a keyboard or VGA card. In the BIOS you can set it up to halt on
no errors, which will bypass the keyboard problem. I didn't do anything
to get it to start up without the VGA card.

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

2625. !!!VINTAGE COMPUTER FESTIVAL!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: siconic@jasmine.psyber.com
Message-ID: <61ukkkcpt4@warez.psyber.com>
Source record: 69409

```
Announcing the First Annual Vintage Computer Festival!
------------------------------------------------------

-----------------------------------------
MORE SPEAKERS, COMPUTERS AND VENDORS ADDED!
SEE WEB PAGES FOR MORE INFORMATION!

http://www.siconic.com/vcf
-----------------------------------------

Mark your calendars! The first ever public celebration of vintage
computers will take place at the Alameda County Fairgrounds in Pleasanton,
California this October 25th and 26th.

The Vintage Computer Festival (VCF) is the first event of its kind
anywhere in the world. This two day festival will feature presentations
and workshops by notable computer industry figures and vintage computer
hobbyists. There will also be an on-site, hands-on vintage computer
exhibition. Experiment with the classic computers of yesteryear!

Each year a computer from the past is placed in the Vintage Computer
Spotlight. This year we focus on the Apple ][. To celebrate the 20th
anniversary of this classic,

WE WILL BE GIVING AWAY AN ORIGINAL APPLE ][ PERSONAL COMPUTER!

Each person who attends the VCF is automatically entered into the drawing!

Both seasoned and new computer collectors will enjoy workshops and
panels to share ideas and learn about finding, acquiring, restoring,
and enjoying vintage computers. Visit http://www.siconic.com/vcf for an
up to date list of speakers and workshops.

The VCF also features the Vintage Computer Flea Market. Find those old
computers, peripherals, manuals, and programs you've been looking for!
The flea market is the ideal way for new comers to the field to start
their own collection or for seasoned collectors to add to their existing
stash.

Celebrate the good old days of computing! Attend the First Annual Vintage
Computer Festival!!!

When: October 25-26th, 9:00AM - 5:00PM daily

Where: Alameda County Fairgrounds, Pleasanton, California

Admission: Pre-registered ($SAVE$)
```

Individual: $15
Family: $24 (two adults and four children)

Benefits of pre-registration include:

o Access to speakers, workshops, flea market and
exhibition
o Pre-paid parking

To pre-register, send a check or money order to:

Vintage Computer Festival
4275-29 Rosewood Drive #161
Pleasanton, California 94588

Please make checks payable to "Vintage Computer Festival"

Print and mail the handy form at the end of this posting
for easy pre-registration!

At-the-door

o Speakers, Workshops, Flea Market and Exhibition

Individual: $10.00
Family: $16.00

o Flea Market and Exhibition only

Individual: $5.00
Family: $10.00

Please note: "At-the-door" rate is for a one day pass
only and does not include parking.

For more information including the latest list of speakers and workshops
please check out:

http://www.siconic.com/vcf

or send e-mail to:

mailto:vcf@siconic.com

If you are interested in vending at the Vintage Computer Festival, please
send e-mail to the above address.

SEE YOU AT THE VINTAGE COMPUTER FESTIVAL!!!

----------cut here----------

VINTAGE COMPUTER FESTIVAL PRE-REGISTRATION FORM

Name(s): _____

Address: _____

City: _____ State: ____ ZIP: _____

Phone: _____

Type of Pass: INDIVIDUAL FAMILY

Number of Passes: ____ x $15.00 ____ x $24.00

Where did you hear about the Vintage Computer Festival? _____

Please complete this form and mail to:

Vintage Computer Festival
4275-29 Rosewood Drive #161
Pleasanton, California 94588

Please include full payment in the form of a check or money order. Make all checks payable to: Vintage Computer Festival

2626. PC <-> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: halinp@stud.sit.fi
Message-ID: <halinp.2.3443226D@stud.sit.fi>
Source record: 69410

Does anyone know any program on PC which could read/write 1050 disks?
It would be of great help as I would like to get some software copied to my
800XL and don't want to build the SIO2PC cables...

2627. Re: FREE Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Oct14122622@co.umist.ac.uk>
Source record: 69411

In article <Pine.UW2.3.95.971013180908.9053A-100000@reality> Mr Maddog <mrmaddog@*NOSPAM*.org> writes:

[snip]
>
> If you can't find anybody to get them off your hands, then you can give
> them to the Digital Antic Archives at
>
> http://sunsite.unc.edu/kevina/atari/mag/antic/
I just tried accessing that site and all the files in the year-month/ subdirectories seem to have their permissions set incorrectly, all I get is:

You don't have permission to access /kevina/atari/mag/antic/85-04/pbi.m65 on this server.

Although other files in the directory above, and other directories not under the antic/ directory seem ok. chmod a+r time?

2628. Re: Pacifist 0.47

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971014082427.1428I-100000@fissure.scar>
Source record: 69412

On Sun, 12 Oct 1997, Jesus A.Alcazar wrote:

> New version of Pacifist in
>
> http://www.telcom.es/camelot/index.htm
>

What is Pacifist? (Have I been out of the Atari8 scene for so long I don't know what's going on anymore??)

Alan

2629. Anyone willing to help? - Drive info and expanded ram info needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Oct14134310@co.umist.ac.uk>
Source record: 69413

Ok.. I've posted this once and apart from dklugh trying it out on an emulator
(thanks) I've had no answers to this request, so lets try again.

I would like to get hold of the configuration block info returned by various
Atari drives. The stock 810 and 1050 don't have one, so no problem there.
I've got the info from a Happy 1050, and now I'm looking for info from other
drives, in any configuration they support, especially double sided drives.

You can get hold of a simple program I wrote to return this info from
my web page: http://www.co.umist.ac.uk/~rje/8bit/readcfg.txt
or e-mail me for a copy.

So why do I need this info?

Well... I've been working on a new ramdisk program which will be DOS
independant and work with most types of expanded RAM. So far I've got it
working under MyDos, Dos 2.0, 2.5 and even the much maligned 3.0 (it was
really cool switching back and forth between the various menus instantly).
The way it works is by making the ramdisk look like a real drive to DOS,
so any DOS should be able to use it without being hacked, even if it doesn't
have ramdisk support built in. Hence my request for the above info.
Of course if you only have 64K extra ram, then not even a SS/SD disk will
fit (you need at least 90K for that) so you can also set up custom sized
ramdisks (so you could set it up for DS/DD even if no one sends me the info,
but still I'd like to include it as a default). And you can have multiple
ramdisks set up, so if you want to use your 1Meg ram with Dos 2.5 then you
can just set up as many ramdisks as you need (up to a maximum of 10).

It should be able to handle any size of ramdisk too, I've tested this with
a 256K and 1Meg XE and it works. It should also be able to handle an 8K
ram under BASIC rom ramdisk (although I haven't tested that yet) so if you
haven't got expanded ram you can still have a (very small) ramdisk.

Now for the downside... the code uses the ram under the OS so it won't work
with anything else that does too (most Spartados versions, TurboBasic and
others), and it won't work with 400/800's either unless they can be modified
to have that same ram under OS as XL/XE's do.

Mmmm.. while I'm at it what other types of memory expansions are there around
for XL/XE machines?
I know about the standard XE type (16K banks appearing at 16,384 to 32,768,
bank switching at 54017 using various bits for different ramdisk sizes)
Are there any other types of expanded ram?
What are the bank sizes? where do they appear? what address is used for
switching? what bits are used?
Also what bits are used in 54017 for other XE ramdisk sizes? 128K? 192K?

512K? etc...

Once I've got this working I'll put the program up on the net so that anyone who wants a copy can get one. And I'll be looking for people to test it out on different machines with different Doses. So the more info I get now the more systems will be supported.

Ta..
--
Raphael Espino - rje@co.umist.ac.uk

2630. GENOS Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: Lazy Bone <zhulien@alphalink.com.au>
Message-ID: <3443F631.MD-0.198.zhulien@alphalink.com.au>
Source record: 69414
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

Hi all,

I have updated the GENOS website to reflect the changes and fix the errors that many of you noticed. It can be found at:

http://www.alphalink.com.au/~zhulien/GENOS.htm

If anyone is willing to mirror the site, and take on it's maintenance, please let me know.

Regards

Julian Cassin

2631. Re: Fax-Proggie for the XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: davepat@total.net
Message-ID: <3443823f.0@news.total.net>
Source record: 69415

In an article dated Tue, 14 Oct 1997 12:22:55 GMT, someone named Alan
Christie says...
>
>On 13 Oct 1997, Glenn Saunders wrote:
>
>> What do you do with the FAX when you get it? Gr.8 is too low a res to
>> resolve a FAX and laser printer support for the Atari8 is poor, so you're
>> talking about dot matrix output which probably will look bad.
>>
>> And as for sending faxes, there is no scanner software to speak of for
the
>> Atari8, and word processors don't really generate printer output at a
high
>> enough resolution to be captured for FAX, do they?
>>
>> I don't see how it's practical on the A8.
>I vaguely remember some scanning software for the Atari 8bit called EASY
>SCAN that was advertised in a 1989 Antic magazine. It could only do gr.9
>grey scans, but was cartridge based and supposedly the 'best' one out
>there (meaning there are others?)

It was a tad impractical: a fibre-optic cable riding on top of your 9-pin
printer's printhead.

>I agree with you, even top res 320*200 faxes would be fuzzy to read on an
>Atari 8bit. (I print out faxes on my 24 pin roland raven using WinFax,
>not only is it slow, but the quality even on a 24 pin printer is low.
>
>Not very practical, but certainly possible.

Sending a fax would be possilbe and practical; most machines implement a fax
driver as a printer driver. That way, output from programs is easily
redirected to the fax. Making an F: device would be feasible; it could even
use the stock Atari character set, providing some graphic elements.

I'd guess that such a beast would require expanded memory to be practical;
say one 16k bank that gets swapped in by a small block of code when the F:
is called.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
And she handed me twenty dollars for a two-fifty fare
She said "Harry, keep the change."

2632. Re: Pacifist 0.47

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: halinp@stud.sit.fi
Message-ID: <halinp.6.344389EB@stud.sit.fi>
Source record: 69416

In article <Pine.GSO.3.95.971014082427.1428I-100000@fissure.scar> Alan Christie
<94chrisv@scar.utoronto.ca> writes:
>From: Alan Christie <94chrisv@scar.utoronto.ca>
>Subject: Re: Pacifist 0.47
>Date: Tue, 14 Oct 1997 12:24:53 GMT

>On Sun, 12 Oct 1997, Jesus A.Alcazar wrote:

>> New version of Pacifist in
>>
>> http://www.telcom.es/camelot/index.htm
>>
>What is Pacifist? (Have I been out of the Atari8 scene for so long I
>don't know what's going on anymore??)

Pacifist is an Atari ST emulator on PC...

Brite-Lite / Dekadence / Alpha Design

2633. Re: XL Search - minor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <62088f$e7o$1@star.cs.vu.nl>
Source record: 69417

mcurrent@carleton.edu (Michael Current) writes:

>In article <61tssnnpk3@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
>Kendrick) wrote:

>>What other FTP sites are there out there? Who do I need to bug!? >:^)

>I think each of these are still there:

<snip>

>ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Yup. This one's still up. BTW Currently I also mirror the umich archive at:

ftp://pmftp.cs.vu.nl/pub/atari8bit/

Please note the 'pmftp' instead of 'ftp'. Also available here's the Online
Guitar Archive (OLGA) and the lyrics archive. :)

Ivo

--
Ivo van Poorten <ipoorten@cs.vu.nl>
http://pmwww.cs.vu.nl/home/ipoorten/

2634. Re: XL Search - minor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1410971113400001@macmcurrent.library.carleton.edu>
Source record: 69418

In article <61tssnnpk3@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>What other FTP sites are there out there? Who do I need to bug!? >:^)

I think each of these are still there:

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

ftp://svs.scsss.sk/pub/atari/

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

2635. Re: Fax-Proggie for the XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971014082051.1428H-100000@fissure.scar>
Source record: 69419

On 13 Oct 1997, Glenn Saunders wrote:

> What do you do with the FAX when you get it? Gr.8 is too low a res to
> resolve a FAX and laser printer support for the Atari8 is poor, so you're
> talking about dot matrix output which probably will look bad.
>
> And as for sending faxes, there is no scanner software to speak of for the
> Atari8, and word processors don't really generate printer output at a high
> enough resolution to be captured for FAX, do they?
>
> I don't see how it's practical on the A8.

I vaguely remember some scanning software for the Atari 8bit called EASY SCAN that was advertised in a 1989 Antic magazine. It could only do gr.9 grey scans, but was cartridge based and supposedly the 'best' one out there (meaning there are others?)

I agree with you, even top res 320*200 faxes would be fuzzy to read on an Atari 8bit. (I print out faxes on my 24 pin roland raven using WinFax, not only is it slow, but the quality even on a 24 pin printer is low.

Not very practical, but certainly possible.

Alan

2636. FS: 2600 carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: ad300@sfn.saskatoon.sk.ca
Message-ID: <620jhr$q0r$1@missing.its.to>
Source record: 69420
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari

```
Hi. Prices as listed in USD.
Buy all these items and I'll pay the postage.
Thanks.
------------------------------------------------------------------------
------------------------------------------------------------------------
Cartridges(Atari 2600)
------------------------------------------------------------------------
Activision(worn end labels)
----------
Pitfall! $2 <min>

Atari
-----
Asteroids $1 <min>
Centipede $1 <min> -----------
Defender $1 <min> -----------
Maze Craze $1 <min> $1 mrupp

Coleco
------
Donkey Kong $2 <min> -----------

Epyx
----
California Games $4 <min>

M-Network
---------
Football $1 <min> -----------
Tron Deadly Discs $1 <min>

------------------------------------------------------------------------
------------------------------------------------------------------------
Atari 8-bit Cartridge(metal/plastic casing)
------------------------------------------------------------------------
Basic $3 <min> --------
PAC-MAN $3 <min> --------
------------------------------------------------------------------------
------------------------------------------------------------------------
Misc.
------------------------------------------------------------------------
Bentley COMPU-VISION Deluxe Home-TV Video Game System
(black with simulated wood trim, 2 controllers, attached RF cable)
Features:
TENNIS $10 <min> --------
```

SOCCER
SQUASH
SOLO HANDBALL
i.e. This is an enhanced PONG! system!. Self contained.
Eight combinations of player controlled skill settings.
Complete with manual and box(fair condition).
Operates on 4-AA batteries or AC/DC adapter(not included).

I also have for sale:
Atari ST 16/32 bit MIDI Computer hardware/software
Atari 8-bit carts
IBM hardware/software
GI JOE/TRANSFORMERS/GOBOTS(NEW in packaging)
Philips/Magnavox CD-I unit/DVC/games(NEW).
Please email for a listing.
I'm also looking for Atari 8-bit, Lynx and Jaguar games.
Thanks.
Updated 10/14/97

--End--

2637. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: me@here.com
Message-ID: <620s3e$hlf@winter.news.erols.com>
Source record: 69421
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Mr Maddog <mrmaddog@*NOSPAM*.org> wrote:

>The idea in my head is really to try to get 5200 games to run on 8-bits
>and even emulate the free floating(when neccesary) controler feel.

Heck, the 5200's analog stick is really nothing more than a pair of
paddles. It would be a trivial task at all to connect a 5200 stick
directly to a joystick jack on the 8bit. Reassign a couple of the
digital direction inputs on the 8bit to work as fire buttons and you
can preserve the two-button nature of the 5200 stick too.
--
Direct replies to:
tiltonj at
erols dot com

2638. 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: knave@usa.net
Message-ID: <876874334.3174@dejanews.com>
Source record: 69422

I thought about this for a while and I don't believe it can be done. The Atari 8bit is limited to a screen resolution of 320 x 192. So you can't even have an appearance of modern text on the screen, much less graphics.

If it were even to be tried... I would develop a crude tiny font that squishes 80 columns into a horizontal resolution of 320. I believe this could be done. It would look flaky at first but it would not flicker and you'd get used to it.

You can make a crude but legible letter in a 6 x 6 block.

Then as for graphics, they would have to be two color. Dither the pictures down, down, down on a hidden screen, then cut and paste them into character graphics and stick them up on the browser screen.

So theoretically, it's sort of possible. But in a practical sense, it's hopeless, and only a real retro weirdo would even try.

Dave Navajo

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2639. Please write again>Search ATARI (8bit)Floppy

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: Uwe.u.Iris.Schulz@t-online.de
Message-ID: <620m2l$d5o$1@news01.btx.dtag.de>
Source record: 69423

Hello ATARI-Freaks again!

I wrote in my last message:

>I have a old 8bit ATARI 800 XE and need a Floppydrive to resuscitate
>this fine computer.
>If possible somebody here informed me, whether it still to buy in
>shops? When yes, what type is the best.
>A another possibility, somebody dispose of a FD to me.
>In both cases please contact me under following e-mail-address:

Thank-you for your quickly answer!
But because of a big system crash is now my mailboxfolder empty.
Please write me again, i have large interest on your offer.
My mailaddress to remember:

uwe.u.iris.schulz@t-online.de

Friendlily Uwe

2640. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <620cqmfip1@narses.hrz.tu-chemnitz.de>
Source record: 69424
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

Glenn Saunders (krishna@primenet.com) wrote:
: The mortal Lazy Bone wrote:
: : Platform CPU
: : Amstrad CPC Z80
[...]
: : Commodore 64/128 6502
[...]
: : MSX (various) Z80

: This much I can understand since they are all similar.
Except for the CPU. most have a Z80, while the C64 has a 6502.

: a CPU with enough features to support preemptive multitasking.

Well, even a 6502 can do that. Look at
http://www.tu-chemnitz.de/~fachat/csa

: None of the 8-bit systems would qualify, and the overhead of a HAL is
: probably too much for a 64K RAM system anyway, that you'd get more
: mileage out of their native OSs.

That, on the other hand is true IMHO. If you could write a
HAL and p-code interpreter for an 8 bit machine, it would eat
up already quite some amount of memory. For the application not much
would be left. Probably a single-tasking OS would work.
But running a multitasking system like that, with an appropriate
speed?

Well, anybody said that real multitasking would be impossible on a
6502, and I (amongst others) did it, so I should probably
shut up. But I think that only precompiled code would run well
on an 8 bit machine. And then you still have to handle relocation
and linking (shared libs) questions.
(See also on my homepage for the OS/A65 operating system for a
filesystem standard for 6502 programs.)

Andre

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

2641. EARN AN INCOME GIVING AWAY FREE PAGERS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: info@freepagers.net
Message-ID: <34430742.0@Crypt.NetGoth.COM>
Source record: 69425

GET PAID TO GIVE AWAY FREE PAGERS!

Give away FREE Motorola pagers and Seiko Message watches!

It's easy and it's fun! NO selling or inventory, what more can you ask?! for!

You can start for nothing if you wish or just a little!

You get paid on activation and monthly airtime!

If you are interested send a Self Address Stamped Envelope to:

Send SASE:

UDS Co.
1147 E. Elm Suite #10
Springfield, MO 65806

You will receive your info within 2 days.

2642. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: Mr Maddog <mrmaddog@*NOSPAM*.org>
Message-ID: <Pine.UW2.3.95.971013182243.9053C-100000@reality>
Source record: 69426
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

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All solicitation, automatic or manual, is subjected to a fee of $500
by Pennsylvannia State law. Administrators of the domain from where
the offending e-mail has been sent will be notified of such actions,by
any means necessary.

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E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

On Sun, 12 Oct 1997, Jay Tilton wrote:

> Mr Maddog <mrmaddog@microserve.net> wrote:
>
> > - What's the best and the worse 5200 game IYO?
>
> Lots of them are very good. Most of them, actually. Bounty Bob
> Strikes Back, Pitfall II, and Gyruss are my favorites, though they're
> also available for the 8bit. Space Dungeon takes top prize among the
> 5200-exclusive games.

That's cool, I was wondering how the 5200 only games are :)

> Worst games are Congo Bongo and Quest for Quintana Roo. Real
> stinkers.

Congo Bongo's 'very' bad on the 8-bit as well, too much obvious use of
character graphics :P

> > - Which 5200 games are "better" than the 8-bit version
>
> Centipede, Qix, and Star Raiders. But they aren't very good
> candidates for conversion to the 8bit because of controller issues.
> An 8bit hack of 5200 Centipede already exists, but IIRC it doesn't
> support the trakball in the same way as the 5200. 5200 Qix requires
> two buttons, and 5200 Star Raiders makes use of the analog sticks.

Yeah, I kinda figure it would. Wish I had a 5200 to play around with. I
don't think Centipede on the 8-bit uses the trackball feature, I only know
of Missle Command and you have to press Control-T to use it.

> > - How do you like 5200 joysticks? (Like I need to ask...)
>
> I can't even remember the last time I picked up a 5200 stick other

> than to brush the dust off. :)
>
> > - Would you really like to play 5200 games on 8-bits if you
> > could, even if they're "hacked"?
>
> There's not much among the 5200 library that isn't exactly duplicated
> on the 8bit, and what isn't duplicated really can't be ported without
> loss of a critical controller function. Space Dungeon is pretty much
> the beginning and end of it.

I'm quite surprised that they haven't even tried to emulate the "analog"
feel using a digital joystick, mostly just the ol' 8 directions I suppose.
The idea in my head is really to try to get 5200 games to run on 8-bits
and even emulate the free floating(when neccesary) controler feel. I know
it's a bit of a hard task, if not virtually impossible, but it's something
I feel can be worked out. Like I said, it's just an idea and I'll need
some time to work my skills up to that level.

> It doesn't really need to be said, but porting games from the 8bit to
> the 5200 would make you a hero among 5200 fans. Get cracking on
> Asteroids pronto. :)

Heh, the 5200 stick can easily ape the arcade type controls. Or better
yet, have "vector" style graphics in GR.8 mode :)

Eric Noss
a.k.a
Mr. Maddog

"Don't worry, I don't have low self-esteem. It's a mistake.
I have low esteem for everyone else." - Daria

2643. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1410972332560001@port322.bitstream.net>
Source record: 69427

In article <876874334.3174@dejanews.com>, knave@usa.net wrote:

> I thought about this for a while and I don't believe it can be done. The
> Atari 8bit is limited to a screen resolution of 320 x 192. So you can't
> even have an appearance of modern text on the screen, much less graphics.
>
> If it were even to be tried... I would develop a crude tiny font that
> squishes 80 columns into a horizontal resolution of 320. I believe this
> could be done. It would look flaky at first but it would not flicker and
> you'd get used to it.
>
> You can make a crude but legible letter in a 6 x 6 block.
>
> Then as for graphics, they would have to be two color. Dither the
> pictures down, down, down on a hidden screen, then cut and paste them
> into character graphics and stick them up on the browser screen.
>
> So theoretically, it's sort of possible. But in a practical sense, it's
> hopeless, and only a real retro weirdo would even try.

Probably so, but...

What if you had a large scrolling display, larger than 320 x 192? And
1-bit graphical browsers are not unheard of (e.g., the Newton has one).
Definitely, you'd have to have more than 64k ram--more like a megabyte.

It's probably possible, technically speaking. Practically speaking, you'd
have to be nuts to build it or use it.

What I'd like to see is an 8-bit emulator as a browser plug-in or helper
app--click on a bootable disk image or executable and it runs it right
over the web! Now, that would be very practical :-)

Mark

2644. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: MOFFA@allegheny.edu
Message-ID: <slrn646k9n.gk1b99.MOFFA@earth.auhs.edu>
Source record: 69428
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On Fri, 10 Oct 1997 17:43:07 -0400, Mr Maddog <mrmaddog@microserve.net> wrote:
>This is just a curiousity post mostly about 5200 games. I only have some
>sort of project to work with them but I just need to see what your
>opinions are on things...just to see if I want to persue this or just
>forget about it. Ok, here goes...
>
> - What's the best and the worse 5200 game IYO?

That's a tough one. I'm always partial to Montezuma's Revenge
for some reason, and this version is nice, but the sticks help
make the game suffer as opposed to the 2600 version.

Space Dungeon and Gyruss both rock. As well as Miner 2049er (either),
Qix, Ballblazer (these last two and Gyruss ROOOOCCKKK with a sub-woofer
stereo setup), Dreadnaught Factor, Pitfall II. Millipede proto with a
trackball is really sweet, too.

The stinkiest one I have seen was definitely that one by CBS (I think)
where you drive around to different planets on a crowded screen in deep
space (I forget the name). Totally pointless game, but the opening
intro. is really nice, ahead of it's time. Reminded me of the intro.
to Alternate Reality for some reason.

Other dogs are Buck Rogers (man that game is dull) K-Razy Shootout
is just a Berzerk ripoff that doesn't have speech or Evil Otto ala
the 5200 Atari Berzerk. Not sure what the point is on that one either.

Most fruity game once again goes to Congo Bongo because of the wacked
isometric angle, and the wildly loud and optically crushing color
scheme. The gamplay is equally wacked, too.

> - Which 5200 games are "better" than the 8-bit version

Couldn't tell ya.

> - How do you like 5200 joysticks? (Like I need to ask...)

I actually like them the most out of any classic era stick. I love
the smooth, rolling response they have. And they are accurate. The
self-centering ones are the best. Of course, their track record
on reliability is the pits, but if you do find one that works, and
you take care of it, it should last awhile.

I also like the fact that all those buttons are on the controller and
are not hard to operate, unlike the Intellivision buttons that were
always a pain to operate, keypad or fire buttons.

> - Would you really like to play 5200 games on 8-bits if you
> could, even if they're "hacked"?

Not me. :)

chris
moffa@auhs.edu

><<<

2645. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <62107o$6jj@nntp02.primenet.com>
Source record: 69429
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Most of the exclusive 5200 games have already been ported back to the 8-bits.

Berzerk, for instance, has voice synth, which is great.

Gremlins is cool, but the audio is screwy on XLs.

5200 hardware registers are in different places from the 8-bits so it's more than just the controller issue. You have to go in and patch some code here and there.

2646. Re: Any comments Gem Drop

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-14 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <877037219@stackbbs.xs4all.nl>
Source record: 69430

Two users of my BBS uploaded GemDrop to Thunderdome in the Netherlands. Now I have both an ATR-image and an Atari 8-Bit Diskcomm-file in my games-sig :-)

I have to say this game is real fun ! My current highscore is 21.000 exactly at this time (it's now running on my second Atari). It took me a while to discover what the second option of the OPTION-key was for, but I assume this is for key-pad use ? (ofcourse, I didn't read the docs :-))

Anyways, I played it with an Arcade joystick...

It is a pitty it hasn't got musics in it. If you have found a (cmc?) tune, will a new version be released ?
I have some musics over here, but they're not very good cause I'm not a real musician. Maybe you can implement something like, when you load the game to look for a file named 'GEMDROP.CMC', and when it's found it will play that cmc-music. Then a player can copy any cmc to the disk to listen to when playing Gem Drop :-))

But, I like the game. It's pretty fast. A little disadvantage is, it's sometimes hard to adjust the little man to the right place when there are not so many gem's at the screen yet. I mean, a border or something at the bottom would be easier to play I think, however, it shouldn't be to easy to play ofcourse :-)...

Keep coding !

Sysop Fox-1

< Do not reply as E-mail to any message from 'Thunderdome Atari 8-Bit gateway'. Reply as 'open' message in usegroup only. >

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2647. FOR SALE: **** ATARI GAME CARTRIDGES for 2600*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <3445174d.91497062@news.erols.com>
Source record: 69431
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplacealt.atari.2600

```
Phoenix
Atlantis
Space Invaders
Defender
Donkey Kong
Astro Blast
Combat
Pac Man
Soccer
Football
River Raid
Berzerk
Asking price $2.00 ea plus shipping or best offer for the entire lot.
Contact happyman@erols.com
```

2648. Wanted: 800XL excellent condition

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@user1.teleport.com>
Message-ID: <621n7rsiv2@news1.teleport.com>
Source record: 69432

```
Wanted:

Atari 800XL computer system.
Must have p/s and cables and be in
excellent physicial and working condition.
Will pay reasonable price or negotiate trade
for my 130XE.

E-mail offers to: produnl2@teleport.com

Thanks.

David P. Loewen
Salem, Oregon USA
produnl2@teleport.com
```

2649. Re: PC <-> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6220e3$2u7$1@nuke.csu.net>
Source record: 69433

Peter Halin (halinp@stud.sit.fi) wrote:
: Does anyone know any program on PC which could read/write 1050 disks?
: It would be of great help as I would like to get some software copied to my
: 800XL and don't want to build the SIO2PC cables...

Build an SIO2PC cable!!!! :) It's sooo great! :)

The best you'll do with 1050 is Rick Cortese's simple demo called "mule"
It's at UMich.

ftp://atari.archive.umich.edu/atari/8bit/Diskutils/Transfer/

Or you can search for it on XL Search! :)

Type "mule" at: http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2650. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <6211fs$s2o$1@news.dmv.com>
Source record: 69434

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: My e-mail box has been extremely quiet about this, as if I never released
: it to begin with!

: I want FEEDBACK! Love it? Hate it? What!?!

William,

You deserve TREMENDOUS thanks for your new game GEM DROP. New software for Atari 8-bit computers? What an unheard of concept! I'd be dancing in the streets for cow mooing simulations, but GEM DROP is actually a fun game. My compliments on your programming efforts and Atari 8-bit web site.

Steve

2651. Re: Atari Portfolio PC Card Drive & Win95

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: gberrice@uxa.ecn.bgu.edu
Message-ID: <6217lc$iq2$1@news1.ecnet.net>
Source record: 69435

In article <61k46ibkb1@news1.ecnet.net>, gberrice@uxa.ecn.bgu.edu says...
>
>My Atari Portfolio PC Card Drive driver...

First, my apologies for posting to this group. comp.sys.palmtop or comp.sys.handhelds better choices for the Portfolio.

Second, my solution was simple--run in DOS mode, available in the SHUT DOWN menu. Afterwards, you exit right back into windows. This alternative slipped by me because clicking on the MS-DOS prompt while still in WIN95 (in so-called protected mode) could not access drive.

Barney in Chicago

2652. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: dabone@cdc.net
Message-ID: <34441b0b.971838@news.cdc.net>
Source record: 69436
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

On 14 Oct 1997 18:14:46 GMT, fachat@physik.tu-chemnitz.de (Andre
Fachat) wrote:

>Glenn Saunders (krishna@primenet.com) wrote:
>: The mortal Lazy Bone wrote:
>: : Platform CPU
>: : Amstrad CPC Z80
>[...]
>: : Commodore 64/128 6502
>[...]
>: : MSX (various) Z80
>
>: This much I can understand since they are all similar.
>Except for the CPU. most have a Z80, while the C64 has a 6502.
>
>: a CPU with enough features to support preemptive multitasking.
>
>Well, even a 6502 can do that. Look at
>http://www.tu-chemnitz.de/~fachat/csa
>
>: None of the 8-bit systems would qualify, and the overhead of a HAL is
>: probably too much for a 64K RAM system anyway, that you'd get more
>: mileage out of their native OSs.
>
>That, on the other hand is true IMHO. If you could write a
>HAL and p-code interpreter for an 8 bit machine, it would eat
>up already quite some amount of memory. For the application not much
>would be left. Probably a single-tasking OS would work.
>But running a multitasking system like that, with an appropriate
>speed?
>
>Well, anybody said that real multitasking would be impossible on a
>6502, and I (amongst others) did it, so I should probably
>shut up. But I think that only precompiled code would run well
>on an 8 bit machine. And then you still have to handle relocation
>and linking (shared libs) questions.
>(See also on my homepage for the OS/A65 operating system for a
>filesystem standard for 6502 programs.)
>
>
>Andre
>

Didn't compute publish a multitasking program for the 64 years and
years ago?
Later,
dabone

2653. Re: PC <-> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: halinp@stud.sit.fi
Message-ID: <halinp.9.34448626@stud.sit.fi>
Source record: 69437

In article <6220e3$2u7$1@nuke.csu.net> kendrick@zippy.sonoma.edu (William Kendrick)
writes:
>From: kendrick@zippy.sonoma.edu (William Kendrick)
>Subject: Re: PC <-> Atari
>Date: 15 Oct 1997 08:55:31 GMT

>Peter Halin (halinp@stud.sit.fi) wrote:
>: Does anyone know any program on PC which could read/write 1050 disks?
>: It would be of great help as I would like to get some software copied to my
>: 800XL and don't want to build the SIO2PC cables...

>Build an SIO2PC cable!!!! :) It's sooo great! :)

well, it seems that I'll have to build one...

>The best you'll do with 1050 is Rick Cortese's simple demo called "mule"
>It's at UMich.

>ftp://atari.archive.umich.edu/atari/8bit/Diskutils/Transfer/

>Or you can search for it on XL Search! :)

>Type "mule" at: http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

>-bill!
>Bill Kendrick
>/|\ Software Engineer
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/kendrick/

2654. Re: Left Cartridge vs. Right Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.876928712@math.tu-berlin.de>
Source record: 69438

Hi Sam!

pbjurman@aol.com (PBjurman) writes:

>I have an Atari 400, so that's probably why I don't understand the difference
> between left and right-cartridge (since the 800 has two cartridge ports).
> What is the difference (if any)? I only own left-cartridge programs.

The difference is to which memory the cardidge is mapped to. The left-cartigde
ROMs appear in the area of 0xa000 to 0xbfff, the right cartidge is mapped to
0x8000 to 0x9fff. I've heard of only one "right cartridge", a basic extension
for the "standard" XL basic, to be used with "Atari Basic" as right cartridge.

Greetings,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

2655. pitfall (not II) 'ending'

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: pilgrim@daimi.aau.dk
Message-ID: <622inammk1@nf.aau.dk>
Source record: 69439

Hi. I recently started playing the original (?)
pitfall on the 2600. My previous experience is
with pitfall II on the C64 back in the 80's.

I have not finished the game yet, and actually I don't know whether it
is possible. I start out with a time limit of 20 minutes.
Then I run to the right "as fast as I can" (I admit,
this might not be the fastest possible). Then after 20 minutes, I
die. Maybe I'm dense, but I haven't noticed any ways
of getting further down (I assume you can't, and
that only Pitfall II allows you to descend).

Can anyone fill me in on the blanks ? Is there
any "extra" goals I can reach - can the game be "finished on time" ?
I usually get a score somewhat larger than 85000
- should it be much larger ?

2656. Re: VT-100 supported on Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: Austin Franklin <darkroo4m@ix.netcom.com>
Message-ID: <01bcd9b3$0b78c9d0$6191d9ce@drt1>
Source record: 69440

Klaatu Barada Nicto <klaatu@pobox.com> wrote in article
<345c4fa9.4539164@news.mindspring.com>...
> The old Chameleon package supported VT100 & a bunch of others.
> It had a scrollable widescreen & Kermit too.

We had a VT100 program that worked with our 80 column board. I believe I still have the source. If I ever receive the disk drives I ordered, I'll see if the disks are still good, and can post the code if there's an interest...

Austin Franklin
darkroom@ix.netcom.com

2657. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: Mr Maddog <mrmaddog@*NOSPAM*.org>
Message-ID: <Pine.UW2.3.95.971015182714.1037B-100000@reality>
Source record: 69441
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

All solicitation, automatic or manual, is subjected to a fee of $500
by Pennsylvannia State law. Administrators of the domain from where
the offending e-mail has been sent will be notified of such actions,by
any means necessary.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

On Tue, 14 Oct 1997, Jay Tilton wrote:

> Mr Maddog <mrmaddog@*NOSPAM*.org> wrote:
>
> >The idea in my head is really to try to get 5200 games to run on 8-bits
> >and even emulate the free floating(when neccesary) controler feel.
>
> Heck, the 5200's analog stick is really nothing more than a pair of
> paddles. It would be a trivial task at all to connect a 5200 stick
> directly to a joystick jack on the 8bit. Reassign a couple of the
> digital direction inputs on the 8bit to work as fire buttons and you
> can preserve the two-button nature of the 5200 stick too.

Oh sure it would...but I was thinking of having a very small "background"
program read the stick and keypresses and translate it into what the 5200
program can use. In fact, it's quite easy to just "poke" numbers into the
registers where the paddles are read.

As for a two button controller, it's dead easy to use a Sega Genesis for
that. Just read a "paddle" value from the C button. :)

Eric Noss
a.k.a
Mr. Maddog

2658. Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: thack@flash.net
Message-ID: <151097193229@flash.net>
Source record: 69442

I'm gay and proud. Email me with pictures and bio. I will return all email.
binderz@rocketmail.com

2659. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1510972242580001@port308.bitstream.net>
Source record: 69443

"Sean Lester" wrote:

> Chris Lam wrote in article ...
>
> >Rainbow does try to emulate color artefacting in DROL and LODERUNNER.
> >Seee URL below for more.
> >
[...]
>
> Yeah!!! But you want us to pay you for Rainbow when XL-it already does it
> and it's free!!!!!
>
> Sorry! Had to spout off there. Having been burnt by purchasing Xformer and
> getting a half-ass product from the company, I'm really getting disgusted
> with everyone wanting to make a quick buck off emulators.
> (This also includes other emulators...SNES,NES,C64, 2600,etc.)
>
> Here's my philosophy......I WILL buy an emulator if it performs better than
> what's freely available. But I am NOT going to pay you $35+ for an emulator
> that's inferior to a free one.
>
> So if you want me to buy Rainbow, make it a HELL of a lot better than XL-it
> or WinAtari(which is better than Rainbow, in my opinion...and it's free.)

Rainbow does have at least one advantage over XL-it: You can criticize it
without getting flamed by others for being ungrateful. :-)

Seriously, I'm sure Marcus had his reasons for offering XL-it for free.
Even so, I paid the shareware fee for Rainbow a couple years ago and have
not regretted it once. Chris' support has been very good, with regular
updates and improvements, etc.

It's great when software's free, but you do have to take into account the
lack of responsibility to the users it usually implies, regardless of the
quality of the software.

Mark

2660. Re: Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: Gary Sutton <otter@oz.net>
Message-ID: <88325.otter@oz.net>
Source record: 69444

On 16 Oct 1997 03:54:06 GMT,
GUY1015 <guy1015@aol.com > wrote:

>
>This User group sig is for Atari Computer users, we dont care if your from
>the animal kingdom.

Hey! I resemble that remark! <innocent grin>

--Otter
otter@oz.net

2661. Re: Measuring System Speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <623dcn$b4o$1@sanos.psych.uw.edu.pl>
Source record: 69445
Cross-posted to: comp.os.msdos.programmer,comp.sys.atari.8bit

```
Mon, 13 Oct 1997 14:09:52 GMT Alex Buell napisal byl w comp.sys.atari.8bit:
> If you have no video cards in a Intel machine, it will refuse to boot
> and will emit several miserable beeps to show how hurt and upset that
> you didn't think it deserved a video card... ;)

afair there is no need for a video card in a pc computer. you should only
set up your bios correctly.

635
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
```

2662. Re: Measuring System Speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <623detbdk1@sanos.psych.uw.edu.pl>
Source record: 69446
Cross-posted to: comp.os.msdos.programmer,comp.sys.atari.8bit

Mon, 13 Oct 1997 18:29:25 GMT Andrew Zitnay napisal byl w comp.sys.atari.8bit:
> and still runs fine. You do need a keyboard, though. Anyone else
> think the "Keyboard not found, press F1 to continue" message is a
> little ironic? :)

oh, no, you don't need keyboard also. just set up your computer's bios
correctly, and he will not check if the keyboard is present or not.

636
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2663. Re: Wanted: 800XL excellent condition

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-15 00:00:00 UTC
From: PLahr@t-online.de
Message-ID: <623iim$7qu$1@news00.btx.dtag.de>
Source record: 69447

On 15 Oct 1997 06:18:35 GMT, "DAVID P. LOEWEN"
<produnl2@user1.teleport.com> wrote:

>
>Wanted:
>
>Atari 800XL computer system.
>Must have p/s and cables and be in
>excellent physicial and working condition.
>Will pay reasonable price or negotiate trade
>for my 130XE.
>
>E-mail offers to: produnl2@teleport.com
>
>Thanks.
>
>
>David P. Loewen
>Salem, Oregon USA
>produnl2@teleport.com

Hello ,
I have one Atari 800XL to sell, also one AtariSTE with b/w and color
monitors. Now you are interest?
mail me PLahr@t-online.de

Bye

2664. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6242kt$8c2$1@nuke.csu.net>
Source record: 69448

knave@usa.net wrote:
: I thought about this for a while and I don't believe it can be done. The
: Atari 8bit is limited to a screen resolution of 320 x 192. So you can't
: even have an appearance of modern text on the screen, much less graphics.

<snip>

: So theoretically, it's sort of possible. But in a practical sense, it's
: hopeless, and only a real retro weirdo would even try.

I'm sold! I'll do it! :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2665. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6242s2$8c2$2@nuke.csu.net>
Source record: 69449

Steve Wallace (swallace@home.dmv.com) wrote:
: You deserve TREMENDOUS thanks for your new game GEM DROP. New software
: for Atari 8-bit computers? What an unheard of concept! I'd be dancing in
: the streets for cow mooing simulations, but GEM DROP is actually a fun
: game. My compliments on your programming efforts and Atari 8-bit web
: site.

Thanks! :) What's your highest level/score?

and... cow mooing simulations!? :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2666. Re: Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19971016035401.XAA17479@ladder01.news.aol.com>
Source record: 69450

>Subject: Pictures
>From: thack@flash.net
>Date: Wed, Oct 15, 1997 22:32 EDT
>Message-id: <151097193229@flash.net>

>I'm gay and proud.

Well you did'nt go to my school, thats for sure!!!!!

This User group sig is for Atari Computer users, we dont care if your from the animal kingdom.

2667. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: knave@usa.net
Message-ID: <876984346.1505@dejanews.com>
Source record: 69451

marksim@bitstream.net (Mark L. Simonson) wrote:
> knave@usa.net wrote:

> > Atari 8bit is limited to a screen resolution of 320 x 192.
> What if you had a large scrolling display, larger than 320 x 192?

Well, then you get into an awkward scrolling arrangement that is beyond
the abilities of a standard 8bit, which is what I was ruminating about.

> Definitely, you'd have to have more than 64k ram--more like a megabyte.

The Atari 8bit has a Lynx browser, doesn't it? The program I suggested
could probably manage in 64k.

> It's probably possible, technically speaking. Practically speaking, you'd
> have to be nuts to build it or use it.

I agree!

Dave

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2668. Re: More Questions about Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: knave@usa.net
Message-ID: <876985289.2095@dejanews.com>
Source record: 69452

cvendel@aol.com wrote:
> purchase an Atari XEP80 interface module which is an 80 column box with
> a standard parallel printer interface.

This is the one that plugs into the joystick port? Is there any wiring
and soldering involved? I wonder if it would work on the XE Game System.

> www.myatari.com has original Atari 48K OEM memory upgrades still in the

Thanks for this info.

> box and they also sell Atari XEP80 interface modules. Upgrade to 48K,
> get an XEP80 and then buy a copy of AtariWriter 80 which works with the
> XEP80 module for 80 column wordprocessing. If you REALLY want to get
> fancy think about finding a copy of SpartaDOS and the XEP80 drivers and
> you can use that to run the 80 column interface.

Ideally I would like to have a near standard 8bit with the XEP 80 to do
text-based telecommunicating and word processing, etc.

I would also like info on "Diamond OS" which I thing was an icon based
operating system for Atari 8 bit. And can a mouse be used?

Dave

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2669. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: rworne@primenet.com
Message-ID: <624eo0$qcm@nntp02.primenet.com>
Source record: 69453
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In <slrn646k9n.gk1b99.MOFFA@earth.auhs.edu> Moffa wrote:
> Space Dungeon and Gyruss both rock. As well as Miner 2049er (either),
> Qix, Ballblazer (these last two and Gyruss ROOOOCCKKK with a sub-woofer
> stereo setup), Dreadnaught Factor, Pitfall II. Millipede proto with a
> trackball is really sweet, too.

Truly the best of the 5200. You forgot Mountain King. I'd also love to see
the
Frisky Tom proto, I have that on my SFC Nichibutsu Arcade Classics and it
rocks.

> The stinkiest one I have seen was definitely that one by CBS (I think)
> where you drive around to different planets on a crowded screen in deep
> space (I forget the name). Totally pointless game, but the opening
> intro. is really nice, ahead of it's time. Reminded me of the intro.
> to Alternate Reality for some reason.

Could that be Parker Bro's Astrochase? It most definitely has a crowded
screen.

> Other dogs are Buck Rogers (man that game is dull) K-Razy Shootout
> is just a Berzerk ripoff that doesn't have speech or Evil Otto ala
> the 5200 Atari Berzerk. Not sure what the point is on that one either.

What about Blue Print? Now that's whacked. :-)

--
//---//
Starving CS Undergrad: "Sorry, I don't do Windows I'd rather starve!"
//---//
Visit my videogame collecting site! http://www.primenet.com/~rworne/

2670. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <624j72$p08$1@user2.teleport.com>
Source record: 69454
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here, Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my Web Page, please E-Mail me at bensmith@teleport.com.

I'm looking to trade for these Items for my Atari. I'm looking for CatBoxes for Atari Jaguar, Jag-Links as well as Jag Controllers, Alien vs Predator and even complete Jaguar Systems. If you have what I'm looking for, check my Atari Catalogs for stuff to trade at: http://www.teleport.com/~bensmith/bscomputers.shtml or E-Mail bensmith@teleport.com for a trade.

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard Ware, SoftWare & Books/References! In BSC's Catalogs, you may find some thing you've been looking for, Something you might want & something New to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml. And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can't attach files to your E-Mail. I will get back to you after the weekend. Please Direct all Replies Through E-Mail to: bensmith@teleport.com.

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. So check out my Catalogs!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the Monitor Power Directors to Manage & Protect your Equipment. Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitor, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: Spectre GCR Macintosh Emulators, Color & MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II & Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's

Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is. E-Mail: bensmith@teleport.com or call Ben at: (503)256-9974. Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you test JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such as the 1090XL expansion Box. I got it from The Shadow of Shadow Software. It is the Best one of the Few that Atari made. And the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Go to: http://www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Web Site with Michael Currents List of

Developers and Others who Support Atari. And Bravo Sierra Computers is
on the list. Also, you can find A list of Atari Support on BSC's Web
Site. The Atari Developers, Sellers & ReSellers of Atari that I go to
for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2671. Re: Next AC

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: Stefan Biermanns <STEFAN@iehk.rwth-aachen.de>
Message-ID: <34467357.6EEA@iehk.rwth-aachen.de>
Source record: 69455

Glenn Saunders wrote:
>
> Yamaha's MSX graphics chipset is based on the one used by the TI, I
> believe. It has some very impressive offshoots that compare favorably to,
> for instance, AGA Amigas, but is 15khz only (NTSC).

Do you have the complete name of the chip?

>
> --
> ==
> == Glenn Saunders --3D Graphics / Videography / Web development-- ==
> == krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
> == Stella@20 video page http://www.primenet.com/~krishna ==
> == TV Commercials page http://www.lawguru.com/production/production.html==
> ==

2672. Re: GENOS Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: jeking@xmission.com_no.spam
Message-ID: <624sfosup1@xmission.xmission.com>
Source record: 69456
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

In comp.sys.atari.8bit Lazy Bone <zhulien@alphalink.com.au> wrote:
: Hi all,

: I have updated the GENOS website to reflect the changes and fix the errors
: that many of you noticed. It can be found at:

: http://www.alphalink.com.au/~zhulien/GENOS.htm

: If anyone is willing to mirror the site, and take on it's maintenance, please
: let me know.

First of all, your crappy web site has absolutely NOTHING to do with the
newsgroups you've crossposted this to. Secondly, why do you persist in
reposting this message everynight at 1:00am?

Knock it off! Sheesh!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2673. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: metallik@iglou.com
Message-ID: <EI593G.HpM@iglou.com>
Source record: 69457
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

: > - What's the best and the worse 5200 game IYO?

: That's a tough one. I'm always partial to Montezuma's Revenge

Monty rocks on any platform, but the 8-bit/5200 version is probably the
best due to the larger color variety..

: stereo setup), Dreadnaught Factor, Pitfall II. Millipede proto with a
: trackball is really sweet, too.

Pitfall II is great too, but only on the 8-bit.. dodging condors, etc
with those far-traveling 5200 sticks is an excercise in frustration,
especially on the 2nd level! As for Millipede, if it's anything like the
8-bit cart version, I'll take the 2600 version over it anyday.. seems
like the 2600 got a much more accurate port all-around...

: > - Which 5200 games are "better" than the 8-bit version

don't they all play the same, except of course for the controller?

: > - How do you like 5200 joysticks? (Like I need to ask...)

they'd have made good specialty controllers, for games like space dungeon,
etc. but a digital controller should've been the pack in IMHO. I have
a Competition-Pro now, so I don't mind much now :) The keypads and
buttons DO have a nice feel, if only they would've used graphite on ALL
the flex's.. The Coleco and Intelly controller keybaords felt cheap
compared to 5200 ones. The best keypad was probably theWico stick for
Colecovision... thing looks and feels just like a telephone keypad..

: > - Would you really like to play 5200 games on 8-bits if you
: > could, even if they're "hacked"?

Sure.. one less system to have cluttering up the area, plus I can get
S-video out of my 130xe.. Pitfall II never looked better :)

2674. Re: Measuring System Speed

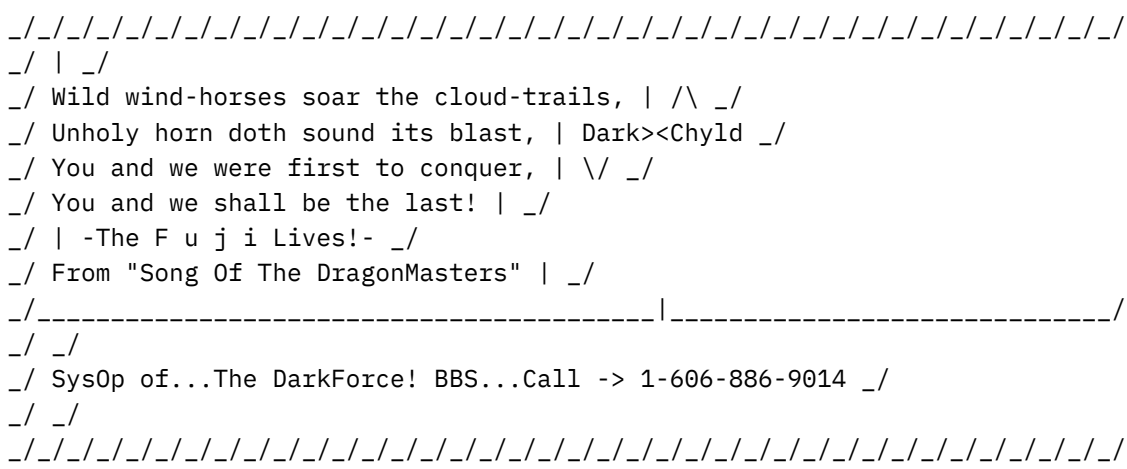
Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <876992206_OASIS_@pcc-uky.campus.mci.net>
Source record: 69458

In article <623dcn$b4o$1@sanos.psych.uw.edu.pl>
maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl> said:-

>afair there is no need for a video card in a pc computer. you should only
>set up your bios correctly.

Thats both wrong and right. Some PC motherboards do have video built-in, so
you don't have to have a video card. However, AFAIK, they are in the vast
minority-so most PC computers -do- have to have a video card... :)

--



2675. Re: Left Cartridge vs. Right Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: raypfaff@erols.com
Message-ID: <34462d6e.2555627@news.erols.com>
Source record: 69459

thor@math.tu-berlin.de (Thomas Richter) wrote:

>Hi Sam!
>
>pbjurman@aol.com (PBjurman) writes:
>
>>I have an Atari 400, so that's probably why I don't understand the difference
>> between left and right-cartridge (since the 800 has two cartridge ports).
>> What is the difference (if any)? I only own left-cartridge programs.
>
>The difference is to which memory the cardidge is mapped to. The left-cartigde
>ROMs appear in the area of 0xa000 to 0xbfff, the right cartidge is mapped to
>0x8000 to 0x9fff. I've heard of only one "right cartridge", a basic extension
>for the "standard" XL basic, to be used with "Atari Basic" as right cartridge.
>
There was also something called "Atari Tools" (or something like that)
which was an externsion to the OS and, if I remember right, an Atari
Basic debugger

2676. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <34462D54.5D1B2224@aol.com>
Source record: 69460
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Yeah!

Mountain King, that game was great, I loved the smurfs theme song in
the background.

Curt

2677. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: Chris Knape <cknape@net-link.net>
Message-ID: <344646B5.44DD@net-link.net>
Source record: 69461
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

5200 thoughts:

Being a lucky owner of Meteorites, I have to say that it's a very good Asteroids conversion (was it released for Atari 8-bits?).
Berserk is the best console translation of the Stern classic I've seen -- the built-in speech was revolutionary for the time. Star Raiders is pretty good for the 5200, but I'm glad I have the overlays for it.

Pitfall II is excellent, especially the tough second level. Anyone know a shortcut to get to Level 2 without going through Level 1?

Defender is always fun and so is Gyruss if you have a perfectly functioning stick.
Gremlins is an interesting idea with good graphics. It grows on you. I also love getting out the trakball for Centipede and Missle Command (it works with Ms. Pac-Man, Galaxian and Pole Position among others).

The graphics in Wizard of Wor aren't that good, but the game rocks, especially with two-player simultaneous action. Blue Print is fun and has pretty good graphics.

Gorf sucks because control is so poor.

Kaboom! is great, especially in dueling mode. It makes good use of the 5200 sticks.

Here's one for all you 5200 stick haters out there: The 5200 was the first system I ever owned. I had played INTV and 2600 before, but I grew used to playing with the 5200 sticks. I actually like them for many games -- even Pac-Man -- except for the fact that the buttons are unreliable.

2678. Re: WTB: Composite Monitor for Atari 800? Any Recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <625kqu$7ev$1@earth.execpc.com>
Source record: 69462

In article <01bcd72f$d3f0f530$57625ecf@drt1>,
Austin Franklin <dar8kroom@ix.netcom.com> wrote:
>I want to find a composite video monitor for my Atari 800... Anyone have
>any suggestions?
>
>I have found them difficult to find! No surprise though...

I would recommend a Commodore 1702 or 1902 monitor. Both support split video (similar to S video but implemented by having separate inputs for chroma and luma signals), as well as composite video. The 1902 also supports RGB.

They do pop up in thrifts now and then, but yes, they are a little hard to find. 2 1902s just appeared in a local thrift for $10 a piece. A great deal! If you need one quick, ask around on the Commodore newsgroup (comp.sys.cbm). Someone will reply with one for sale.

Another thing you may want to pick up at a thrift is used VCR with composite outputs. Try and verify the tuner works (they usually do, tape playing mechanisms are what break most often). Your monitor can double as a TV.
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.execpc.com/~krieg =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2679. Re: Measuring System Speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: azitnay@geocities.com
Message-ID: <344a6042.63576925@dad.zitnay.com>
Source record: 69463
Cross-posted to: comp.os.msdos.programmer,comp.sys.atari.8bit

On 15 Oct 1997 23:43:57 +0200, maciej grzeszczuk
<krap@zwieracz.psych.uw.edu.pl> wrote:

>Mon, 13 Oct 1997 18:29:25 GMT Andrew Zitnay napisal byl w comp.sys.atari.8bit:
>> and still runs fine. You do need a keyboard, though. Anyone else
>> think the "Keyboard not found, press F1 to continue" message is a
>> little ironic? :)
>
>oh, no, you don't need keyboard also. just set up your computer's bios
>correctly, and he will not check if the keyboard is present or not.
>
> 636

Oh yeah .. I remember now. There's that Keyboard option in standard
cmos..

Drew

2680. Re: GENOS Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: Chris Alsan <bgodot@eskimo.com>
Message-ID: <626e2seec1@eskinews.eskimo.com>
Source record: 69464
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

jeking@xmission.com_no.spam wrote in message
<624sfosup1@xmission.xmission.com>...
>In comp.sys.atari.8bit Lazy Bone <zhulien@alphalink.com.au> wrote:
>: Hi all,
>
>: I have updated the GENOS website to reflect the changes and fix the
errors
>: that many of you noticed. It can be found at:
>
>: http://www.alphalink.com.au/~zhulien/GENOS.htm
>
>: If anyone is willing to mirror the site, and take on it's maintenance,
please
>: let me know.
>
>
>First of all, your crappy web site has absolutely NOTHING to do with the
>newsgroups you've crossposted this to. Secondly, why do you persist in
>reposting this message everynight at 1:00am?
>
>Knock it off! Sheesh!
>

Are you smoking crack?

2681. Re: GENOS Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: Miguel Guerreiro <mguerreiro@geocities.com>
Message-ID: <344542FD.53D@geocities.com>
Source record: 69465
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

jeking@xmission.com_no.spam wrote:
>
> In comp.sys.atari.8bit Lazy Bone <zhulien@alphalink.com.au> wrote:
> : Hi all,
>
> : I have updated the GENOS website to reflect the changes and fix the errors
> : that many of you noticed. It can be found at:
>
> : http://www.alphalink.com.au/~zhulien/GENOS.htm
>
> : If anyone is willing to mirror the site, and take on it's maintenance, please
> : let me know.
>
> First of all, your crappy web site has absolutely NOTHING to do with the
> newsgroups you've crossposted this to. Secondly, why do you persist
If you actually read the pages on the 'crappy' web site you'd find it
has very much to do with ALL the newgroups you mention...

in
> reposting this message everynight at 1:00am?
>
> Knock it off! Sheesh!
>

2682. How do I save a game?????

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: "Kory M. Keith" <msmcl303.kkeith01@eds.com>
Message-ID: <34466BDD.1709@eds.com>
Source record: 69466

Can I save a game using XL-it .20?? I was digging through some old adventure games that require a save game disk to save games. I read in the docs that XL-it doesn't format disks, but is there any way around this so I can use a save disk with this emulator??

Help! anyone?
Thanks,
Kory
keith@seas.smu.edu
Don't reply to the mail listed it won't get through.

2683. Re: pitfall (not II) 'ending'

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2hgaib399.fsf@caligula.srv.net>
Source record: 69467

pilgrim@daimi.aau.dk (Jakob Gaardsted) writes:

> I have not finished the game yet, and actually I don't know whether it
> is possible. I start out with a time limit of 20 minutes.
> Then I run to the right "as fast as I can" (I admit,
> this might not be the fastest possible). Then after 20 minutes, I
> die. Maybe I'm dense, but I haven't noticed any ways
> of getting further down (I assume you can't, and
> that only Pitfall II allows you to descend).

You can't go further down. But in the original pitfall, the
underground passages are shortcuts. So there is a sort of a puzzle to
be figured out as to which shortcuts to take.

> can the game be "finished on time" ?

I think the game can be completed, but I am not sure.

Brent

2684. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2g1q2b2ye.fsf@caligula.srv.net>
Source record: 69468
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Mr Maddog <mrmaddog@*NOSPAM*.org> writes:

> On Tue, 14 Oct 1997, Jay Tilton wrote:
>
> > Mr Maddog <mrmaddog@*NOSPAM*.org> wrote:
> > >
> > > >The idea in my head is really to try to get 5200 games to run on 8-bits
> > > >and even emulate the free floating(when neccesary) controler feel.
> > >
> > > Heck, the 5200's analog stick is really nothing more than a pair of
> > > paddles. It would be a trivial task at all to connect a 5200 stick
> > > directly to a joystick jack on the 8bit. Reassign a couple of the
> > > digital direction inputs on the 8bit to work as fire buttons and you
> > > can preserve the two-button nature of the 5200 stick too.
>
> Oh sure it would...but I was thinking of having a very small "background"
> program read the stick and keypresses and translate it into what the 5200
> program can use. In fact, it's quite easy to just "poke" numbers into the
> registers where the paddles are read.

> As for a two button controller, it's dead easy to use a Sega Genesis for
> that. Just read a "paddle" value from the C button. :)
>

I've always thought it would be kind of cool to use the extra inputs
on a second POKEY (per the Gumby stereo mod) to read a 5200 joystick
for 5200 games.

Brent

2685. Re: Measuring System Speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: "Claude H. Weber" <113055.2737@compuserve.com>
Message-ID: <utqZ24m28GA.305@nih2naac.prod2.compuserve.com>
Source record: 69469
Cross-posted to: comp.os.msdos.programmer,comp.sys.atari.8bit

That's only true for 'modern' BIOSes, older one e.g. for 386 bsed machines
did not have the opportunity to remove
the keyboard checking after boot.
--
Claude H. Weber
Haguenau (France)
Email: Clweb@compserve.com
AX25: F5CIW@HB9EAS.CHE.EU

maciej grzeszczuk a crit dans l'article <623detbdk1@sanos.psych.uw.edu.p
l>...
>Mon, 13 Oct 1997 18:29:25 GMT Andrew Zitnay napisal byl w comp.sys.atari.8b
it:
>> and still runs fine. You do need a keyboard, though. Anyone else
>> think the "Keyboard not found, press F1 to continue" message is a
>> little ironic? :)
>
>oh, no, you don't need keyboard also. just set up your computer's bios
>correctly, and he will not check if the keyboard is present or not.
>
> 636
>--
> = wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap
=
>= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we
trust *
>
>

2686. FS/T: Atari 8-bit computer items [10/16/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <344ba8f0.5566483@nntp.ix.netcom.com>
Source record: 69470

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 10/16/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 5.00 Home Filing Manager, The (Atari)
$ 5.00 Print Shop, The (Br0derbund) {3}
$ 5.00 SynFile+ (synapse) {2} -- also includes Reference Card
$ 5.00 Timewise (Atari) {1}
$ 5.00 Touchdown Football (Electronic Arts) {2}
$ 5.00 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 4.00 Atariwriter
$ 9.00 Ballblazer -- XE cartridge
$ 4.00 Basic -- for use with the Atari 400 and 800
$ 5.00 Centipede
$ 8.00 Delta Drawing [Spinnaker]
$ 8.00 Frogger [Parker Brothers]
$ 2.50 Missile Command
$ 9.00 Movie Musical Madness [CBS Software]
$ 8.00 Qix
$ 2.50 Space Invaders
$ 4.00 Star Raiders

Cartridges with case and manual:
$13.00 Alphabet Zoo [Spinnaker]

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).
$10.00 Book: Atari BASIC [332 pages, 1979, Wiley]

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 7.00

*****

LOT #2

ATARI 1010 PROGRAM RECORDER, with power supply, and manual.

This item has not been tested.

I have plugged in this recorder, and it did power up. The
rewind and fast forward (advance) functions work. It must be
hooked to a computer to test the play and record functions.

$ 9.00

*****

LOT #3

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #4

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$23.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #6

EPSON RX-80 PRINTER with built-in power cord.

$14.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.00 for the first disk-based software item and $1.25 for each additional disk-based software item, unless otherwise listed. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your order *before* you place it,

3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address
(this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 4 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

2687. Re: Atari BBS List

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-16 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <877806745@stackbbs.xs4all.nl>
Source record: 69471

A little note about your BBS-list... The Pro!-BBS 'Atari Inside' you mentioned is off-line. Don't think it's temporary...
Maybe you can add my info to the list...

Thunderdome, Atari 8-Bit BBS
+31 (0)416-279990
Running: BBS-Pro! 5.0b, node 471
rates: 1200 -> 14.400 baud
online-times: 21:00 -> 8:00 CET
Hardware: Atari 130XE 320Kb, BlackBox, 676Mb SCSI-HDD
Supporting: Atari 400/800/XL/XE, Atari 2600/7800, Atari Jaguar64, Atari Lynx, Emulation at other platforms (plus a very little of ST/TT/Falcon)

Networks: Local bases, International Message Relay, comp.sys.atari.8bit, rec.games.video.atari, Euro-Net

Sysop: Fox-1
CoSysop: TXG
CoSysop: Metal-1

Internet E-mail: fox-1@fatima.dds.nl

SnailMail: P.O.Box 16
ZipCode: 5160 AA
City: Sprang-Capelle
Country: the Netherlands

Online since 1-Jan-1997

Thanx in advance...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2688. Re: Any comments on Gem Drop!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971017220800.SAA15826@ladder01.news.aol.com>
Source record: 69332

```
>
>>No NTSC machine to try it on Marek? :)
>
>Unfortunately no. A friend of mine did have a NTSC Atari 1200XL with the
>appropriate monitor, but he sold it :(
>
>-Marek
```

Maybe you can do the opposite of what we do here to enjoy European Pal games:

Put in an NTSC chip in your pal computer. It should "trick" it to think its an NTSC.

2689. WTB: Non-working Atari 800 w/ good keyboard....or just keyboard...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: Austin Franklin <darkroo4m@ix.netcom.com>
Message-ID: <01bcdb49$c13828f0$a6ca23c7@drt1>
Source record: 69333

Hi,

I have a bad keyboard on my 800, and I need a new one. Anyone have a non-working 800 with a hopefully good keyboard they are willing to part with for a reasonable price?

I called B&C, and they wanted $35 for the keyboard only! I have seen working complete computers selling for $50 at the most, so $35 for just a keyboard is really out of line.

Any help would be appreciated!

Austin Franklin
darkroom@ix.netcom.com

to e-mail a reply to this post, please remove the number from the reply address...

2690. Re: SpartaDOS X bug:no end-of-file EVER in open-mode 12 (read+write)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <877128032.2816@dejanews.com>
Source record: 69334

I just noticed he headers I'm puting out.
Well I'm not in 640x480.
It's obviously using he over-scan version of 640x480.
(704x480,I think)
And what's the "Mozilla" comment for???
Do I really have to look like one of the popular HTTP programmes?
Isn't being 2.0 compliant enough?

In article <6147j6$clh@alexander.INS.CWRU.Edu>,
cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:
>
>
> (D. Kluge gets, well, a bit blasted by R. S. Ely, and Bob Klass
> also likes SmartDOS.)

Actually I was talking about SpartaDOS.

> I agree 100% with Kluge about reading the manual. Why waste
> ten minutes reading the manual when you can go straight to
> the computer and spend hours trying to figure it out and
> then have a neat discussion on csa8? (Actually, I don't
> read the manual, didn't read about 9 and 12 in SD books.)

I didn't say anything about reading the manual.I remember reading
about the ability to create "Sparse" files and to write past the end.
(there's anoher bug;reading sparse files causes them to be non-sparsed)

The problem is that he file seem to be infininetly long.
After reading the last byte of the file,it keeps adding on sectors
until you un out of disk space.
(at least it blanks out the sectors,unlike MS-DOS)

As fo the one guy's comment about programmes relying on errors;
how else would a programme kno when it had reached the end of the
file excep for a error-136?
(same applies to any readable device)
And don't say SpartaDOS's "get file length" XIO!

> And for Bob Klass. I checked to see if my crc16 (v 2.2)
> worked with SmartDOS. Well, it didn't get the same problem
> as with MyDOS, and

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2691. Re: SpartaDOS X bug:no end-of-file EVER in open-mode 12 (read+write)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <877128628.3371@dejanews.com>
Source record: 69335

In article <614aqr$nh6@alexander.INS.CWRU.Edu>,
cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:
>
>
> (Continuing saga of SD vs MyDOS, etc.)
> Ok, I tried my program with DOS 2.0S and DOS 2.5. Only
> worked if I specified a full filespec. Now, since my program
> doesn't work properly with 2/2.5, I'd say that's pretty
> busted, so I plan to fix it. But, Oh, well. I've already
> bugged B. Kendrick a bunch with a new version that works
> with MyDOS. Maybe he'll read this and not post the new
> version.

Now tha I think of it,it probably not a case of trying to use
SD specific directory-read features.

> BUT, the neat thing I did. I ran DOS 2.5, DOS 2.0s, SD 3.2d
> and SD X AND NEVER TURNED THE COMPUTER OFF. Ha hahahah.
> The A8 is so sweeeeeeeeeeeeeet.

Would any computer need to be turned off except when they
locked up?

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2692. Bounty Bob Strikes Back (Miner II)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: reicher6@pilot.msu.edu
Message-ID: <877131595.5894@dejanews.com>
Source record: 69336
Cross-posted to:
comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.classic,rec.collecting,alt.atari.2600,rec.games.video.atari

I am looking for a copy of Bounty Bob Strikes Back for the Atari 800. I have many games for the Atari 2600, 400/800, 7800, 5200 and intellevision that I would be willing to trade. If you have a copy for trade, look at my web page at:

http://pilot.msu.edu/user/reicher6/atari.htm

for a list of games I own. I am willing to trade just about anything for BBSB!

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2693. Re: Measuring System Speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: azitnay@geocities.com
Message-ID: <3448be3b.87637965@dad.zitnay.com>
Source record: 69337
Cross-posted to: comp.os.msdos.programmer,comp.sys.atari.8bit

On Thu, 16 Oct 1997 21:58:53 +0200, "Claude H. Weber"
<113055.2737@compuserve.com> wrote:

>That's only true for 'modern' BIOSes, older one e.g. for 386 bsed machines
>did not have the opportunity to remove
>the keyboard checking after boot.

Hmm .. My current Linux box is a 486SX/25, but I think I remember that
keyboard option in CMOS setup from my 386SX/16 I had awhile back.

Drew

2694. Re: Left Cartridge vs. Right Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3446c5f9.573673@news.injersey.com>
Source record: 69338

On Thu, 16 Oct 1997 15:07:42 GMT, raypfaff@erols.com (Ray Pfaff)
wrote:
->
-There was also something called "Atari Tools" (or something like
that)
-which was an externsion to the OS and, if I remember right, an Atari
-Basic debugger

The Monkey Wrench II .... thats real close to "atari tools"
and it sucked.
Why not something useful like a debugger for asm so you can test out
those a=usr(1536) calls

2695. Re: more memory

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19971017033200.XAA16804@ladder01.news.aol.com>
Source record: 69339

>Subject: more memory
>From: mathy.van_nisselroy@stackbbs.xs4all.nl (Mathy Van.nisselroy)
>Date: Thu, Oct 9, 1997 07:51 EDT
>Message-id: <877037175@stackbbs.xs4all.nl>

>Howdy folks
>Is Bob Woolley reading this?
>I've read about your plans for a 16MB
>upgrade for the XL/XE.
>Are you using chips or SIMMS?

>CU Mathy Van.Nisselroy

I hope he plans on a battery to retain memory while the system is turned off,
it would be just hell loading the 16meg ramdisk each time you turn on, It
hell with just 1 meg!

Im sure he must be using simms, just think of how many 256k dram need for it.

Bob if your reading this:
Please release a RD handler for sparta dos, the outstanding PSI ramdisk handler
can handle only 2 megs.
Good luck, and I cant wait to see this mod.

2696. Re: Any comments on Gem Drop!?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <627j8q$cs8@rzstud1.rz.uni-karlsruhe.de>
Source record: 69340

In article <61tsg2npk1@nuke.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Heheh.. I played again yesterday. I beat my high score of 36,000-something
>and got like 44,000-something I think.

36,000 is my high score now. With this game it's mostly luck if you get a high score or not. When the tiles are placed the right way, you can blow them away very quickly. On the other hand there are situations where you can do close to nothing.... and die.

>I got to level 19... it was really funny when I died, too... I KNEW
>it was about to happen, and just screamed "Noooooooo!!!!" until it did. :)

Happens to me all the time. And on all kinds of levels (well, say from 7 up on)

>Also, if it's "best game of the year"... it's best compared to what?

Let me think... uhm, compared to.. nothing? ;-)

>What else came out this year? Send it to me! :)

Lots of demos I guess... No games.. Or, well. I did one or two levels for some old type-in games in BASIC (Kitten, Dungeons of Xotha). Check
http://www.uni-karlsruhe.de/~un55/Atari8/soft.html
for both games. I'd love it if someone could contribute some new levels for Kitten. The game has a level editor, so it shouldn't be too hard to make some new ones.

>Yeah.. I tried it on my PAL 800XL and it was kind of wierd. I'm planning

You know what? I'm not particularly fond of the appearence of tiles that show up in level 12, or 15? I mean those mostly one color triangles or whatever. The shapes in the first level are much nicer. Those "past level 15" shapes look quite weird on my monitor.

>on releasing a "Deluxe" version with better sound, perhaps some music,
>and a color (flicker) / BW (normal) option.

Great!

>No NTSC machine to try it on Marek? :)

Unfortunately no. A friend of mine did have a NTSC Atari 1200XL with the appropriate monitor, but he sold it :(

-Marek

Marek.Tomczyk@stud.uni-karlsruhe.de

```
<a href="http://www.uni-karlsruhe.de/~Marek.Tomczyk/">Marek Tomczyk</a>
```

2697. Re: Game Link II - Game i

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <877806746@stackbbs.xs4all.nl>
Source record: 69341

< Atari car-power >
Well, the 600XL is powered by a voltage-stabilizer (7805,2A). It's mounted in a box, together with a fuse and a switch to turn it on and off together with my XF-551 diskdrive, which has a modified powerconnector to let it work at 12 Volt DC only...

That power-box is connected directly to the car-battery, so it can be left on while leaving the car.

But... the stabilizer is using some power to drop the voltage from 12 to 5 V DC, so, it's not just the Atari who's taking up power...

I think the current is about 1 Ampere with only the 600XL turned on. My car-battery is about 100 AH, so in theory I can use my atari for about 100 hours till the battery has run out of power...

I almost never use the Atari when I'm not in my car. It has a home-build interface inserted with 16 outputs to switch the light of my car on and off. Looks pretty cool ! The software to do this is on a 5.25 disk, running from the XF-551, but I also have a 3.5" mechanic that also has to be build in the car, but this is not done yet. Another problem is that I sold my little TV that was mounted in my car, so at this time I have no display :-) Right now I'm searching for a very little color-TV to connect to my 600XL. The old one was a Black'n white...

When installed I can play Pole-Position again on my way home :-))

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2698. Re: Any comments Gem Drop

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <877806747@stackbbs.xs4all.nl>
Source record: 69342

Well, I finally reached level 15 while playing GemDrop. My highscore is about 52,000 at this time, and it's to hard for me to beat level 15... I'm playing this game in the Netherlands, so on a PAL Atari 130XE, but I didn't noticed any flickering. Maybe because I use an ordinary color-TV with a very slow screen :-))

A friend of my was also curious about GemDrop. He has also an Atari 8-bitter, but is not using it anymore since 2 years or something. When he played the game for some hours he decided to dig-up his 65XE again, together with his XT (he's using SIO2PC cause he hasn't got a diskdrive)...

My CoSysop has played GemDrop also. Well, he's definately addicted to it ! I couldn't use my computer for about 5 hours when he was visiting me ! Now he's complaining about pain in his hands from handling the joystick... And he's still stucked at level 11 :-))

B.t.w. I'm using 1050 diskdrives, upgraded with Speedy's. In your code I saw you're 'searching' for Happy 1050-drives. But... when I'm booting the game, my Speedy will not be recognized as a high-speed diskdrive. I tried to convert the My-Dos disk to a Turbo-Dos disk, but it isn't working the way I want to. It'll work when i skip the GEMINTRO.AR0 file, but I want to run it completely.
It'll also not run with Sparta-Dos 3.3b.

When I boot it from a computer with a blackbox attached, this isn't a problem at all, cause the blackbox takes care of the highspeed mode of my Speedy, but is it possible to implement also a speedy-detect routine ? I can't do it myself cause I haven't got an ACTION! cart.

Anyway, the game is good ! More of that would be great, and an upgrade with music is also welcome. I like music in games...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2699. FS/T: misc. printers [10/16/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <3452ab5e.6188015@nntp.ix.netcom.com>
Source record: 69472
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 10/16/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 233 for various 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site,
including 12 for the Commodore Vic-20 computer!

I have the following printers available, for sale or trade. These
were acquired with various computer systems, and while they may work
with more than one type of computer system, I have included the
type of system that they were acquired with, where applicable.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

HARDWARE:

NOTE: The Lots listed below include only what is listed!

Accessories:
$ 6.00 Star SG-10/15 Dot Matrix Printer Users Manual

****

APPLE][COMPUTER:

LOT #1

APPLE IMAGEWRITER II PRINTER with power cord.

$49.00

*****

LOT #2

APPLE IMAGEWRITER PRINTER with power cord.

$24.00

*****

LOT #3

STAR GEMINI 10-X PRINTER, with built-in power cord, and Users Manual
(266 pages). Can be used with the following computers: Apple][,
Atari 8-bit, Commodore 8-bit, IBM PC, Osborne, and TRS-80.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$40.00

****

ATARI 8-BIT COMPUTER:

LOT #1

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$23.00

*****

LOT #3

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #4

EPSON RX-80 PRINTER with built-in power cord.

$14.00

****

COMMODORE 64 COMPUTER:

LOT #1

RITEMAN LQ [model LTR-1] TERMINAL PRINTER (InfoRunner / Japan Electronics Ind., Inc.), with manual and built-in power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 7.00

*****

LOT #2

COMMODORE MPS801 DOT MATRIX PRINTER, with built-in power cord.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 9.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your order *before* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address (this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 4 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

2700. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: noone@nowhere.com
Message-ID: <3446c5cd.529506@news.injersey.com>
Source record: 69473
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On Thu, 16 Oct 1997 11:05:56 -0400, Curt Vendel <cvendel@aol.com>
wrote:

-Yeah!
-
- Mountain King, that game was great, I loved the smurfs theme song
in
-the background.
-
-Curt
-
"In the Hall of the Mountain King" is smurf music? I think not.

2701. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: anon <none@none.com>
Message-ID: <626nutnod1@solaris.cc.vt.edu>
Source record: 69474

Mark L. Simonson wrote in message ...
>>Sean Lester wrote:
>> Here's my philosophy......I WILL buy an emulator if it performs better
than
>> what's freely available. But I am NOT going to pay you $35+ for an
emulator
>> that's inferior to a free one.
>>
>> So if you want me to buy Rainbow, make it a HELL of a lot better than
XL-it
>> or WinAtari(which is better than Rainbow, in my opinion...and it's free.)
>
>Rainbow does have at least one advantage over XL-it: You can criticize it
>without getting flamed by others for being ungrateful. :-)
>
>Seriously, I'm sure Marcus had his reasons for offering XL-it for free.
>Even so, I paid the shareware fee for Rainbow a couple years ago and have
>not regretted it once. Chris' support has been very good, with regular
>updates and improvements, etc.
>
>It's great when software's free, but you do have to take into account the
>lack of responsibility to the users it usually implies, regardless of the
>quality of the software.

Excuse me? You mean that we should pay Chris for his emulator just because
he's a "good old boy" , updates his software on a regular basis, and is nice
to you when you call him on the phone?

This is absurd!! My point still remains:Rainbow may be the best supported
emulator out there, but the fact still lingers over Chris's head: it's
inferior to some free emulators available. Of course free software usually
means less support and responsibility but that's part of the price you pay
for a free emulator. From my point of view, however, I had far more
problems getting the Rainbow Demo to run than getting XL-it to run.

Face it, Mark! You got burnt, just like me ;o) !!!! I'm sure Chris spends
a lot of time tweaking his emulator and I'm doubly sure he's a hard worker
and feels he's entitled to some type of reimbursement. My original message
still stands....If he manages to make a product that's much better than
what's freely available I WILL buy it. Rainbow shows promise, but not $35
worth of hard earned money.

Personally, I would be steamed if some kid came around, wrote a program that
was much better than mine, and then had the audacity not to charge for it.
I would kick it into high gear and make my product that much better. But

that's me! I've always been one to support free enterprise and
competition.......

2702. Re: Pictures

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971017044101.AAA23662@ladder02.news.aol.com>
Source record: 69475

```
>
>On 16 Oct 1997 03:54:06 GMT,
>GUY1015 <guy1015@aol.com > wrote:
>
>>
>>This User group sig is for Atari Computer users, we dont care if your from
>>the animal kingdom.
>
>Putting that "thing" in the animal kingdom is an insult to animals
```

2703. Wanted : DataQueue's 65816

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcdac9$f0288400$40374382@vidar>
Source record: 69476

I would really like to buy a computer, preferably a 130XE with this upgrade! It is the right name isn't it ? 65816 ? It is a 16-bit processor and I would also need all documentations and software I can get for it! Thanks and take Atarian care!

2704. Mat&#65533;riel ATARI 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: Franck PALUSCI <fpalusci@planete.net>
Message-ID: <627au3$2h9$1@unix39.pressicom.fr>
Source record: 69477

Je recherche du mat&#65533;riel et des softs atari 8 bits (atari 800,1020,65xe),
cartouches, disquettes, cassettes.....

2705. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: MOFFA@allegheny.edu
Message-ID: <slrn64ej88.gk261u.MOFFA@earth.auhs.edu>
Source record: 69478
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On 16 Oct 1997 00:12:00 -0700, Robert Worne <rworne@primenet.com> wrote:
>In <slrn646k9n.gk1b99.MOFFA@earth.auhs.edu> Moffa wrote:
>> Space Dungeon and Gyruss both rock. As well as Miner 2049er (either),
>> Qix, Ballblazer (these last two and Gyruss ROOOOCCKKK with a sub-woofer
>> stereo setup), Dreadnaught Factor, Pitfall II. Millipede proto with a
>> trackball is really sweet, too.
>
>Truly the best of the 5200. You forgot Mountain King. I'd also love to see
>the
>Frisky Tom proto, I have that on my SFC Nichibutsu Arcade Classics and it
>rocks.

MK was one of those oddball games I never really cared much for. I think
I beat it on the 2600 way back when. Maybe the 5200 does it better justice.

I remember that I traded some game from my original collection (which I
still have intact to this day) for MK (2600) but cannot for the life of me
remember what I traded away for it. I still have MK with the manual.
I doubt I gave up anything rare, though. :)

>Could that be Parker Bro's Astrochase? It most definitely has a crowded
>screen.

Yea the game was so bad that I couldn't remember the name. :)

>> Other dogs are Buck Rogers (man that game is dull) K-Razy Shootout
>> is just a Berzerk ripoff that doesn't have speech or Evil Otto ala
>> the 5200 Atari Berzerk. Not sure what the point is on that one either.
>
>What about Blue Print? Now that's whacked. :-)

Everytime I sit down to play Blueprint I keep expecting the world of it
for some reason. I can sorta figure out what is going on (it kinda
plays like Pressure Cooker but a lot more confusing) but never have
the patience to keep trying. It is pretty whacked out. I guess I should go
look up the manual again on the net. :)

chris
moffa@auhs.edu

>--
>//--//
>Starving CS Undergrad: "Sorry, I don't do Windows I'd rather starve!"
>//--//
>Visit my videogame collecting site! http://www.primenet.com/~rworne/

2706. RAM upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: RC <rclaunch@dreamsoft.com>
Message-ID: <3447B245.4368@dreamsoft.com>
Source record: 69479

Hello

I am looking for a Memory RAM upgrade plans for the following

Atari 800
Atari 1200xl

Please Email me

Thanks Richard

RClaunch@Rocketmail.Com

2707. Re: SpartaDOS X bug:no end-of-file EVER in open-mode 12 (read+write)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <877129343.4039@dejanews.com>
Source record: 69480

In article <34350C50.5A885B3C@ix.netcom.com>,
rsely@dhs.state.nj.us wrote:
>
>
> dklugh@iwaynet.net wrote:
>
> > Well I've known about this bug in SDX for a long time but I just realized that
> > some poeple may not.
> >
>
> Actually, it is documented in the SDCS and SDX manuals.
>
> > Basicly,a file opened for UPDATE (AUX1=12,read & write) will appear to have no
> > end!
> > So a programme searching through the file for something will just keep going.
> > Once it passes the EOF the file will just keep getting bigger until it fills
> > the disk.
>
> Obviously, the original programmer didn't know how to use update mode
> properly. It's fine to open and read/update the data, but close the blasted channel
> before you try to do something else. This will close the file and allow for the
> next function without this sort of problem. I wrote a rather complex family
> history program that used update mode, note and point very heavily. Besides that,
> it could read/write/format andupdate the files spanned across multiple floppies. I
> never ran into this problem. This was created using a 130XE, XF551, SpartaDOS 3.2d
> (first then lated SDX) and BASIC XE.

Why is this so confusing?
The programme is reading from a file of unknown length so it depends
on a end-of-file error to know when there's no

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2708. Re: URL for Jellystone or other Atari game sites ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-17 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <877125229.100@dejanews.com>
Source record: 69481

In article <611fi9$lmc@freenet-news.carleton.ca>,
ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
>
>
> (dklugh@iwaynet.net) writes:
> > On 1997-09-22 harveyklein@webtv.net(harveyklein) said:
> > >My objection is that the .zip format precludes Atari-only users from
> > >accessing the Atari archives. If it is more convenient for people
> > >with PC's, that is O.K. as long as there is also a format that can
> > >be used by Atarians.
> > >To lock out the people with the computer that the archive is meant
> > >for is what I think is nuts.
> >
> > Since PCs and Ataris can both use ARCed DCM files that's what I would go for.
> > Especially since Lynx (doing FTP) and Gopher (FTP gateway) won't download DCM
> > files.Only ARC files.
> > (the NEW Lynx (2.7.1) DOES support manualy selecting IMAGE and ASCII mode for
> > files.But you have to type in the whole path and filename for the file)
>
> I believe there is a command to make Lynx download any file, regardless
> of its 'known' type. Try 'D' on the link (capital D).

You just get a file FTPed in text mode.Useless for DCM files.
The exact same thing using Gopher with FTP gateways.
If RETURN doesn't work then you can't download the file.
(unless it really IS (non-Atari) text)

Of course I've always used "d" not "D" but I don't see "D" in the Lynx
keymap.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2709. Re: S-video adapter for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-18 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34487163.2774506@news.mindspring.com>
Source record: 69343

On Thu, 09 Oct 1997 21:08:38 GMT, itrek@mindspring.com (Mike Taylor) wrote:

>Thanks for the info Yogi. What I really wanted to know is if the
>picture/sound quality with s-video is better than an RF adapter. I
>didn't want to spend the time with it if the quality is about the
>same.

The answer would likely be yes, even on an unmodified XE/XL.

If you have an old 800, or a XE/XL with a the chroma mod, or better yet,
the SuperVideoXL2.1 mod, the answer is "definitely, absolutely better".

Keep in mind S-video will eliminate artifacting, which is actually used by
some games to display color. For everthing else, however, the display would
be a definite improvement.

==========
lmcclure1@mindspring.com

2710. Re: Fax-Proggie for the XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-18 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34486848.443092@news.mindspring.com>
Source record: 69344

On 13 Oct 1997 01:47:00 -0700, Glenn Saunders <krishna@primenet.com> wrote:

>I don't see how it's practical on the A8.

Just to add some fuel to the fire, the Commodore 64/128 has a fax application called GeoFax (which as the name implies, also requires the Geos operating system).

>What do you do with the FAX when you get it? Gr.8 is too low a res to
>resolve a FAX and laser printer support for the Atari8 is poor, so you're
>talking about dot matrix output which probably will look bad.

That's probably one advantage the C64/128 has with GEOS; a "write once/run many" environment for printer drivers. Running under GEOS, printer support is already taken care of, including a decent selection of inkjet and laser printer drivers. Too bad Berkley Softworks (now GeoWorks) never adapated GEOS for the Atari 8-bit. (They did do it for the Apple II series, but it never caught on there).

>And as for sending faxes, there is no scanner software to speak of for the
>Atari8, and word processors don't really generate printer output at a high
>enough resolution to be captured for FAX, do they?

Even at "fine" resolution, a fax is about 200 dpi (actually either 198 or 202 dpi; I cannot recall which), and "normal" resolution halves that vertically. Both resolutions are similar to a 9-pin printer ("fine" being similar to the best a 9-pin could achieve, but still well below that of a 24-pin printer).

Speaking of scanner software, GeoFax affords C64/128 users access to a scanner, as all they have to do is fax the material they want scanned in to their Commodore, using a standard fax machine (either locally, or on the sly at work <grin>).

BTW, have you noticed how cheap scanners are getting? I have seen flatbed color scanners below $100 now. While overkill for an A8, you have to wonder what this is doing to the market value of old greyscale flatbed (and sheetfed) scanners. I suspect some people value these so little that they may be literally trashing them. (It always irritates me when people trash perfectly good equipment without even attempting to sell it for a token price, simply because it is "obsolete").

If some type of scanner support could be developed for the A8 (either via a BlackBox or other SCSI interface, or the development of an EPP/ECP port add-on + software), these old "junkers" could be scarfed up and put to good use.

>
==========
lmcclure1@mindspring.com

2711. Re: Next AC

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-18 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34486cbf.1586192@news.mindspring.com>
Source record: 69345

On Fri, 10 Oct 1997 13:20:22 -0700, Stefan Biermanns
<STEFAN@iehk.rwth-aachen.de> wrote:

>YAMAHA Chips?!? Never heard of a YAMAHA 80 column chip...

Yamaha made the 9938 and 9958 VDP chips for use in MSX-2 machines.

It is no surprise you never heard of them, as MSX machines (which were
based on the TI 9918 or 9928 VDP chip) never hit the US in any numbers.

The 9938 and 9958 were backward-compatible with the 9918/9928 chips (i.e.,
would support the same graphics modes), but also added new modes, including
a "low-res" mode of 256 colors at 256x212(or 192), and a "high-res" mode of
512x212(or 192) with 16 colors. Both modes can be interlaced, resulting in
double the normal vertical resolution.

It should be noted that unlike the old TI graphics modes, the best of the
new graphics modes support "any pixel, any color", rather than the
"cell-type" limitations one would normally encounter on a TI chip (similar
to those C64 users face).

In the US, you are most likely to encounter a 9938 chip in a Myarc Geneve
9640 (an advanced TI-99 type machine that installed as a card into the TI
PEB, and used the same peripherals, but used an XT keyboard), or the TIM or
other 80-column cards for the TI-99/4A.

While I have seen a Geneve in operation, I do not have one. I do, have a
TIM in one of my 99/4A's, however, it was damaged during shipment to me
when the board popped out of the socket and went roaming around the innards
of the machine, and I have yet to attempt to repair it.

==========
lmcclure1@mindspring.com

2712. Re: WTB: Composite Monitor for Atari 800? Any Recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-18 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <344874d6.3657841@news.mindspring.com>
Source record: 69346

On 12 Oct 1997 16:58:46 GMT, "Austin Franklin" <dar8kroom@ix.netcom.com>
wrote:

>I want to find a composite video monitor for my Atari 800... Anyone have
>any suggestions?
>
>I have found them difficult to find! No surprise though...

I cannot say I have ever found it to be a problem.

Depeding on how fast you want it, and how much you want to pay, here are a
few paths to take:

(1) Post a "WTB" ad here and in comp.sys.cbm. This should net
a few offers of appropriate monitors (i.e. Commodore 1701,
1702 or 1802). If you have an upper limit on the price you
want to pay, be sure to mention it.

(2) Check out comp.sys.amiga.marketplace for the same monitors,
and keep in mind Commodore/Amiga 1080, 1084, and 2002
monitors also support composite and chroma/luma inputs.
I can attest from personal experience that the 1080 makes an
excellent A8 monitor, and can often be had for close to the
same price as a 1702. Magnavox 8CM515 and 1CM135 monitors
can also be used.

(3) As someone else suggested, pick up a small (or big, if you
prefer <grin>) TV with A/V input jacks. You may also want to
check for S-video inputs, as this can be used with the Atari's
separate chroma/luma outputs; all it takes is the proper
cable to wire it up, although since this is not an "off the
shelf item", you would likely have to build it yourself.

(4) If you have a VGA/SVGA monitor, pick up an external TV box,
like "Instant TV", "AVer TVGenie" or "ProView TV". Aside from
incorporating a remote-control TV tuner, these also support
composite inputs, allowing your A8 to display to a VGA/SVGA
monitor. All but the Proview also support S-video input.

My local Best Buy sells the Instant TV box for about $129, and
all three are available mailorder.

==========
lmcclure1@mindspring.com

2713. Anyone have doc for SpartaDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-18 00:00:00 UTC
From: itrek@mindspring.com
Message-ID: <3448c99f.99580968@news.mindspring.com>
Source record: 69347

Does anyone have or know where I can get the documentation for
SpartaDOS?

Thanks in advance,

itrek@mindspring.com

2714. EXE -> ATR help needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-18 00:00:00 UTC
From: rbjones@remove_this-therightside.demon.co.uk
Message-ID: <3448c936.2632576@news.demon.co.uk>
Source record: 69348

I tried to convert an exe to an ATR but when I tried to use it with Xlit it just came up with a boot error. XFormer also came up with a bott error I think.

I used a util called Imageman and created a new ATR file and added chuckieegg.exe to it and then saved it. Didnt work though.

What did I do wrong ? Are there better utils of converting EXE to ATR ?

Ive looked at Jellystone Park and the best files are in EXE and not inATR and I didnt see ATR versions of the ones I wanted.

Barry
Start your day with a quote!
http://www.therightside.demon.co.uk/quotes/groucho/index.htm

2715. MAC65 commands?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-18 00:00:00 UTC
From: Austin Franklin <darkroo4m@ix.netcom.com>
Message-ID: <01bcdbf2$c379f6d0$a6ca23c7@drt1>
Source record: 69349

Anyone have a list of MAC65 command line switches and editor commands?

It comes up just fine, and says EDIT. If I type "MAC65 SAMPLE.M65" it
gives me an assembly listing of the SAMPLE.M65 program...fine...but how do
I load a source file from within the MAC65 EDITor?

Thanks,

Austin Franklin
darkroom@ix.netcom.com

To e-mail a reply to this post please remove the number from the reply
address...

2716. Re: WTB: 815 DISK DRIVE

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-18 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <62bdv8$e9l@sjx-ixn8.ix.netcom.com>
Source record: 69350

In article <ziggy29-ya02408000R1310971556290001@nntp.netgate.net>, ziggy29@netgate.net (Tim Irvin) wrote:

>Or two 1050s, for that matter? (Assuming the original poster isn't a
>collector of unusual Atari hardware.)
>
>The 815 is a rather scarce item. Two 1050s are "better" than an 815
>(the 815 has two 90K drives; the 1050 has two 130K drives) and are
>common and cheap.

The 815 is two 180K drives designed for Atari Dos 2.0d. And I would like one as well =)

Karl

2717. Re: Rambo Docs Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-18 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <62begs$e9l@sjx-ixn8.ix.netcom.com>
Source record: 69351

Does anyone have installation and jumper setting docs for a Rambo board?

Karl

2718. Re: EXE -> ATR help needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-18 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <EI9Ex8.HG2@iglou.com>
Source record: 69352

In message <3448c936.2632576@news.demon.co.uk>,
rbjones@remove_this-therightside.demon.co.uk (R. Barry Jones) wrote:
>I tried to convert an exe to an ATR but when I tried to use it with
>Xlit it just came up with a boot error. XFormer also came up with a
>bott error I think.
>
>I used a util called Imageman and created a new ATR file and added
>chuckieegg.exe to it and then saved it. Didnt work though.
>
>What did I do wrong ? Are there better utils of converting EXE to ATR
>?
>
The ATR file needs to have an operating system. Try making a copy of a DOS
2.5 or Mydos boot disk and put chuckieegg.exe into it (remember, Atari DOS
only allows 8.3 file names). Rename the exe file to AUTORUN.SYS and it
should run when you boot the disk image.

>Ive looked at Jellystone Park and the best files are in EXE and not
>inATR and I didnt see ATR versions of the ones I wanted.
>
>Barry
>Start your day with a quote!
>http://www.therightside.demon.co.uk/quotes/groucho/index.htm

--
Bill Marcum
"Well, actually, the Internet has been cream-filled for years" (Over the Hedge)

2719. Re: Next AC

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-18 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34486f90.2307198@news.mindspring.com>
Source record: 69353

On 13 Oct 1997 01:38:00 -0700, Glenn Saunders <krishna@primenet.com> wrote:

>Yamaha's MSX graphics chipset is based on the one used by the TI, I
>believe. It has some very impressive offshoots that compare favorably to,
>for instance, AGA Amigas, but is 15khz only (NTSC).

Actually, Yamaha did release a more advanced chip in the series (9990VPD, as I recall) that would handle 31.5Khz (VGA) scan rates, and had even better graphics modes, but it found little use. Some overseas MSX users did create a graphics board using it, which is how I first learned it existed.

One reason it was not so popular, from what I understand, was that it did not offer any more for the money than VGA chipsets did at the time of its release, and with MSX-2 and 2+ apparently no longer on the market anywhere by that time, the 99x8 compatibility was of little consequence.

==========
lmcclure1@mindspring.com

2720. What assembler uses .mac as the extension?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: Austin Franklin <darkroo4m@ix.netcom.com>
Message-ID: <01bcdc31$bf530ad0$a6ca23c7@drt1>
Source record: 69354

It has been 13 years since I looked at some of my disks...and I have an assembly source file that is called filename.mac. I tried using LOAD and BLOAD in MAC65, but no luck... I don't remember what other assembler I used....except may be the Atari assembler/editor cartridge. I can't find it, so I can't test it out....but is that the one?

Anyone have a URL or a copy of the Atari Assembler/Editor commands?

Thanks again!

Austin Franklin
darkroom@ix.netcom.com

To e-mail a reply to this post please remove the number from the reply address.

2721. Re: pitfall (not II) 'ending'

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: pilgrim@daimi.aau.dk
Message-ID: <62cfvs$7dg$1@nf.aau.dk>
Source record: 69355

In <m2hgaib399.fsf@caligula.srv.net> Brent Buescher <buesch@srv.net> writes:

>You can't go further down. But in the original pitfall, the
>underground passages are shortcuts. So there is a sort of a puzzle to
>be figured out as to which shortcuts to take.

OK. Things start to make a lot more sense...
I assume that the game can be completed now. I have
shortcuts now, that take me to about screen 100, and going
there takes 4-5 minutes (can maybe be done somewhat faster).
Judging from that, there should be at least 400 screens.
(There may be more, or the game may deteriorate into an evil
maze). Phew, this is going to take some time.
At least I understand now why people bothered to play the
original. At first, I thought it was a little simple compared
to Pitfall II.
Thanks.

2722. Re: pitfall (not II) 'ending'

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: pilgrim@daimi.aau.dk
Message-ID: <62ch4j$7qj$1@nf.aau.dk>
Source record: 69356

In <62cfvs$7dg$1@nf.aau.dk> pilgrim@daimi.aau.dk (Jakob Gaardsted) writes:

>OK. Things start to make a lot more sense...
...
> Judging from that, there should be at least 400 screens.

But this assumption was a bit wrong. I found a map at
http://www.videogames.org/~gchance/cgi-bin/2600doc.cgi?Pitfall_Solution

which explains quite a few things.

2723. FS: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: Larry <lr172@bellsouth.net>
Message-ID: <344A0442.5730@bellsouth.net>
Source record: 69357

```
Nice 800XL with power supply.
E-mail offers to:
LR172@bellsouth.net
```

2724. Re: Gem Drop

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcdca8$f42f7aa0$8c374382@vidar>
Source record: 69358

I too found the time to run Gem Drop from my PC over to the Atari. I think Gem Drop is very addictive, like Tetris and such. It's quite a good effort done in Action! I think the game is quite hard though and didn't get further that level 9. But, I only tried it a couple of times, so I'll get further soon. BTW : William, are we gonna do the game or what ? Please email me and preferably, send the graphics too. We'll start coding as soon as possible! Take Atarian care everybody and I can say it again! Good job William! Like it a lot!

Alan Sharkis <asharkis@erols.com> wrote in article
<344A2921.7B4C@erols.com>...
> Hello William,
>
> I finally got around to d/l'ing Gem Drop. I'm not a game-player, so my
> opinions will be limited to the graphics. Nice job!
>
> However, I did attend a meeting of one of my user groups yesterday, and
> asked the members to take a copy home, try it out, and let you know what
> they think, stressing the areas on which you want feedback. I also took
> the liberty of u/l'ing it to a couple of local BBSs, one of which is in
> the Fido Network, and I posted a message in the National Atari Echo of
> Fidonet saying that the game is available at UMICH.
>
> I hope these guys come through and give you some decent feedback. You
> worked hard on this game, and it shows.
>
> Thanks for keeping the community rolling!
> --
> Alan
>
> **
> * Windows 95: n. 32 bit extensions and a graphical *
> * shell for a 16 bit patch to an *
> * 8 bit operating system originally *
> * coded for a 4 bit microprocessor *
> * written by a 2 bit company that *
> * can't stand 1 bit of competition. *
> **
>

2725. S:computer+videogames

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: aon@aon.at
Message-ID: <877279873.29057@dejanews.com>
Source record: 69359
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.atari,comp.sys.cbm,it.comp.giochi,alt.atari.2600

Hi!

I am searching for (strange, rare, extraordinary)
old computer, homecomputer portables and videogames.

Especially when you have anything for sale/trade which is not listed on
my computercollection-homepage: http://members.aon.at/okrina/collect.html

MY E-MAIL ADRESS: aon@aon.at

Bye
Claudio

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2726. WTB: Atari Macro Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: Austin Franklin <darkroo4m@ix.netcom.com>
Message-ID: <01bcdcbe$54547790$8149bacd@drt1>
Source record: 69360

Hi,

Anyone have a copy of the Atari Macro Assembler, preferably with the documentation?

Thanks,

Austin Franklin
darkroom@ix.netcom.com

to e-mail a reply to this post, please remove the number from the reply address.

2727. Re: SpartaDOS X bug:no end-of-file EVER in open-mode 12 (read+write)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19971019194401.PAA04305@ladder02.news.aol.com>
Source record: 69361

>cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:
>
>
> (Continuing saga
>of SD vs MyDOS, etc.)
> Ok, I tried my program with DOS 2.0S and DOS 2.5.
>Only
> worked if I specified a full filespec. Now, since my program
> doesn't
>work properly with 2/2.5, I'd say that's pretty
> busted, so I plan to fix
>it. But, Oh, well. I've already
> bugged B. Kendrick a bunch with a new
>version that works
> with MyDOS. Maybe he'll read this and not post the new
>
>version.

Now tha I think of it,it probably not a case of trying to use
SD
>specific directory-read features.

Could be that you fail to default to a default drive spec if none
is given?

> BUT, the neat thing I did. I ran DOS
>2.5, DOS 2.0s, SD 3.2d
> and SD X AND NEVER TURNED THE COMPUTER OFF.

Would any computer need to be
>turned off except when they
locked up?

Yes as a matter of fact they would. It is the only way to re-boot for
Boot ONLY
software, as is any Atari 8-bit Dos! Unless of course you happen to have a
hardware
upgrade that allows a simulated coldstart, or you use a software method of
coldstarting the cpu.

2728. Re: What assembler uses .mac as the extension?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <62dq7h$hd3@cyber1.servtech.com>
Source record: 69362

In article <01bcdc31$bf530ad0$a6ca23c7@drt1>,
Austin Franklin <darkroo4m@ix.netcom.com> wrote:
>It has been 13 years since I looked at some of my disks...and I have an
>assembly source file that is called filename.mac. I tried using LOAD and
>BLOAD in MAC65, but no luck...

Are the .MAC files by any chance plain-ATASCII text files? (I.e. can you TYPE them (in a command-line DOS), or copy them to the E: device (in a menu-oriented DOS), and see readable source code? If so, you may be able to get MAC/65 to ingest them with the ENTER (not LOAD or BLOAD) command...

(FWIW, MAC/65's LOAD command expects to read a "tokenized" MAC/65 source file. The BLOAD command expects to read a DOS-loadable "binary" file. And the ENTER command expects to read plain-ASCII text, ideally but not necessarily comprising MAC/65-syntactically-correct assembly source. If your .MAC files _are_ text, but are _not_ in precisely MAC/65 format, the lines of text will still be stored, but will contain error messages which you will have to edit out, along with editing the original line into MAC/65 syntax, before you can assemble the code.

Chris Chiesa
lvt-cfc@servtech.com

2729. MYDOS.ATR wanted !

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: rbjones@remove_this-therightside.demon.co.uk
Message-ID: <344a633c.5243221@news.demon.co.uk>
Source record: 69363

I really want the MYDOS.ATR file.

Post it up in a binary group (is there one for atari ?) or tell me
where I can d/l a copy.

Barry
Start your day with a quote!
http://www.therightside.demon.co.uk/quotes/groucho/index.htm

2730. Original Atari Developers Documentation!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: Austin Franklin <darkroo4m@ix.netcom.com>
Message-ID: <01bcdcd1$ae3621b0$8149bacd@drt1>
Source record: 69364

Hi,

Well, I finally decided to go look for more stuff, knowing that I must have more lying around. And....I found a whole box of original Atari Developers documentation. I found the original BIOS source code, and the original DOS source code....amongst other things! If anyone is interested, I can put together a list of what I have, and if anyone wants to pay for a copy of it (just cost of copying it, plus shipping) I can do it for you.

Austin Franklin
darkroom@ix.netcom.com

to e-mail a reply to this post, remove the number from the reply address...

2731. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_877259298@rtfm.mit.edu>
Source record: 69365
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: May 24, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2732. Re: What assembler uses .mac as the extension?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: Austin Franklin <darkroo4m@ix.netcom.com>
Message-ID: <01bcdcd0$e0f2ad40$8149bacd@drt1>
Source record: 69366

I found an old source listing...and it claims on the top this file was used
with the Atari Macro Assembler. I found the original AMA
documentation...now I just need to find the program disks for the Macro
Assembler and the Macro Editor.

Thanks to those who helped!

Austin Franklin
darkroom@ix.netcom.com

Austin Franklin <darkroo4m@ix.netcom.com> wrote in article
<01bcdc31$bf530ad0$a6ca23c7@drt1>...
> It has been 13 years since I looked at some of my disks...and I have an
> assembly source file that is called filename.mac. I tried using LOAD and
> BLOAD in MAC65, but no luck... I don't remember what other assembler I
> used....except may be the Atari assembler/editor cartridge. I can't find
> it, so I can't test it out....but is that the one?
>
> Anyone have a URL or a copy of the Atari Assembler/Editor commands?
>
> Thanks again!
>
> Austin Franklin
> darkroom@ix.netcom.com
>
> To e-mail a reply to this post please remove the number from the reply
> address.
>
>
>

2733. 800XL for sale/trade!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: Daniel Woodard <woodardd@dma.org>
Message-ID: <62cu17$ui0$2@sally.dma.org>
Source record: 69367

I've got an Atari 800XL, with power supply, tested and working,
for sale. I actually sold it to a guy in California over a month ago,
shipped it out, but then the post office returned it a couple of weeks
ago. Several letters and e-mails were returned as well, so this guy up
and moved, died, or something, and now I've got the 800XL back again. He
paid me $35 for the system, which includes the $10 it takes to ship it
out. Now I'm asking only $29, or would also consider a trade for some
stuff I need.

What I need:

some sort of vt100 terminal emulation cartridge
games
joystick

Dan

2734. Re: Gem Drop

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <344A2921.7B4C@erols.com>
Source record: 69368

Hello William,

I finally got around to d/l'ing Gem Drop. I'm not a game-player, so my opinions will be limited to the graphics. Nice job!

However, I did attend a meeting of one of my user groups yesterday, and asked the members to take a copy home, try it out, and let you know what they think, stressing the areas on which you want feedback. I also took the liberty of u/l'ing it to a couple of local BBSs, one of which is in the Fido Network, and I posted a message in the National Atari Echo of Fidonet saying that the game is available at UMICH.

I hope these guys come through and give you some decent feedback. You worked hard on this game, and it shows.

Thanks for keeping the community rolling!
--
Alan

```
**************************************************
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 16 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
**************************************************
```

2735. Atari Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971019171100.NAA21184@ladder01.news.aol.com>
Source record: 69369

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
--------------------------------------------------
Atari 800 XL with power supply--minimum bid $10
Atari 400 with power supply--minimum bid $10
Atari 1050 with power supply--minimum bid $10
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer--minimum bid $10
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box--minimum bid $5
Atari paddles new in box--minimum bid $3
Atari joystick new condition--minimum bid $1
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
--------------------------------------------------
--------------------------------------------------

Cartridges--minimum bid $3--carts only
--------------------------------------------------
pac man
ms. pac man
computer chess
basic computing language
donkey kong
galaxian
joust
star raiders
defender
pole position
```

pengo
eastern front 1941
atari artist
et phone home
atari writer
music composer
centipede
video easel
qix
kickback
congo bongo
kids on keys
pitstop
river raid
sub commander
kinder comp
decathlon
jumpman jr.
zenji
the designers pencil
miner 2049er
adventure creator
computer war
smart terminal
rally speedway
mountain king
mastertype
protector 2
gyruss
fun with art
qbert
jumbo jet pilot
zaxxon
wizard of wor

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer
chessmaster 2000
hard hat mack
infocom 4 in 1 sampler
timeworks money manager
caverns of khafka
danger in drindisti

curse of ra
atari timewise
typing tutor
forbidden forest
paper clip
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae
sands of egypt
atari macro assembler
printshop
syncalc

special
---
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.
minimum bid--$15

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

2736. Yamaha chips

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-19 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <877806748@stackbbs.xs4all.nl>
Source record: 69370

Email:
stefan.birmanns@ac.cybercity.de

Hallo Stefan

Ich habs, ich habs. Hier ist's, hier
ists;

From: Lonnie McClure
<lmcclure@delphi.com>
Subject: Re: Watching GIFs
Date: Thu, 6 Jul 95 21:17:38 -0500

In a message dated 7-3-95, Mathy Van
Nisselroy said:

"Man, I wished there was an 80
columns 256 (or more) color
upgrade for the classic Atari."

Perhaps someone needs to turn Mike at
FTe on to the Yamaha 9938 or 9958 VDP
chips. They'll provide both
80-column output and have 256-color
modes, interface easily with an 8-bit
bus, are compatible with NTSC scan
rates, and use their own RAM.

Both provide RGB analog output, while
the 9938 also does composite.
The 9958 loses composite output
(which if needed, can be generated
externally from the RGB output), but
adds some goodies such as horizontal
hardware scrolling and YJK mode,
which is a HAM-like mode that allows
over 32,000 colors on screen at once.

Oh, and they both have hardware
sprite support, also.

---

buescher@bradbert.ugcs.caltech.edu
(Brent Buescher)
Subject: Yamaha video chips

Date: 13 Jul 1995 21:41:31 GMT

They are great chips. Sega used
chips from that series in their
original master console and in the
Genesis. They are based on the TI
video chip in the TI/99,
Colecovision, and MSX computers and
were originally developed by yamaha
for MSX-II or MSX-III or somesuch. I
think the third party super TI/99
(don't remember the name, I just had
a friend who was a TI fanatic) which
was pretty snazzy for its day (back
when Amigas and STs ruled the earth)
used one from that series, probably
the same one as the Sega Master
Console.

I've been trying (not too hard) to
get data sheets and a good source for
these for a while now.

Does anybody know if they support
external video through like the
original TI chips?

Brent

CU Mathy Van Nisselroy

PS ich hab keine Email-adresse.
Diese Message geht ueber zwei
Mailboxen ins InterNet

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2737. Re: Original Atari Developers Documentation!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-20 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <344bed04.4544795@news.aatech.com>
Source record: 69232

On 19 Oct 1997 21:00:00 GMT, "Austin Franklin"
<darkroo4m@ix.netcom.com> wrote:

>Hi,

>Well, I finally decided to go look for more stuff, knowing that I must have
>more lying around. And....I found a whole box of original Atari Developers
>documentation. I found the original BIOS source code, and the original DOS
>source code....amongst other things! If anyone is interested, I can put
>together a list of what I have, and if anyone wants to pay for a copy of it
>(just cost of copying it, plus shipping) I can do it for you.

Yes, please put together a list of what you have and post it.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

2738. SIO2PC Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-20 00:00:00 UTC
From: Austin Franklin <darkroo4m@ix.netcom.com>
Message-ID: <01bcdd07$66429380$8149bacd@drt1>
Source record: 69371

I hear there are a few versions of this famed cable around. Anyone have any opinions on which one is better? Also...where to either purchase it or get schmatics for it?

Thanks!

Austin Franklin
darkroom@ix.netcom.com

2739. Caves for Boulder Dash Construction Kit

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-20 00:00:00 UTC
From: Mollnhuber Adolf <ime@hancad.co.at>
Message-ID: <344AF7BD.8C6FEE52@hancad.co.at>
Source record: 69372

I have made some caves (about 80) for Boulder Dash Construction Kit
which I could upload somewhere if anyone is interested.
Maybe there is already a place where such things exists.
Please point me an URL.

Adolf

2740. LOOKING FOR ATARI 1050 DRIVE .

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-20 00:00:00 UTC
From: yd556@freenet.Victoria.BC.CA
Message-ID: <EICCFJ.4zu@freenet.victoria.bc.ca>
Source record: 69373

HI OUT THERE IN CANADA. I,AM LOOKING FOR A ATARI 1050 DISK DRIVE FOR MY
130 XE COMPUTER, IF ANYONE OUT THERE AS ONE OR TWO FOR SALE PLEASE LEAVE
ME E-MAIL OR YOU CAN WRITE TO ME : CLIFF H. BOUVETTE
1575 JASPER PLACE.
VICTORIA,B.C.
V8P-1N9
CANADA

THANK-YOU

2741. Re: MAC65 commands?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-20 00:00:00 UTC
From: jharris@sierratel.com
Message-ID: <3451f22a.132701494@news.sierratel.com>
Source record: 69374

kwburgess@aol.com (KWBurgess) wrote:

>...My language of choice for the
>8-bit Atari is Mac65. IMO the best assembler package that
>was ever made for this machine.

The assembler itself in Mac/65 is fast and powerful. But it was always
crippled by an inexcusibly horrible editor.

Have you looked into the MAE assembler, for which I recently released a new
version? It has a full screen editor with block moves and copies, key
macros, multiple line undo, automatic 'JSR' and return to subroutine or
data labels, automatically takes you to lines with assembly errors, and
many other nice features. The assembler has full text substitution macros
for a lot more flexibility than Mac/65, and it is fully 65816 and 24-bit
compatible. The debugger can reference symbol table labels and assemble
single program lines.

If you haven't seen it, and would like me to EMail you a .arc file of the
package, let me know.

John Harris Japanese translation of Microsoft slogan:
jharris@poboxes.com "If you don't know where you want to go,
we'll make sure you get taken."

2742. Trouble with E-Bay...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-20 00:00:00 UTC
From: Austin Franklin <darkroo4m@ix.netcom.com>
Message-ID: <01bcdd89$78140fd0$8149bacd@drt1>
Source record: 69375
Cross-posted to: comp.sys.atari.8bit,rec.audio.marketplace,rec.photo.marketplace

Has anyone else had this problem...

You try to bid on an item at E-Bay (or even just browse around and see what they have) and their server doesn't respond?

I had this problem twice in the last week with them, and lost out on two auctions. But not only did I loose out, but the seller too, because the bid I was trying to make when their server failed was higher than what the items sold for!

If you've had this problem, I would like to know...

Thanks,

Austin Franklin
darkroom@ix.netcom.com

To e-mail a reply to this post, remove the number from the reply address.

2743. Re: Trouble with E-Bay...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-20 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcdd8d$e13b0500$4f374382@vidar>
Source record: 69376
Cross-posted to: comp.sys.atari.8bit,rec.audio.marketplace,rec.photo.marketplace

Yes, that happens from time to time when I am searching for stuff! Too much pressure on the lines I guess! Take Atarian care everybody!

Austin Franklin <darkroo4m@ix.netcom.com> wrote in article <01bcdd89$78140fd0$8149bacd@drt1>...
> Has anyone else had this problem...
>
> You try to bid on an item at E-Bay (or even just browse around and see what
> they have) and their server doesn't respond?
>
> I had this problem twice in the last week with them, and lost out on two
> auctions. But not only did I loose out, but the seller too, because the
> bid I was trying to make when their server failed was higher than what the
> items sold for!
>
> If you've had this problem, I would like to know...
>
> Thanks,
>
> Austin Franklin
> darkroom@ix.netcom.com
>
> To e-mail a reply to this post, remove the number from the reply address.
>
>

2744. Re: Gem Drop

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-20 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <62ge4e$2ji$1@nuke.csu.net>
Source record: 69377

Alan Sharkis (asharkis@erols.com) wrote:

: However, I did attend a meeting of one of my user groups yesterday, and
: asked the members to take a copy home, try it out, and let you know what
<etc>

: Thanks for keeping the community rolling!

THank YOU for spreading it around!

Very much appreciated! :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2745. FS: Atari 400/800 and ST (Disk, Cartridges, Books, Magazines, Hardware)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-20 00:00:00 UTC
From: steverd@cet.com
Message-ID: <steverd.2087.00B0CC25@cet.com>
Source record: 69378

```
SteveR's Classic Cartridges 10/19/97
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
-- Visa, Mastercards, Cash and Money Orders accepted--
-- Personal Checks are OK, BUT can be Held for up to 3 WEEKs--
UNTIL your Check has cleared

For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or http://www.cet.com/~steverd/index.html

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated
-----------------------------------------------------

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

Codes:
(#) = number available
A,B,C = Condition: A = Nice to minor damage - For the Collector
B = Notable Damage (Not for serious collectors)
C = Significant Damage (works, but that's it)

ATARI 400/800 (CARTRIDGES/unless noted) TESTED and Works
----------------------------------------
BOOK: ATARI Games & Recreations 338 pages $9.00
1000E Modem by Supra $15.00 With Box and manual (Untested:as-is)
AT Printer Interface $3.00 Untested AS-IS
Atari CX853 - 16K-RAM $8.00 (3)
Atari CX853 - 16K-RAM $10.00 (5) with Box
Atari 1027 Printer $5.00 PLUS $8.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $8.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $5.00 - untested -
Atari ARTIST $18.00 Touch Tablet (TESTED)
Atari Writer $4.00 (2)
```

Arcade II $1.50 DISK
Assembler Editor $12.00
Basic Computer Language $1.50 (6)
Basic XL $12.00 Cartridge Only
BasketBall $4.00 (1)
Biorhythm 8k & 16k $2.00 on Cassette
Bug Hunt $7.00 (1) (XE) RX8087
Centipede $3.00 (4)
ChoperLifter $7.00 Broderbund
Computer Chess $3.00
Delta Drawing $3.00
Demon Attack $10.00
Dig Dug $4.00 (1)
Donkey Kong $4.00 (2)
Educational System $5.00 Cartridge Only
ET Phone Home $4.00
Face Maker $3.00 NO LABEL
Flight Simulator II $8.00 XE/RX8091
Frogger $4.00 (1)
Frogger $6.00 With BOX
Journey of the Planets $6.00 (1)
Joust $4.00
Kinder Comp $10.00 Case/Box, Docs inc
Mailing List/General List $1.00 Cassette
Miner 2049er $8.00
Missile Command $4.00
Music Composer $3.00 (3)
Pac-Man $3.00 (6)
POWERSTAR by Pandora -TRADE- or Offers, Mint In Box, ONLY 600 Made 'ER'
Run for the Money $1.00 DISK
Snoker & Billiards $3.00 CASSETTE and box
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Games $1.00 DISK
Star Raiders $3.00 (7)
StarBowl Football $3.00 on Cassette by Gamestar
Stratefgy Simulations $1.00 DISK
Submarine Commander $20.00 WITH Very Nice CASE and Docs by Thorm Emi
Telelink $1.00 WASTED Label/Didn't work in testing

Atari ST Hardware and Disks (3.5's) (ALL Untested: AS-IS)
---

*HARDWARE

Computer Eyes $20.00
with Manual, Disk and the Interface module
SoundOff! Hardware and Manual $8.00
Sound Digitizer (Sorry, No Disk)
Video Key and Monitor Master by Practical Solutions $12.00

*Original Disks $2.50 each (unless noted)

Art & Film Director (Disk 1 only and manual)
Bloodwych $5.00 (with Box, Data Disk, Manual)
Chaos Strikes Back (with Manual)
Cyber Paint 2.0 $4.00 (with Manual)
DataTrieve with Box (Database Manager)
Fontz! (with Manual)
Iron Lord (3 Disk)
OIDS (Or something like that?)
Populous
Tower Toppler

ST:Log Magazine - Disks $1.50 each
#30 4/89
#31 5/89
#33 7/89
#34 8/89
#35 9/89
#37 11/89

STart Magazine - Disk $1.50 each (unless otherwise noted)
Summer 86 (Premiere Issue) $3.00
Fall 86 Issue #2
Spring 87
Fall 87
Winter 87 (2)
Spring 88
Summer 88
Oct 88, Nov 88, Dec 88, Jan 89, Feb 89, Mar 89
Apr 89, Sep 89, Oct 89, Nov 89, Apr 90, May 90
Jun 90, Oct 90, Dec 90, Jan 91, Feb 91
Special Issue #2
Special Issue #3
Special Issue #4

*Atari ST Manuals Only

DEGAS (50 Pages) $2.00
Design & Entertainment Graphic Arts System
DEGAS Elite (92 pages) $2.00
FLASH (50 Pages) $2.00
Flight Simulator II $5.00 (132 pages, with Maps)
GFA BASIC Manual Package $10.00 Plus $5.00 shipping
4 Books: GFA Basic 3.0 (600 pages)
GFA BASIC (300 pages)
GFA BASIC Training Reboot Camp (250 pages)
GFA Compiler (18 pages)
MacroManager $3.00
Secrets of DUNGEON Mastery $3.00 (67 pages)
Specrum 512 $4.00
(the Omni-Color Paint Program)
Touch-Up (17 chapters) $4.00
UNISPEC $2.00

VIP Professional Handbook $4.00
(250 pages, Integrated Spreadsheet)

Books (used condition)

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00 (2)

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer 50 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Inside Atari Basic 180 pages, 1983 $7.00

ST BASIC Sourcebook 1985, over 160 pages $7.00

The AtariBASIC SOURCE BOOK (1)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Magazines

ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Current News Jan/Feb 91 (ATARI MAg) $2.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00

Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Steverd@cet.com
http://prowlers.net/stever (Updated Videogame page)
http://www.cet.com/~steverd/index.html (Mirror of my videogame page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

http://www.cet.com/~steverd/index.hmtl (Classic Video Game Page)
http://prowlers.net/stever (Updated Classic Cartridge page)
E-mail for COMPLETE Price/Trade list
steverd@cet.com

2746. any volunteer to write a vi clone for atari 8 bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-20 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <62gg6q$1gu$1@sanos.psych.uw.edu.pl>
Source record: 69379

i would be happy if i could use my favourite editor under 8 bit atari.
maybe there is someone that would like to write a vi clone for our machine?

707
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2747. Re: Measuring System Speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-20 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <62ggbu$1hh$1@sanos.psych.uw.edu.pl>
Source record: 69380
Cross-posted to: comp.os.msdos.programmer,comp.sys.atari.8bit

Fri, 17 Oct 1997 01:24:50 GMT Andrew Zitnay napisal byl w comp.sys.atari.8bit:
> >That's only true for 'modern' BIOSes, older one e.g. for 386 bsed machines
> >did not have the opportunity to remove
> >the keyboard checking after boot.
> Hmm .. My current Linux box is a 486SX/25, but I think I remember that
> keyboard option in CMOS setup from my 386SX/16 I had awhile back.

the keyboard option was present in both award and ami bioses in all 286, 386,
486 and pentium computers i knew. maybe some xt computers hadn't that one,
i remember the weirdness of them, but i'm not sure...

708
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2748. Atari Auction Update

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-20 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971020130801.JAA09345@ladder02.news.aol.com>
Source record: 69381

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
--------------------------------------------------
Atari 800 XL with power supply--minimum bid $10
Atari 400 with power supply--minimum bid $10
Atari 1050 with power supply--minimum bid $10
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer--minimum bid $10
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box--minimum bid $5
Atari paddles new in box--minimum bid $3
Atari joystick new condition--minimum bid $1
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
--------------------------------------------------
--------------------------------------------------

Cartridges--minimum bid $3--carts only
--------------------------------------------------
pac man
ms. pac man----------pbjurman $3
computer chess
basic computing language
donkey kong
galaxian
joust
star raiders
defender
pole position
```

pengo
eastern front 1941
atari artist
et phone home
atari writer
music composer
centipede
video easel
qix
kickback
congo bongo
kids on keys
pitstop----------jklein@isd.net $5
river raid
sub commander
kinder comp
decathlon----------jandc@ccnet.com $3
jumpman jr.
zenji----------jklein@isd.net $3
the designers pencil
miner 2049er
adventure creator----------jklein@isd.net $5
computer war
smart terminal
rally speedway
mountain king
mastertype
protector 2----------jklein@isd.net $5
gyruss
fun with art
qbert----------jklein@isd.net $4
jumbo jet pilot
zaxxon----------jklein@isd.net $5
wizard of wor----------jandc@ccnet.com $3

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer
chessmaster 2000----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti

curse of ra
atari timewise
typing tutor
forbidden forest
paper clip
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae
sands of egypt
atari macro assembler
printshop
syncalc

special
---
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.
minimum bid--$15

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

2749. Xformer 3.6 - where can I find it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: miljenko@mapef.pefri.hr
Message-ID: <344c5c64.79625695@news.carnet.hr>
Source record: 69233

After learning that Xformer 3.6 has become freeware from the M.U.L.E.
site, I was trying to find it on www.emulators.com, but with no
success. Perhaps I missed some inportant info. Anybody?

Mike

--
Miljenko Vrankovic, University of Rijeka, Croatia
miljenko@mapef.pefri.hr mvrankov@alf.tel.hr

Experience is what you get, when you don't get what
you want. I've got lots of experience...

2750. Re: EXE -> ATR help needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: rbjones@remove_this-therightside.demon.co.uk
Message-ID: <344cd952.72059@news.demon.co.uk>
Source record: 69234

Im still having problems with this..

I got hold of a copy of MYDOS453.ATR and made a backup copy of it and called it MYDOS.ATR

Then, I renamed the file chuckieegg.exe to AUTORUN.SYS and added it to the MYDOS.ATR file.

I then try this file with XFormer and I still get a BOOT error. And afterwards, the file must be corrupted by XFormer as its filesize has been decreased.

Any solutions ? Is there another utility to do this apart from Imageman ?? Please let me know.

Barry

On Sat, 18 Oct 1997 18:19:56 GMT, bmarcum@iglou2.iglou.com (Bill Marcum) wrote:

>In message <3448c936.2632576@news.demon.co.uk>,
> rbjones@remove_this-therightside.demon.co.uk (R. Barry Jones) wrote:
>>I tried to convert an exe to an ATR but when I tried to use it with
>>Xlit it just came up with a boot error. XFormer also came up with a
>>bott error I think.
>>
>>I used a util called Imageman and created a new ATR file and added
>>chuckieegg.exe to it and then saved it. Didnt work though.
>>
>>What did I do wrong ? Are there better utils of converting EXE to ATR
>>?
>>
>The ATR file needs to have an operating system. Try making a copy of a DOS
>2.5 or Mydos boot disk and put chuckieegg.exe into it (remember, Atari DOS
>only allows 8.3 file names). Rename the exe file to AUTORUN.SYS and it
>should run when you boot the disk image.
>
>
>>Ive looked at Jellystone Park and the best files are in EXE and not
>>inATR and I didnt see ATR versions of the ones I wanted.
>>
>>Barry
>>Start your day with a quote!
>>http://www.therightside.demon.co.uk/quotes/groucho/index.htm

Start your day with a quote!
http://www.therightside.demon.co.uk/quotes/groucho/index.htm

2751. what is the difference between SIOPC & xformer cable ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bcde59$d48d0ac0$1d1644c3@pamuller.imaginet.fr>
Source record: 69235

hi,

is anybody can explain me what is the difference between a SIO/PC cable and
the other the XFORMER ? I have the schema of the two, and the xformer one
is more easy to build : i think ?

thanks

2752. Re: what is the difference between SIOPC & xformer cable ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <344D1074.97868CB1@erols.com>
Source record: 69236

Right now the XFormer software doesnt allow you to write back to Atari disks, it can only read them(The software is also VERY picky about 'synchronizing'. Seems Derek hasn't gone to many user interface classes). The SIO2PC software allows reading and writing. I don't know if its the cable or just the software. Lord knows we won't get anything good out of XFormer so I'd stick to the SIO2PC cable which works as advertised.

Patrice MULLER wrote:

> hi,
>
> is anybody can explain me what is the difference between a SIO/PC cable and
> the other the XFORMER ? I have the schema of the two, and the xformer one
> is more easy to build : i think ?
>
> thanks

2753. Re: Xformer 3.6 - where can I find it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971021223201.SAA22234@ladder02.news.aol.com>
Source record: 69237

Well son of a gun! Emulators, Inc has changed the web page again. I don't see any downloads anymore either. Atari 8 bit emulation is now packaged with Gemulator. I can say though that Xformer 3.6 was available for a while as Xformer Classic on the Emulators, Inc web site with an explanation that it was the last version for DOS. Xformer 95 was the new one for purchase at that time. That version worked in Windows 95. I have to admit, the Gemulator packages look pretty neat. I know there are a lot of bad feelings out there about the owner/programmer of Emulators, Inc, but I for one haven't found a faster emulator out there. Like most other emulators, there will be a lot of programs that don't work, but when you find the ones that do, you'll be amazed at the speed. Remember those BASIC programs that took forever on an Atari 800? They can fly on Xformer running on a typical Pentium. Antic's 3D Maze Escape is a lot of fun. Anyway, that's my 2 cents.

Bostone1

Bostone1@aol.com

2754. FS: Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: Larry <lr172@bellsouth.net>
Message-ID: <344D69B6.4301@bellsouth.net>
Source record: 69238

```
Mint portfolio includes:
Parallel interface
File Manager card
Memory card
Manual
Soft case

E-mail offers to:
LR172@bellsouth.net
```

2755. Re: Original Atari Developers Documentation!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: miljenko@mapef.pefri.hr
Message-ID: <344c5982.78887674@news.carnet.hr>
Source record: 69239

On 19 Oct 1997 21:00:00 GMT, "Austin Franklin"
<darkroo4m@ix.netcom.com> wrote:

>Hi,
>
>Well, I finally decided to go look for more stuff, knowing that I must have
>more lying around. And....I found a whole box of original Atari Developers
>documentation. I found the original BIOS source code, and the original DOS
>source code....amongst other things! If anyone is interested, I can put
>together a list of what I have, and if anyone wants to pay for a copy of it
>(just cost of copying it, plus shipping) I can do it for you.
>
I'm interested, but sending the copies by post is not practical for
those not living in the US, like me.
Would somebody scan it and publish it then on the Web?

Mike

--
Miljenko Vrankovic, University of Rijeka, Croatia
miljenko@mapef.pefri.hr mvrankov@alf.tel.hr

Experience is what you get, when you don't get what
you want. I've got lots of experience...

2756. Atari Auction Update

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971021000200.UAA26151@ladder02.news.aol.com>
Source record: 69240

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
-------------------------------------------------
Atari 800 XL with power supply--minimum bid $10
Atari 400 with power supply----------irpena@insc.net $10
Atari 1050 with power supply----------malyszka@dreamscape.com $15
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer--minimum bid $10
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box--minimum bid $5
Atari paddles new in box--minimum bid $3
Atari joystick new condition----------malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
-------------------------------------------------
-------------------------------------------------

Cartridges--minimum bid $3--carts only
-------------------------------------------------
pac man
ms. pac man----------pbjurman $3
computer chess----------malyszka@dreamscape.com $3
basic computing language----------malyszka@dreamscape.com $3
donkey kong----------malyszka@dreamscape.com $3
galaxian
joust----------malyszka@dreamscape.com $3
star raiders----------malyszka@dreamscape.com $3
defender----------malyszka@dreamscape.com $3
pole position----------malyszka@dreamscape.com $3
```

pengo
eastern front 1941
atari artist
et phone home
atari writer
music composer
centipede
video easel
qix
kickback
congo bongo
kids on keys
pitstop----------jklein@isd.net $5
river raid----------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------jandc@ccnet.com $3
jumpman jr.
zenji----------jklein@isd.net $3
the designers pencil
miner 2049er
adventure creator----------jklein@isd.net $5
computer war
smart terminal
rally speedway
mountain king
mastertype
protector 2----------jklein@isd.net $5
gyruss
fun with art
qbert----------jeep@tc.fluke.com $5
jumbo jet pilot
zaxxon----------jklein@isd.net $5
wizard of wor----------jandc@ccnet.com $3

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------malyszka@dreamscape.com $2
chessmaster 2000----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti

curse of ra
atari timewise
typing tutor
forbidden forest
paper clip----------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae
sands of egypt
atari macro assembler
printshop
syncalc----------malyszka@dreamscape.com $2

special
----
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.
minimum bid--$15

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

2757. Re: Anyone have doc for SpartaDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971021112059.27119D-100000@fissure.scar>
Source record: 69241

On Sat, 18 Oct 1997, Mike Taylor wrote:

> Does anyone have or know where I can get the documentation for
> SpartaDOS?
>
> Thanks in advance,

I have an original SpartaDos 1.1 disk with manual. Works on all 48k (or
better) Ataris, including the 400/800.

I also have original disks for these games by mastertronic
Crystal Raider
Dispatch Rider
Ninja (C64 one side/Atari 48k other side)

Diamond OS demo disk (64k) with manual
(a scaled down version of Windows-style environment, not as full blown as
the cartridge version, but you get the idea)

Dos XE by Atari (master disk) with original docs

If I sell them individually, $5 plus shipping seems fair, but I would
lower the price if more items were bought.

If you or anyone else here is interested in any or all of these disks,
send private e-mail to the above address. Thanks.

Alan
University of Toronto
Computer Science, Mananagement and Economics

2758. Re: EXE -> ATR help needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <62j11s$4kk@alexander.INS.CWRU.Edu>
Source record: 69242

Barry. Don't know much, but you seem to be trying to 'add'
a file to a disk image. I don't think this will work. You
need to un-atr the mydos45.atr, the write the chuckie.exe
to the un-atr'ed disk image. ATR is just a disk image,
an image of all the sectors on the disk. Somehow xlit can
use this disk image to boot from, I suppose. But you need
to write the .exe file to the un-atr'ed image, not add an
.exe to an .atr file. I'm not sure this is what you're
talking about. But I think you may have missed the basic
concept of .atr files (disk images) and .exe files (
executable file).
Russ

2759. disk to xfd or atr through R:

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: geep@sd.znet.com
Message-ID: <62jbkg$2a1$1@usenet76.supernews.com>
Source record: 69243

Does anyone know of a good program that I can use to transfer a full disk on the Atari side (800 to be exact) and send it through a null modem cable and write to a .xfd or .atr file? I want to backup all my old atari disks to image files, and so far none of the programs that I am using are working. I made a null modem cable, and it works ok through a regular term program on both ends, but when I use disk2xfd or diskform it won't transfer properly through the R: device. disk2xfd just locks up when it accesses the R: device, and when diskform transfers the data through xmodem, it comes out as a short block error on the ibm side. Anyone have any ideas or suggestions?

Geep

2760. Re: disk to xfd or atr through R:

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <344D525D.2B95@erols.com>
Source record: 69244

Geep wrote:
>
> Does anyone know of a good program that I can use to transfer a full disk on
> the Atari side (800 to be exact) and send it through a null modem cable and
> write to a .xfd or .atr file? I want to backup all my old atari disks to
> image files, and so far none of the programs that I am using are working. I
> made a null modem cable, and it works ok through a regular term
> program on both ends, but when I use disk2xfd or diskform it won't transfer
> properly through the R: device. disk2xfd just locks up when it accesses the R:
> device, and when diskform transfers the data through xmodem, it comes out as a
> short block error on the ibm side. Anyone have any ideas or suggestions?
>
> Geep

I guess you have two choices:

1. You can save the transferred files on your hard drive or on
floppies and then convert them. I know, it will take more
space that way, but once the conversion is done, you can
delete the transferred file.

2. The smarter way is to get an SIO2PC cable, and either SIO2PC
or A.P.E. software. In fact, if you're using a null-modem
adaptor in your cable, you can use the same cable for both
with an AB switch to select SIO2PC or null-modem. I actually
use an ABCD switch in my system, so the cable also can connect
to my graphing calculator and to another device, if
necessary. If you use the SIO2PC, you just make the .ATR by
"duplicating" a disk from your physical Atari floppy drive to
a virtual drive set up by the SIO2PC or A.P.E. software.
Your PC will hold the disk image in RAM until you tell it
where to save it.

Alan

****
* Windows 95: n. 32 bit extensions and a graphical *
* shell for a 16 bit patch to an *
* 8 bit operating system originally *
* coded for a 4 bit microprocessor *
* written by a 2 bit company that *
* can't stand 1 bit of competition. *
****

2761. new games

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <877806774@stackbbs.xs4all.nl>
Source record: 69245

< Markus >
About the games you bought at JHV (Rockman, Wloczyki, Sexy-Six, etc...)

These games will be sold by Markus Romer, who is one of the publishers of
TOP-MAGAZIN. He's selling lots off Poland, Tsech and Slovakia games...
The last few years we bought more than 100 games from him.

More info about TOP-MAGAZIN:

Free disk-magazin for every ATARI XL/XE computer with at least 64Kb RAM.
Copyright by KAISERSOFT, but may be freely copied. May be included in
PD-lists. Price for 6 magazine's: 25,- a 20,- DM (German Marks).

Address to contact TOP-Magazin:

Markus Romer
Schiefersteinstr. 10
55606 Kellenbach
Germany

Tel: (+) 06765/96 00 46
Fax: (+) 06765/96 00 47

There will be 6 magazine's published in 1 year.

Sorry, KAISER-Soft hasn't got an E-mail address...

p.s. Magazine's are in German. Excellent layout !

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2762. ST Monitor to 8 bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <877806769@stackbbs.xs4all.nl>
Source record: 69246

Howdy folks

Somebody wrote:

"Does anyone know if I can connect my
8 bit machines to an ST SC1224
monitor? Is it even a composite
monitor? I know little about video
signals so any information would be
appreciated."

That's funny, just this weekend at
the yearly meeting of the ABBUC in
Herten, Germany, Thomas Grasel asked
if we wanted such an interface. I
don't know if Thomas speaks english,
but you could always try tgrasel AT
controlware DOT de.

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2763. FAX on 8 bit ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <877806772@stackbbs.xs4all.nl>
Source record: 69247

In a previous message Glenn Saunders said:

"What do you do with the FAX when you get it?"

FAX! What else? :-)

Glenn: "Gr.8 is too low a res to resolve a FAX..."

Most FAXmachines have NO screen at all.

Glenn: "... and laser printer support for the Atari8 is poor, so you're talking about dot matrix output which probably will look bad."

There was a time when we didn't have 14k4 bps or harddisk support. No 80 columns, no ZIP drives, heck, there was a time when 16kB and a cassette recorder were HOT.

Glenn: "...And as for sending faxes, there is no scanner software to speak of for the Atari8,..."

Just picking up data from a scanner, maybe changing it a bit, and then sending it to the FAXmodem shouldn't be to difficult.

Glenn: "... and word processors don't really generate printer output at a high enough resolution to be captured for FAX, do they?"

Somebody could write something like DaisyDot, but instead of turning textfiles into "super deluxe" printer graphics it cwould turn textfiles into "fax-files".

Glenn: "I don't see how it's practical on the A8."

I do.

CU Mathy Van Nisselroy

PS 14k4 FAXmodem, ZIPdrive (SCSI),
80meg (SCSI), 1.44 meg drive, no
memory upgrades yet.

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2764. new games

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <877806773@stackbbs.xs4all.nl>
Source record: 69248

Howdy STeve

You: "New software for Atari 8-bit computers? What an unheard of concept! I'd be dancing in the streets for cow mooing simulations, but GEM DROP is actually a fun game. My compliments on your programming efforts and Atari 8-bit web site."

GEM DROP seems to be a nice game (I'll have to check if there is a DOC file). It was a big hit on the yearly meeting of the ABBUC. But it was not the only new game.

Seems like there are still people/companies in Poland that come up with new games. Here's a few I bought at the meeting. Guess you don't know 'em (now that I look at them I see that they are a bit older). Like:

* Sexy Six - (c)1995 Sikorsoft - a MasterMind like game with a beautifull woman somewhere. I've seen it on the meeting on a TV screen and on my 65XE. Unfortunately most European 800XE and 65XE computers have a bug in Graphics 9, which somehow mixed in with another graphics mode in this game.

* RockMan - (c)1995 Mirage Software - a jump-onto-walk-around-pick-up kinda game. Nice graphics. You American people will fall of your chairs.

* WLOCZYKIJ - (c)1993 LK Avalon - I forgot. But great graphics.

Only disadvantage to these Polish games is that the documentation is in Polish.

But the guys whom I bought them from
had more and he even said he was
expecting more. Bought them for $5
(DM10) a piece. I guess his name was
Marcus ... (something starting with
R. If Stefan and Matthias are ready
this, please help. It was the guy
that sat at the table perpendicular
to ours. The one with the TV and the
strange - Epyx - joystick..)

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2765. 800 keyboard gone bad

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <877806771@stackbbs.xs4all.nl>
Source record: 69249

Howdy Austin

You: "My space bar doesn't work any
more on my 800. I took it apart, and
checked it out....and the electrical
contacts are just broken off...but
they keys are not replacable!
Bummer....so...anyone have or know
where I can get a working keyboard
for this unit?"

Check out Best Electronics. They are
NOT cheap, but they do have almost
everything that was ever used in an
Atari computer. This might be what
you're looking for (I've got there
brand new catalog right here):

---
800 Hi-Tek or Stackpole brand 800
Keyboard Repair Service
(Bad space bar, shift or return keys,
etc.)
CB101394 $15.00 to $19.00

Best Electronics
2021 The Alameda, Suite 290
San Jose, California 95126-1127
USA
Phone: 408-243-6950
Fax: 408-243-8274
Email: bestelec AT concentric DOT net

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2766. Austin 80 on XE??

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-21 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <877806770@stackbbs.xs4all.nl>
Source record: 69250

Howdy Austin

You: "Out of curiosity, why would you
want to move it to the left slot?"

Because I thought that a right slot
cartridge would only work on an 800.
I only have XE computers (FIVE of
them, but one of the XEGS's doesn't
work) and was under the impression
that the Austin 80 wouldn't work on
it. BTW is it NTSC only? Can it be
converted to PAL?

You: "There was an RGBI color
option....and that was really cool,
especially for the time (1982)!"

So this was NOT standard. If you're
gonna release the plans and software,
will the color option be in that
"package"???

You: "Personally ;-) I think it was
an excellent product for the
time....it was quite an engineering
effort...."

But how good or bad is it now :-)
and most importantly, are the parts
still available?

You: "It only works in the Atari 800.
I don't know what PBI is...."

PBI stands for Parallel Bus
Interface. It's a port on the back
of most XL/XE's that has most of the
signals that can be found inside the
computer.

You: "If enough people were
interested, I could post the
documentation I have in ...jpg or
.gif... I really don't want to type
it all in now...but eventually, I
guess I will."

I know I am. (especially if I can gt
it to work on my XE's) If you have a
scanner with OCR (character
recognition) you don't even have to
type it in.

BTW can user groups place the plans
and software into their libraries?

CU Mathy Van Nisselroy

PS you say it maps in at $D5xx. Does
that mean it takes up all memory from
$D500 to $D5FF?

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

2767. Atari Auction Update

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971022000901.UAA01848@ladder02.news.aol.com>
Source record: 69251

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
--------------------------------------------------
Atari 800 XL with power supply--minimum bid $10
Atari 400 with power supply----------irpena@insc.net $10
Atari 1050 with power supply----------malyszka@dreamscape.com $15
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer--minimum bid $10
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box--minimum bid $5
Atari paddles new in box--minimum bid $3
Atari joystick new condition----------malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
--------------------------------------------------
--------------------------------------------------

Cartridges--minimum bid $3--carts only
--------------------------------------------------
pac man
ms. pac man----------pbjurman $3
computer chess----------jeep@tc.fluke.com $5
basic computing language----------malyszka@dreamscape.com $3
donkey kong----------malyszka@dreamscape.com $3
galaxian
joust----------malyszka@dreamscape.com $3
star raiders----------malyszka@dreamscape.com $3
defender----------malyszka@dreamscape.com $3
pole position----------malyszka@dreamscape.com $3
```

pengo
eastern front 1941
atari artist
et phone home
atari writer
music composer
centipede
video easel
qix
kickback
congo bongo
kids on keys
pitstop----------jklein@isd.net $5
river raid----------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------jandc@ccnet.com $3
jumpman jr.
zenji----------jklein@isd.net $3
the designers pencil
miner 2049er
adventure creator----------jklein@isd.net $5
computer war
smart terminal
rally speedway
mountain king
mastertype
protector 2----------jklein@isd.net $5
gyruss
fun with art
qbert----------jeep@tc.fluke.com $5
jumbo jet pilot
zaxxon----------jklein@isd.net $5
wizard of wor----------jandc@ccnet.com $3

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------malyszka@dreamscape.com $2
chessmaster 2000----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti

curse of ra
atari timewise
typing tutor
forbidden forest
paper clip----------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae
sands of egypt
atari macro assembler
printshop
syncalc----------malyszka@dreamscape.com $2

special
----
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.
minimum bid--$15

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

2768. WTB: Atari Portfolio!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: bfuehring@aol.com
Message-ID: <19971022010800.VAA06933@ladder01.news.aol.com>
Source record: 69252

Hi all. I have a friend very interested in an atari portfolio. Anyone have one for sale, or can you point me in the right direction?

Thanks, Brett

2769. Re: what is the difference between SIOPC & xformer cable ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <344E0A13.AF40D7C5@ix.netcom.com>
Source record: 69253

Patrice MULLER wrote:

> hi,
>
> is anybody can explain me what is the difference between a SIO/PC cable and
> the other the XFORMER ? I have the schema of the two, and the xformer one
> is more easy to build : i think ?
>
> thanks

Patrice,
The XFormer cable is used specifically with PC Xformer 3.5 and up to directly READ Atari format floppies from an Atari 8-bit floppy drive. As mentioned in another reply, it can only do READ. No write operations. Mine works great!
The SIO2PC cable is designed to work as an interface between a real Atari 8-bit computer and a PC. This allows the 8-bit to use .XFD/.ATR Atari disk images on the PC's hard drive. Ther are a couple of programs that use this cable. A.P.E. being the best, SIO2PC (the earlier original one) and a couple of others. This cable goes between the SIO port and the PC's RS232 serial port. The XFormer cable goes between the PC parallel (LPT1:) port and the SIO port on the Atari floppy drive.
--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2770. Atari & RS232

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: tmachals@infoserv.ii.uj.edu.pl
Message-ID: <62kvmc$3om$1@info.cyf-kr.edu.pl>
Source record: 69254

Hi,

Can anyone help me ? I'd like to connect my old Atari 65XE to the PC comp.
via RS232 cable. But I don't remeber if it has RS232 or not. I'm afraid
that there isn't such a connector. If so, is there possibility to connect
them (with costs as minimal as it can be ;-))

thanx in advance,

--
Tomasz Machalski
tel. (0-12) 637-98-90 (w Krakowie)
e-mail: tmachals@infoserv.ii.uj.edu.pl
machalskit@softlab.ii.uj.edu.pl

2771. Re: what is the difference between SIOPC & xformer cable ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <EIGF04.8yp@iglou.com>
Source record: 69255

In message <01bcde59$d48d0ac0$1d1644c3@pamuller.imaginet.fr>,
pamuller@imaginet.fr (Patrice MULLER) wrote:
>hi,
>
>is anybody can explain me what is the difference between a SIO/PC cable and
>the other the XFORMER ? I have the schema of the two, and the xformer one
>is more easy to build : i think ?
>
If I remember right, the Xformer cable is for connecting an Atari disk drive
to an IBM* computer. The SIO2PC cable connects an Atari computer to an IBM,
and the IBM computer acts like an Atari disk drive.

(* or IBM-compatible)
--
Bill Marcum
"Well, actually, the Internet has been cream-filled for years" (Over the Hedge)

2772. Levels for classic games (Was: Re: Caves for Boulder Dash Construction Kit)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: Andrei 'old boy' Ellman <ellman@xs4all.nl>
Message-ID: <344E1C75.1AC34F56@xs4all.nl>
Source record: 69256

Mollnhuber Adolf wrote:
>
> I have made some caves (about 80) for Boulder Dash Construction Kit
> which I could upload somewhere if anyone is interested.
> Maybe there is already a place where such things exists.
> Please point me an URL.

Here's an idea:

Why doesn't somebody set up a web-site for levels made for classic games. A lot of old games have level-editors, and have gone out of fashion before the WWW became as popular as it is today. Nowardays, there aren't many games with level-editors, so instead, there should be a way of uploading levels for old games so they can be shared. I believe that many games use the same format for storing levels, so Atari 8-bit Boulderdash levels can be used with the C64 version and vice-versa. Unfortunately, a lot of these games use non-standard disk-formats (eg. Mr. Robot level-save disks), so some sort of utility would have to be written for the XL to convert Mr. Robot levels into the sort of disk-format that can then be converted into DCM or XFD. That way, they can be uploaded and shared with C64 users, etc.

In fact, someone could also make versiond of these classic games for the PC that use exactly the same level formats (I believe that Mr. Robot under an Atari Emulator cannot access non-standard disks like the one it uses to save games).

I have made a few levels myself for Boulderdash, Mr. Robot and various other games that I could contribute, so if someone does set up such a site, could they please tell me about it.

AE.

--
Andrei Ellman - URL: http://www.xs4all.nl/~ellman/ae-a - ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

2773. Re: WTB: Atari Portfolio!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971022150201.LAA19938@ladder01.news.aol.com>
Source record: 69257

B&C Computervisions still sells them and all the goodies that go with them. They're in the process of moving though, so you might have to be patient with them. You can find their web page at www.myatari.com and see what they have.

Bostone1

Bostone1@aol.com

2774. Re: Atari & RS232

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bcdefd$26f65020$44c2accf@asharkis.erols.com>
Source record: 69258

Tomasz Machalski 2 r inf <tmachals@infoserv.ii.uj.edu.pl> wrote in article
<62kvmc$3om$1@info.cyf-kr.edu.pl>...
>
> Hi,
>
> Can anyone help me ? I'd like to connect my old Atari 65XE to the PC
comp.
> via RS232 cable. But I don't remeber if it has RS232 or not. I'm afraid
> that there isn't such a connector. If so, is there possibility to connect
> them (with costs as minimal as it can be ;-))
>
> thanx in advance,
>
> --
> Tomasz Machalski
> tel. (0-12) 637-98-90 (w Krakowie)
> e-mail: tmachals@infoserv.ii.uj.edu.pl
> machalskit@softlab.ii.uj.edu.pl
>

The Atari doesn't put out RS-232 by itself. You need an interface. the
Atari 850 will handle up to 9600 baud. The P: R: Connection likewise, but
some production runs will only go to 4800 baud reliably.

The MIO and The Black Box will go to 19.2K.

Also remember that all of those devices use a DB-9 connector which is NOT
wired like the DB9-DB-25 PC cable. You need a special Atari cable to do
the job.

2775. e-mail lost

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcdf0c$e559cb00$b6374382@hawks-pc>
Source record: 69259

If anyone has e-mailed me lately, please resend as my Winpuke 95 crashed (again) and my mail disappeared! Take Atarian care!

2776. FREE Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: max@maxpages.com
Message-ID: <62lnk3$1b8$1502@ha2.rdc1.md.home.com>
Source record: 69260

Does anyone want a FREE commercial Web Site?

Go to http://maxpages.com

Personal Web Sites are OK too.

2777. help w/ xegs power!! please!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: peat1@mail.utexas.edu
Message-ID: <62ltd0qvk1@geraldo.cc.utexas.edu>
Source record: 69261

i have an xegs and don't know what i need to buy from radio shack to hook it up...could a kind soul please refer me to this info..instructions and Radio Shack model #'s would be a godsend...

pete

2778. Re: Measuring System Speed

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <EIH5tI.455@iglou.com>
Source record: 69262
Cross-posted to: comp.os.msdos.programmer,comp.sys.atari.8bit

In message <62ggbu$1hh$1@sanos.psych.uw.edu.pl>,
krap@zwieracz.psych.uw.edu.pl (maciej grzeszczuk) wrote:
>Fri, 17 Oct 1997 01:24:50 GMT Andrew Zitnay napisal byl w comp.sys.atari.8bit:
>> >That's only true for 'modern' BIOSes, older one e.g. for 386 bsed machines
>> >did not have the opportunity to remove
>> >the keyboard checking after boot.
>> Hmm .. My current Linux box is a 486SX/25, but I think I remember that
>> keyboard option in CMOS setup from my 386SX/16 I had awhile back.
>
>the keyboard option was present in both award and ami bioses in all 286, 386,
>486 and pentium computers i knew. maybe some xt computers hadn't that one,
>i remember the weirdness of them, but i'm not sure...

Most XT computers didn't even have CMOS memory. You used dip switches to set
options like number of floppy drives, type of video (mono/color, 40/80, or
none). I don't think there was a setting for "no keyboard".

--
Bill Marcum
"Well, actually, the Internet has been cream-filled for years" (Over the Hedge)

2779. Re: Atari & RS232

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-22 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <EIH5B8.3G8@iglou.com>
Source record: 69263

In message <62kvmc$3om$1@info.cyf-kr.edu.pl>,
tmachals@infoserv.ii.uj.edu.pl (Tomasz Machalski 2 r inf) wrote:
>
>Hi,
>
>Can anyone help me ? I'd like to connect my old Atari 65XE to the PC comp.
>via RS232 cable. But I don't remeber if it has RS232 or not. I'm afraid
>that there isn't such a connector. If so, is there possibility to connect
>them (with costs as minimal as it can be ;-))
>

The 65XE does not have RS232 built in, but it can be added
inexpensively. Look in
http://www.umich.edu/~archive/Emulators/Peripherals/s2pc410.zip
for the latest version of SIO2PC, files, or in
http://www.umich.edu/~archive/Info/Modifications/atserial.txt
is a plan for a simple serial interface.

--
Bill Marcum
"Well, actually, the Internet has been cream-filled for years" (Over the Hedge)

2780. Re: Xformer 3.6 - where can I find it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: miljenko@mapef.pefri.hr
Message-ID: <344f20bc.11986465@news.carnet.hr>
Source record: 69264

On 23 Oct 1997 07:50:08 GMT, dmiyash248@aol.com (DMiyash248) wrote:

>PC Xformer 3.6 freeware can still be downloaded at:
>
> http://www.emulators.com/download.htm
>
>Daniel

You're absolutely right! Oddly enough, after not finding the link on
the index page itself, I did tried something like:

http://www.emulators.com/xformer.html
http://www.emulators.com/download/
http://www.emulators.com/download.html !!!

with no success, of course.

Mike

--
Miljenko Vrankovic, University of Rijeka, Croatia
miljenko@mapef.pefri.hr mvrankov@alf.tel.hr

Experience is what you get, when you don't get what
you want. I've got lots of experience...

2781. WTB Ultima 1,2 for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19971023145401.KAA22279@ladder01.news.aol.com>
Source record: 69265

I would like to buy Ultima 1 and 2 for Atari 400/800. Or maybe Ultima 2 for ST. Or maybe we could trade, I have some 2600 stuff and lot's of RPGs for other computers.

Thanks,
Tom

2782. ape cable or sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: geep@sd.znet.com
Message-ID: <62nu2aavs1@usenet88.supernews.com>
Source record: 69266

I'm having trouble building this cable. I've got it completely built, and I do believe I have properly matched up the proper pins on the sio side, but it just isn't working. The atari doesn't see the drives on the pc. About all it seems to do is silence the beeps that you hear when it access the real disk drive. What could I be doing wrong?

2783. Re: Any comments on Gem D

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <62o814$mm4@alexander.INS.CWRU.Edu>
Source record: 69267

Gem-Drop is a vvery well-done game! Imagine if more programs were written to take advantage of this increased color graphics mode. How hard is it to do? Could a handler be written so that one could access and use this mode transparently?

////Pakrat

2784. Re: Austin 80

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <62o896$n40@alexander.INS.CWRU.Edu>
Source record: 69268

Yes, Jack came along, saved the company, but killed all the good ideas! Does anyone know anything about the 1600XL? I heard a while ago that it would have been very Amiga-like (if not THE Amiga), but it would have been 8-bit compatible? Anyone from Atari reading this? What sort of machine was it? Capabilities?

////Pakrat

2785. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <62o7lh$lfk@alexander.INS.CWRU.Edu>
Source record: 69269
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

I didn't catch the whole thread here. Is G-OS going to be a
universal GUI for all 8-bit computers? What existing GUI (if any)
will it resemble? If it were up to me, I would design a GUI
with the best features of GEM (Atari ST), Intuition (Amiga), and
NeXTSTEP (NeXt Computer). Namely, the Object-oriented nature
of NeXTSTEP, combined with the Multitasking and extensibility
of Intuition, along with the straightforwardness of GEM.
One feature absolutely needed for any future GUI would be
some sort of Slip or PPP stack. This would enable a WWW browser,
IRC client, and Mail client to be written, which would
increase the ability of the individuals involved to
communicate easily and quickly. These would be the 'killer apps'
that any new OS needs to gain acceptance.

////Pakrat

2786. Re: Left Cartridge vs. Right Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: Richard Atkinson <rga24@cam.ac.uk>
Message-ID: <34501E50.48B8@cam.ac.uk>
Source record: 69270

> We made a right slot cartridge that was used as the console software for
> our 80 column board (called Austin 80...marketing came up with the name,
> not me...). It did NOT occupy any of the normal memory space....but used a
> bank switching method and occupied an unused space, 0xD500-0xD5FF to run.
> This space was decoded into the cartridge as ~CCTL, pin 15, of the
> cartridge. The BIOS actually checked for a certain data table starting at
> 0xD500..and if it found it, would jump to an entry point in that table.
> This would allow our cartridge to install itself as the default display
> output...so any program that did not write directly to the hardware, but
> went through the standard display output BIOS calls, would work with our
> board...transparently! The other 80 column boards on the market did not
> work this way, they required special versions of software to run....

Ingenious. So Atari had a "check D5xx" routine as well as a cartridge
autostart routine in its OS. Very clever. Is the /cctl line on the
cartridge port similar to the D1xx (or whatever it was) on the PBI in XL
models?

> Having to write code that worked in 16 256 byte banks was quite a
> chore...but it worked quite well... The first 16 bytes of every bank were
> exactly the same, they were the code to do the bank swapping. To call a
> routine, you had to jump to the the bank swap code....with the bank number
> of the routine to go to in a register...and the bank swap code would write
> the hardware bank register, and jump to the entry of that bank.... If
> anyone's really interested in how it worked....let me know...the code was
> actually pretty cool...and if I could get a disk drive that would read the
> disks, I'll post the code and the cartridge schematics...

Well send me the code and schematics, at least :)

>richard<

2787. Re: ape cable or sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bcdffc$4daf0680$a0c2accf@asharkis.erols.com>
Source record: 69271

Geep <geep@sd.znet.com> wrote in article
<62nu2aavs1@usenet88.supernews.com>...
> I'm having trouble building this cable. I've got it completely built, and
I do
> believe I have properly matched up the proper pins on the sio side, but
it
> just isn't working. The atari doesn't see the drives on the pc. About all
it
> seems to do is silence the beeps that you hear when it access the real
disk
> drive. What could I be doing wrong?
>

The best way to test the cable is with the latest version of the SIO2PC
software. If you aren't using that, which DOS are you using? If it's
Atari DOS 2.5 or Mydos or some other variant of that, is the DOS set for
more than two drives?

2788. Re: ape cable or sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: geep@sd.znet.com
Message-ID: <62ol11$d4v$1@e4000.supernews.com>
Source record: 69272

In article <01bcdffc$4daf0680$a0c2accf@asharkis.erols.com>, "Alan Sharkis"
<asharkis@erols.com> wrote:

>> drive. What could I be doing wrong?
>>
>
>The best way to test the cable is with the latest version of the SIO2PC
>software. If you aren't using that, which DOS are you using? If it's
>Atari DOS 2.5 or Mydos or some other variant of that, is the DOS set for
>more than two drives?
>

I tried both softwares, sio2pc and ape. Its not working either way. I am using
MyDos 4.53 on the atari side, and its not even showing D2: yet alone anything
above that. I think I might have the sio pinouts wrong, so I will probably
need some kind of documentation on it so I can get the correct wires
connected. Other than that, I can't think of what else it could be.

2789. Re: WTB: Game called Shamus....

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: Gary Tabar <gareee@worldnet.att.net>
Message-ID: <62p51k$j8f@mtinsc03.worldnet.att.net>
Source record: 69273

I still even have the promo poster for shamus!!

Gary Tabar Jr,
@ Da Mouzzz...
EMAIL: gareee@worldnet.att.net

Atari GUY wrote in message <61mpii$9hi$1@news.one.net>...
>In article <01bcd51a$67a42d50$31f65ecf@drt1>, dark4room@ix.netcom.com
says...
>>
>>I remember a great game for the Atari 400/800 back in 1982/3 called
>>Shamus.... anyone have one they want to sell?
>>
>>Austin Franklin
>>darkroom@ix.netcom.com
>>
>you can get it for the emulators out there, if you need the http let me
known,
>I have the CART it has a red case, but I could not sell it, it is a really
>great game
>

2790. Re: MAC65 commands?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2310972257390001@port154.bitstream.net>
Source record: 69274

In article <01bcdbf2$c379f6d0$a6ca23c7@drt1>, "Austin Franklin"
<darkroo4m@ix.netcom.com> wrote:

> Anyone have a list of MAC65 command line switches and editor commands?
>
> It comes up just fine, and says EDIT. If I type "MAC65 SAMPLE.M65" it
> gives me an assembly listing of the SAMPLE.M65 program...fine...but how do
> I load a source file from within the MAC65 EDITor?

From the MAC/65 manual (paraphrased):

To load a previously SAVEd MAC/65 token file from disk to editor memory:

LOAD #filespec [,A]

LOAD will clear the user memory before loading from the specified device
unless the ",A" parameter is appended.

To load a text (ASCII or ATASCII) file into editor memory:

ENTER #filespec [(,M) (,A)]

"M" will merge the file with whatever is in the editor's memory.
"A" allows entering unnumbered text.

Hope this helps.

Mark

2791. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <62p4at$k1m$1@user2.teleport.com>
Source record: 69275
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here, Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my Web Page, please E-Mail me at bensmith@teleport.com.

Satisfied customers are always welcome back & welcome to get their copy of my free Catalogs.

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard Ware, SoftWare & Books/References! In BSC's Catalogs, you may find some thing you've been looking for, Something you might want & something New to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml. And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can't attach files to your E-Mail. I will get back to you after the weekend. Please Direct all Replies Through E-Mail to: bensmith@teleport.com.

I'm looking to trade for these Items for my Atari. I'm looking for CatBoxes for Atari Jaguar, Jag-Links as well as Jag Controllers, Alien vs Predator and even complete Jaguar Systems. If you have what I'm looking for, check my Atari Catalogs for stuff to trade at: http://www.teleport.com/~bensmith/bscomputers.shtml or E-Mail bensmith@teleport.com for a trade.

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. So check out my Catalogs!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the Monitor Power Directors to Manage & Protect your Equipment. Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitor, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: Spectre GCR Macintosh Emulators, Color & MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse

Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II & Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is.
E-Mail: bensmith@teleport.com or call Ben at: (503)256-9974.
Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you test JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such as the 1090XL expansion Box. I got it from The Shadow of Shadow Software. It is the Best one of the Few that Atari made. And the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in

each case. Go to: http://www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations...
At one link you'll find a Web Site with Michael Currents List of
Developers and Others who Support Atari. And Bravo Sierra Computers is
on the list. Also, you can find A list of Atari Support on BSC's Web
Site. The Atari Developers, Sellers & ReSellers of Atari that I go to
for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2792. Atari Auction Update

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971023222801.SAA25460@ladder01.news.aol.com>
Source record: 69276

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
-------------------------------------------------
Atari 800 XL with power supply----------kseiner@edu.uni-klu.ac.at $16
Atari 400 with power supply----------kseiner@edu.uni-klu.ac.at $16
Atari 1050 with power supply----------kseiner@edu.uni-klu.ac.at $17
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer--minimum bid $10
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box--minimum bid $5
Atari paddles new in box--minimum bid $3
Atari joystick new condition----------malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
-------------------------------------------------
-------------------------------------------------

Cartridges--minimum bid $3--carts only
-------------------------------------------------
pac man
ms. pac man----------pbjurman $3
computer chess----------jeep@tc.fluke.com $5
basic computing language----------malyszka@dreamscape.com $3
donkey kong----------malyszka@dreamscape.com $3
galaxian
joust----------malyszka@dreamscape.com $3
star raiders----------malyszka@dreamscape.com $3
defender----------malyszka@dreamscape.com $3
pole position----------malyszka@dreamscape.com $3
```

pengo
eastern front 1941
atari artist
et phone home
atari writer
music composer
centipede
video easel
qix----------dbetz@xlisper.mv.com $3
kickback
congo bongo
kids on keys
pitstop----------jklein@isd.net $5
river raid----------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------jandc@ccnet.com $3
jumpman jr.
zenji----------jklein@isd.net $3
the designers pencil
miner 2049er
adventure creator----------jklein@isd.net $5
computer war
smart terminal
rally speedway
mountain king
mastertype
protector 2----------jklein@isd.net $5
gyruss
fun with art
qbert----------jeep@tc.fluke.com $5
jumbo jet pilot
zaxxon----------jklein@isd.net $5
wizard of wor----------jandc@ccnet.com $3

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------malyszka@dreamscape.com $2
chessmaster 2000----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti

curse of ra
atari timewise
typing tutor
forbidden forest
paper clip----------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae
sands of egypt
atari macro assembler
printshop
syncalc----------malyszka@dreamscape.com $2

special
----
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.
minimum bid--$15

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

2793. Re: help w/ xegs power!! please!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <62mknn$9ub@freenet-news.carleton.ca>
Source record: 69277

peter farley (peat1@mail.utexas.edu) writes:
> i have an xegs and don't know what i need to buy from radio shack to hook it
> up...could a kind soul please refer me to this info..instructions and Radio
> Shack model #'s would be a godsend...

Your XEGS requires 5v+ w/ at least 1.5 Amps. The pinout for the DIN connector
is in the FAQ. You will not find an exact replacement at radio shack
because of the special connector, but you could get the supply.

You can get a real Atari XL/XE power supply from Jameco or any of the
remaining Atari dealers. Try www.jameco.com or www.myatari.com.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2794. WTB: Mosaic 64K RAM Select boards

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <19971023045900.AAA29111@ladder01.news.aol.com>
Source record: 69278

I'm looking for 2 or 3 Mosaic 64K RAM Select boards with original docs and cabling.

Also, I would like to find the tech info about the Axlon 128K and Mosaic 64K RAM select upgrades necessary to build Axlon and/or Mosaic compatible RAM boards.

Thanks in advance,
Richard

richczeta@aol.com

2795. Re: Xformer 3.6 - where can I find it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: dmiyash248@aol.com
Message-ID: <19971023075001.DAA07238@ladder01.news.aol.com>
Source record: 69279

PC Xformer 3.6 freeware can still be downloaded at:

http://www.emulators.com/download.htm

Daniel

2796. New Classic Computing web page

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <62n1tmlfn1@vega.cs.pdx.edu>
Source record: 69280

Hello everyone---I've put together a new page of classic computing links.
I intend this to be an unbiased collection of interesting links for all
"obsolete", unsupported, or otherwise old-but-still-interesting computers.
Let me know what you think! The URL is:

http://www.cs.pdx.edu/~chambera/classic/classic.html

(And yes, it's readable with Lynx--no frames, Java, etc., ad nauseum!)

Alex Chamberlain
chambera@cs.pdx.edu

2797. Ultima II help wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <344F4C3D.1EBC@reading.ac.uk>
Source record: 69281

I've been playing Ultima II for the past few weeks and have got totally stuck...!

Can anyone help me out?

I've got a Level 13 character now, I know how to get healed and I also have a horse. I know how to get keys (painful it can be). However, I've got nowhere fast.

I've explored all the time doors I can reach and as many towns as possible. I've also found 2 towers. I cannot, as yet, board a ship. I've searched everywhere for the mysterious Blue Tassles but haven't a clue where to find them. Without a ship I don't think I can proceed. I cannot get too far down into the dunegeons without getting killed (by combat or trap).

Have I missed the obvious location of the Blue Tassles or am I going in the wrong direction altogether?

Any help (short of the whole solution, please!) would be welcomed.

- Joel

2798. Re: Ultima II help wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: blm@worldnet.att.net
Message-ID: <344f7b27.30846122@netnews.worldnet.att.net>
Source record: 69282

"J. F. Goodwin" <smrgoodw@reading.ac.uk> wrote:

>I've been playing Ultima II for the past few weeks and have got
>totally stuck...!
>
>Can anyone help me out?

Try posting a message to this newsgroup:

rec.games.computer.ultima.series

I sure one of the Dragons will be able to help you out...

Bairman

2799. Re: 800XL for sale/trade!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: Richard Atkinson <rga24@cam.ac.uk>
Message-ID: <34501229.3286@cam.ac.uk>
Source record: 69283

> I've got an Atari 800XL, with power supply, tested and working,
> for sale. I actually sold it to a guy in California over a month ago,
> shipped it out, but then the post office returned it a couple of weeks
> ago. Several letters and e-mails were returned as well, so this guy up
> and moved, died, or something, and now I've got the 800XL back again.
Lucky you :)

> He paid me $35 for the system, which includes the $10 it takes to ship it
> out. Now I'm asking only $29, or would also consider a trade for some
> stuff I need.

What, you mean you took his money, got the machine back, and now you
want more money? ;)

> What I need:
>
> some sort of vt100 terminal emulation cartridge
> games
> joystick

Well I have loadsa joysticks and a few cartridge games; Miner 2049-er,
Donkey Kong, Pac-man, Centipede and a BASIC REV-A cartridge. Also quite
a few spare machines, but note that they are PAL (English TV system).
The cartridges should work fine on your machines, though. Also,
approaching a hundred tape games and about 10 on disk.

I'm after any NTSC Atari's for demo-coding purposes; especially a 1200XL
as they weren't sold over here in England and I can't find one anywhere.
If you're interested in a swap of some sort (for ref, my spare machines
are 400, 800, 800XL, 65XE, 130XE and XEGS), please mail me back.

>richard<

2800. Re: Help us fill POOLDISK II CD with public domain software

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcdfef$eab2dea0$4d374382@hawks-pc>
Source record: 69284

I will send you my new game as soon as it's finished! It's called House of the Warlock (just popped in, any suggestions on other titles are welcome). It is a simple game where you walk around in a town and entering houses and searching for the Warlock. Some RPG action game in assembler. Maybe I'll include an editor too! Greetz to all Atarians and take Atarian care! CYA

Bill R. Core <he110@cleveland.Freenet.Edu> wrote in article <62o8rh$oof@alexander.INS.CWRU.Edu>...
>
> Is the first Pooldisk still available? If so, how can I, as an
> average American Atari8 user, buy it? Can I send you American
> dollars for it?
>
> ////Pakrat
> PS. will the double CD be the first and second pooldisks? If so,
> I'll be wanting to order it.
>
> ////PAkrat
>

2801. Re: Help us fill POOLDISK II CD with public domain software

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <62o8rh$oof@alexander.INS.CWRU.Edu>
Source record: 69285

Is the first Pooldisk still available? If so, how can I, as an
average American Atari8 user, buy it? Can I send you American
dollars for it?

////Pakrat
PS. will the double CD be the first and second pooldisks? If so,
I'll be wanting to order it.

////PAkrat

2802. Re: Atari - the beginning of everything

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-23 00:00:00 UTC
From: ksinner@solaria.sol.net
Message-ID: <877650249.683164@smyrno.sol.net>
Source record: 69286

Will Dwinnell (76743.1740@CompuServe.COM) wrote:
> "But it was arrogant management (Ray Kasar [sp]) which
> killed off Atari (a $4 billion [yes] at the time)."

> '$4 billion' what? Profit? Revenue? Assets?

Probably market capitalization. This number is very popular with
the financial press, as it is so bloated by a bull market in the stock.

--
"Death is an imposition on the human race, and no longer acceptable."
-- Alan Harrington, "The Immortalist"

Can't WWW, dont't ask me. :-(

2803. Re: ape cable or sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: geep@sd.znet.com
Message-ID: <62ore5skk1@usenet85.supernews.com>
Source record: 69287

In article <62ol11$d4v$1@e4000.supernews.com>, geep@sd.znet.com (Geep) wrote:
>In article <01bcdffc$4daf0680$a0c2accf@asharkis.erols.com>, "Alan Sharkis"
> <asharkis@erols.com> wrote:
>
>>> drive. What could I be doing wrong?
>>>
>>
>>The best way to test the cable is with the latest version of the SIO2PC
>>software. If you aren't using that, which DOS are you using? If it's
>>Atari DOS 2.5 or Mydos or some other variant of that, is the DOS set for
>>more than two drives?
>>
>
>I tried both softwares, sio2pc and ape. Its not working either way. I am using
>MyDos 4.53 on the atari side, and its not even showing D2: yet alone anything
>above that. I think I might have the sio pinouts wrong, so I will probably
>need some kind of documentation on it so I can get the correct wires
>connected. Other than that, I can't think of what else it could be.
>

I don't need the help now. I had the sio pinouts wrong. I got it backwards.
It works now.

2804. 400/800 Carts for sale/trade:

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: bfuehring@aol.com
Message-ID: <19971024014201.VAA14385@ladder02.news.aol.com>
Source record: 69288

Hi all. I've got the following 8 bit carts to trade/sale, all loose. I'd be interested in atari 2600 games, maybe other classic systems, cash, or just about anything, try me!

Mountain King
Platter Mania
Claim Jumper
Miner 2049'er
Joust
Alien Garden
Star Trek
K-Star Patrol
Krazy Shoot Out
Astrochase

Thanks, Brett

2805. Re: Atari & RS232 / SIO2PC version 4.16

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: ernest@pi.net
Message-ID: <344fe405.9725213@news.pi.net>
Source record: 69289

On Wed, 22 Oct 1997 22:33:07 GMT, bmarcum@iglou1.iglou.com (Bill
Marcum) wrote:

>In message <62kvmc$3om$1@info.cyf-kr.edu.pl>,
> tmachals@infoserv.ii.uj.edu.pl (Tomasz Machalski 2 r inf) wrote:
>>
>>Hi,
>>
>>Can anyone help me ? I'd like to connect my old Atari 65XE to the PC comp.
>>via RS232 cable. But I don't remeber if it has RS232 or not. I'm afraid
>>that there isn't such a connector. If so, is there possibility to connect
>>them (with costs as minimal as it can be ;-))
>>
>
>The 65XE does not have RS232 built in, but it can be added
>inexpensively. Look in
>http://www.umich.edu/~archive/Emulators/Peripherals/s2pc410.zip
>for the latest version of SIO2PC, files, or in
>http://www.umich.edu/~archive/Info/Modifications/atserial.txt
>is a plan for a simple serial interface.
Actually, the current version of SIO2PC is 4.16, you can find it at
http://home.t-online.de/home/TGrasel/
Select the LINKS and you will get an arrow with SIO2PC version 4.16.
If you can read German, there is a lot of other nice stuff on that
page too. There are also some English pages.

2806. Chessmaster 2000

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19971024040500.AAA27785@ladder01.news.aol.com>
Source record: 69290

Has anyone played CM2000 for the Atari 8-bit (on 5.25" disk?) Is it similar to the IBM-PC version of Chessmaster 2000? Please e-mail me if you have any info about this game. Thanks!

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

2807. Infocom 4-in-1 Sampler

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19971024040401.AAA28008@ladder02.news.aol.com>
Source record: 69291

Does anyone know anything about this disk software? I am familar with the excellent Infocom "Zork" text adventures of the early 1980's. Does this software contain full versions of any of these adventures, or is it just a bunch of demos? THANKS for your help!

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

2808. need Atari 400's

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: Mark Springfeldt <marks@visi.net>
Message-ID: <34503C6C.5891@visi.net>
Source record: 69292

My Company is in need of Atari 400 computers, new or used. We need about 50 units if any can be found. Please contact me through my e-mail, or at my work e-mail, which is

mspringf@asimail.com

Thanks

2809. Re: Any comments on Gem D

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <62po9c$a0m$2@nuke.csu.net>
Source record: 69293

Bill R. Core (he110@cleveland.Freenet.Edu) wrote:

: Gem-Drop is a vvery well-done game! Imagine if more programs were
: written to take advantage of this increased color graphics mode.

BTW - One would need to write a pretty mean font editor to create the
graphics for this mode.

I did it (rather painstakingly) by hand... not even with a multicolored
font editor! :) Just a plain B/W editor I wrote in BASIC.

The thing that makes Gem Drop look so good (compared to, say, ColrView
modes) is that the palette doesn't change. It just uses the background
color to let you darken pixels and other colors to mix pixel colors.

Because of this, you're able to interlace the pixels HORIZONTALLY
as well as vertically, so you can dither, which makes it less flickery.

Compare: and: To: and: Each which are meant to produce:

RRRR R R R R rrrr
RRRR R R R R rrrr
RRRR R R R R rrrr (a solid block
RRRR R R R R rrrr of dark red)
RRRR R R R R rrrr
RRRR R R R R rrrr

The editor should let you just draw, forgetting any of the dithering
junk, and then do the dithering for you.

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2810. Re: Any comments on Gem D

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <62pnhi$a0m$1@nuke.csu.net>
Source record: 69294

Bill R. Core (he110@cleveland.Freenet.Edu) wrote:

: Gem-Drop is a vvery well-done game! Imagine if more programs were
: written to take advantage of this increased color graphics mode.
: How hard is it to do? Could a handler be written so that one
: could access and use this mode transparently?

Thanks! :) And yeah, a handler could be made. If it were written
in assembler, it'd be very short... easily made into a:

Z=USR(ADR("......"));

call from BASIC. :)

Anyone want to do it?

All you need to do is set the VBI interrupt address (vector) to wherever your
code is, and do this in the code:

toggle some byte
set the character set byte (756) to some_page + (toggle_byte * 4)
jmp the old VBI vector

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2811. new xl-it ? when?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <3450F1FB.7E42@worldnet.att.net>
Source record: 69295

Is this project (xl-it 0.20) still under development? I hate to see such
a fine piece of work abandoned.

Keith
--
Remove an "h" from my address if you wish to reply.

2812. Wanted : Atari Diskdrive 1050 Info

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: stefan@softhome.net
Message-ID: <3450eb04.6035363@news.xs4all.nl>
Source record: 69296

Can anybody tell me what power supply a Atari 1050 diskdrive needs ?
Like how many volts and amps etc.
Or if anybody can send me a working one thats even better.
Needs to be send to Holland though!

Greets Stefan.
(stefan@softhome.net)

2813. CX-85 Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: bfuehring@aol.com
Message-ID: <19971024180701.OAA07597@ladder01.news.aol.com>
Source record: 69297

Ever seen this? I haven't, but I picked one up in case somebody needed one.
Looks like a 10 key keypad add on or something.....

Let me know if you are interested, cash/trade!

2814. Re: Infocom 4-in-1 Sampler

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <877697516_OASIS_@pcc-uky.campus.mci.net>
Source record: 69298

In article <19971024040401.AAA28008@ladder02.news.aol.com>
pbjurman@aol.com (PBjurman) said:-

>Does anyone know anything about this disk software? I am familar with the
> excellent Infocom "Zork" text adventures of the early 1980's. Does this
> software contain full versions of any of these adventures, or is it just a
> bunch of demos? THANKS for your help!

Hi! AFAIK, they are limited demos of each game. For example, I think in
PlanetFall, you can only go as far as the rift...still, its a great way
to preview each game (which was its intended purpose) See ya...! :)

--

```
_/_/_/
```

2815. Connecting Printer to XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: byron05@aol.com
Message-ID: <19971024190200.PAA11316@ladder01.news.aol.com>
Source record: 69299

Hi,
I have an Atari XE, with disk drive. Just recently I picked up an old printer, in good condition, with manuals, that has example programs to use on the XE.

The problem is, the printer is a parallel printer and I don't know how to connect it to the XE. The printer works fine connected to the parallel port of my PC.

Any hint or tips?

Thanks!
Byron05@aol.com

2816. Any Atarians in the North Bay (Calif)??

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <62qu05$s53$1@nuke.csu.net>
Source record: 69300

I'm just curious... are there any other Atari 8-bit users in
Marin County / Sonoma County / adjacent counties?

I know Ben Corr and Cameron Tully-Smith are, but who else?
Anyone? Anyone willing to make a mini users-group?

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2817. Atari Computer items

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <62pv7v$s3r$1@news2.voicenet.com>
Source record: 69301
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

```
Atari Items for Sale plus shipping - pre-paid only

Atari power supply for 1050 drive..................... $19
Ape Face Model XLP Digital Device..................... $39
Atari XMM801 printer.................................. $24
Atari 1020 Printer.................................... $15
Atari 410 Program Recorder (tape deck) (2).......... $14
Atari 400 Program Recorder (tape deck)............... $12
Cables for Atari etc from Chelco (6) ................ $ 8 each
Hot Stuff Joystick (rough)............................ $ 7
Paddles (3 sets)...................................... $12 each
WICO Command Control Joysticks - rough.............. $12 pair
DVE Printer Power Supply Model DV-2412A.............. $10
50 5-1/4 diskettes ................................... $10
50 3-1/2 diskettes.................................... $12.50
.....................................................................

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

ALA Software - G-Men ALA Software - Assasins Cove
Bond Analysis Con*Putation
Cranston Manor Adventure (no box) DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler DeBug by Childware
Enhancer
Leader Board Golf Game (no box) MatchBoxes
MegaFont II from XLEnt Software Master Diskette 3 (no box)
Murder on The Zinderneuf My First Alphebet (no box)
Page Designer from XLEnt Software Print Shop
Reading Skills Sesame Str Astro-Glover (3-6)
Spinnaker Alphabet Zoo (3-8) Spnker Hey Diddle Diddle
(3-10)
Spinnakers Kids on Keys (3-9) Spinnaker Kindercomp (3-8)
The Big Math Attack The Jar Game & Chaos
Tinks Adventure (4-8) Tuk Goes to Town (4-8)

Star Voyage Series - Star Voyage 1 & Star Voyage 2
Sesame Street Print Kit for Atari & Commodore
Graphic Generator by DataSoft w/box & docs
The Halley Project - A Mission in Our Solar System (no box)
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
```

Tonk in the Land of Buddy-Bots (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Analog Disk #57 Analog Disk #73 June 1989
Andromeda Conquest Astro Grover
Cardware High Tech Expressions Caverns of Mars
Compute Disk October-December 1986 Compute Disk January-March
1987
Crypto Cube (2) DISKEY from Adventure
International Hacker
Ghostbuster Jingle Disk High Tech
Expressions Lode Runner
Lucas Films Ballblazer Match Up
Master of Lamps Memory Mania & Maxwells Demon
Micro Addition Micro Division
Micro Multiplication Monkey See, Monkey Spell
Moon Shuttle My First Alphabet
On Track Racing Paint Master Diskette
Print Shop Sea Bandit
Shape Up Sky Blazer from Broderbund
Spiderman Spy vs Spy
Summer Games - Tetrad
T.G,I,F. The Quest
Threshold Touchdown Football
Trapazoid Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore
Adventure 7.8.9 from Adventure International
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2

Volume 9 - Numbers 2

.....
Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Artist Atari Writer Word Processor
Basic Language Computing (2) Demon Attack
Donkey Kong E.T. Phone Home
Galaxian Millipede
Music Composer (2) Pacman
Qix Sea Horse Hide & Seek
Sky Writer

.....
Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

.....
Tape Software for Atari Computers $3.50 each (4 for $11)

Andromeda Conquest Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800 Figure Fun
Ghost Hunter w/docs Gulp!!
Introduction To Graphics Joystick Sketchpad
Jungles Rainbow w/docs Juggles Rainbow
Moon Shuttle Sea Bandit
Spelling Genie Sargon II --

Star League Baseball States & Capitals

Atari Program Exchange - Midas Touch
Hickory Dickory Dock/Baa, Baa Black Sheep
List, General List, List Customizer
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Explorer Magazine Summer 1985
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Missile Command DOC
Atari Music Composer DOC
Atari Program Exchange - A guide to Effective Programming
Atari Space Invaders DOC

Atari Star Raiders DOC
Atari 440 Programmer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS --
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

2818. Re: ape cable or sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3450B4F7.4D3A23E3@ix.netcom.com>
Source record: 69302

Geep wrote:

> I'm having trouble building this cable. I've got it completely built, and I do
> believe I have properly matched up the proper pins on the sio side, but it
> just isn't working. The atari doesn't see the drives on the pc. About all it
> seems to do is silence the beeps that you hear when it access the real disk
> drive. What could I be doing wrong?

Geep,
First, I found that XFormer with the XF Cable works if you boot with the floppy drive set as D1:. Of course PCXf has to have the -X on the command line. Ex.: C:\PCXF360\>XFORMER -X -J -S D1: SD33-1.ATR ... The drive MUST be set (ID switches on back) to the actual drive you want to use it as with PCXf and you MUST use an AtariDOS/MyDOS/SpartaDOS/other bootable disk. PCXf will boot and test the cable then run like normal. If you DON'T get the list of numbers, something is wrong.
--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2819. Re: ape cable or sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3450B5B1.3AC95708@ix.netcom.com>
Source record: 69303

Geep wrote:

> I'm having trouble building this cable. I've got it completely built, and I do
> believe I have properly matched up the proper pins on the sio side, but it
> just isn't working. The atari doesn't see the drives on the pc. About all it
> seems to do is silence the beeps that you hear when it access the real disk
> drive. What could I be doing wrong?

OOPS! read the message wrong. I just finished reading a post on the XF cable
and got confused. It happens.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2820. **** FOR SALE: ATARI 2600 BASE UNIT*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <3456056e.91987379@news.erols.com>
Source record: 69304
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplacealt.atari.2600

```
USED but not "abused . " In working condition.
Not supplied with joy sticks.
Asking price $10.00 Plus Shipping.
Contact happyman at erols.com (when emailing replace the "at" with the @)
```

2821. Re: Infocom 4-in-1 Sampler

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <62qidbrbb4@flood.xnet.com>
Source record: 69305

PBjurman (pbjurman@aol.com) wrote:
: Does anyone know anything about this disk software? I am familar with the
: excellent Infocom "Zork" text adventures of the early 1980's. Does this
: software contain full versions of any of these adventures, or is it just a
: bunch of demos? THANKS for your help!

I'm pretty sure it contained shortened demos. The Zork I demo is well
known and in general release as "Minizork".

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine Anchor, Amiga Legacy
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

2822. RAM upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <345117c5.1868311@news.ou.edu>
Source record: 69306

For you Atari upgraders:

If you go to http://aegis.mcs.kent.edu/~clisowsk/8bit.html

you will find tons of Atari upgrade information. If you need the 256K RAM chips, I have a bunch I pulled out of old IBM PC's. Please let me know how many you want and I'll figure up a reasonable price (plus S&H) for you.

Ron Powalisz

ronwizbot@juno.com

NOTICE TO BULK EMAILERS: Pursuant to US Code, Title 47,
Chapter 5, Subchapter II, 227, any and all nonsolicited
commercial E-mail sent to this address is subject to a
download and archival fee in the amount of $500 US.
E-mailing denotes acceptance of these terms.

2823. What is the value of C63 on 1200XL MB?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: mvrankov@alf.tel.hr
Message-ID: <34511fa6.2789531@news.tel.hr>
Source record: 69307

While performing 1200XL clearpic mod, I removed C64. Now I find it
impossible to distinguish it between other capacitors. Would some kind
and understanding soul help me?

Mike

Miljenko Vrankovic, University of Rijeka, Croatia
miljenko@mapef.pefri.hr --o-- mvrankov@alf.tel.hr

Experience is what you get when you don't get what
you want... I've got lots of experience. :-/

2824. Re: Connecting Printer to XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971024225501.SAA00323@ladder02.news.aol.com>
Source record: 69308

B&C at www.myatari.com sells many printer interfaces. The old 850 interface has a printer port and 4 serial ports. You have to also get a cable specifically for the 850 too. Another option is to get a Microprint interface that goes directly from the SIO on the Atari to the Centronics port on your printer. Still another option is to get the 80 column video adapter for a monochrome monitor that has a printer port on it too. Even though the 850 might seem a little trouble, it's the most compatible with Printshop, and you can use the RS232 port for a modem.

Bostone1@aol.com

2825. Atari 8-Bit picture problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <34513CEE.487E13CF@factor5.com>
Source record: 69309

Hi folks,

After performing super video upgrades on two units (a 7800 and an XL) and after looking again after years at my 130XE picture I noticed the rather annoying "Grainy" appaerance due to slight vertical stripes - it seems to be a common Atari video chip thing, since all of the units have it in varying degrees. You see it clearly after an Chroma/Luma/S-Video mod, but even on a good composite monitor, e.g. the blue background after turn-on has the slight vertical stripes. The stripes are caused by the chroma signal - when you do a Chroma/Luma mod they are not to be seen until the chroma is added. It seems as if the chroma signal is slightly off timing-wise against the luma.

I wouldn't bother and accept it if I hadn't have the following experience:
While modifying my 7800 for S-Video, I was adjusting the two chroma levels (the one from the 2600 and the 7800 parts are being mixed into one). When playing around with the itensity of the 2600 chroma in the mix there was a certain point where it made the vertical stripes of the 7800 picture disappear completely - in addition it added noise and other things, but those vertcial stripes were gone.

Now the question: Does any technical minded person know what makes the chroma signal in Atari units behave this way and is there a fix (perhaps a time-base-correction of the chroma signal) for it. It seems to be possible, just looking at the effect I had with the two weirdly mixed chromas...

It is subtle, but if you are used to perfect pictures on monitors as we all are nowadays I find it definitely annyoing - especially knowing that there must be a way to fix it, now.

Any input is very welcome!

Julian Eggebrecht

julian@factor5.com

2826. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: knave@usa.net
Message-ID: <877743331.4958@dejanews.com>
Source record: 69310

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

> knave@usa.net wrote:
> : Atari 8bit is limited to a screen resolution of 320 x 192.
> : So theoretically, it's sort of possible. But in a practical sense, it's
> : hopeless, and only a real retro weirdo would even try.
>
> I'm sold! I'll do it! :)

Ha ha! I read somewhere that you really are working on this, so I hope you consider my opinion that the browser should work on a standard 64k machine, and be based in a 320 x 192 screen, not some awkward scrolling arrangement.

If you are going to try to create such a browser that is your business, but I think you are tilting at windmills. I am sure you are an intelligent person but you should know your limits, because no-one but a genius could pull off a graphic web-browser on a circa 1980 computer.

Dave Navajo

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2827. forsale. trade : 800xl, 1050, 1025....

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <34513C5E.7F1A@mail.utexas.edu>
Source record: 69311

i have the following items for trade/sale :

1) 800xl w/ powersupply
2) 1050 ..stock w/powersupply
3) 1025 printer .. powersupply builtin
4) 2 sio cables
5) cartridges : joust, donkeykong, miner 2049'r
6) original atari dos ii, copy of mydos4.53 or dos 2.5 (both if you so desire)

all work great. i'm making room in my atari closet (i have about 6 other atari computer, as well as many other peripherals), and trying to build up my cartridge collection.

heres what i'm looking for: i would like to trade the lot for a collection
of cartridges...i don't have many...

aside from that i'll take the highest offer....say after 2 weeks..

email offers if interested,

thanks,
robert

2828. ATR 8000 ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <34517AC7.27EF@ccnet.com>
Source record: 69312

Is anyone useing this device?Can someone help me with this?

2829. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: Lazy Bone <zhulien@alphalink.com.au>
Message-ID: <3450E7DB.MD-0.198.zhulien@alphalink.com.au>
Source record: 69313
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

> I didn't catch the whole thread here. Is G-OS going to be a
> universal GUI for all 8-bit computers? What existing GUI (if any)

Firstly we are currently designing a HAL (hardware compatibility layer) that sits on top of the CPU to make all computers (8, 16 or 32 bit) alike from the programmers point of view.

> will it resemble? If it were up to me, I would design a GUI
> with the best features of GEM (Atari ST), Intuition (Amiga), and
> NeXTSTEP (NeXt Computer). Namely, the Object-oriented nature
> of NeXTSTEP, combined with the Multitasking and extensibility
> of Intuition, along with the straightforwardness of GEM.

The OS is the next stage after the HAL and will probably have a CLI and a GUI - I am opting for a shared library/devices scheme like AmigaDOS.

> One feature absolutely needed for any future GUI would be
> some sort of Slip or PPP stack. This would enable a WWW browser,
> IRC client, and Mail client to be written, which would
> increase the ability of the individuals involved to

I agree, and this is definately possible - but not all computers have serial ports. We will be devising a protocol scheme - it may be TCP/IP but it could also be of a new design. If this is a new design, it would be possible to create a program for Unix that impliments this new protocol. It is likely that the new protocol will allow a device independant networking solution in addition to basic communications.

> communicate easily and quickly. These would be the 'killer apps'
> that any new OS needs to gain acceptance.
>
> ////Pakrat

We can already browse the net on our Z80 based CPC (using ZMP and Lynx), A native browser is possible, but we will need to revisit these application issues when we have completed the basic design of the HAL and OS.

If you wish to follow this thread, it has now stopped "MOSTLY" news crossposting, and moved to a proper mailing list. Details of this mailing list are at:

http://www.alphalink.com.au/~zhulien/GENOS.htm

Regards

Julian Cassin

2830. Re: CX-85 Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <345109a2.189283075@news.aatech.com>
Source record: 69314

On 24 Oct 1997 18:07:44 GMT, bfuehring@aol.com (BFuehring) wrote:

>Ever seen this? I haven't, but I picked one up in case somebody needed one.
> Looks like a 10 key keypad add on or something.....

If this is the largeish-tan plastic dealie I believe it is the
external keypad Atari had for some bit of budget software.
Ummmm. Does this plug into the SIO port?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

2831. Re: Infocom 4-in-1 Sampler

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: matt <moses@cybercomm.net>
Message-ID: <3450C261.1866@cybercomm.net>
Source record: 69315

PBjurman wrote:
>
> Does anyone know anything about this disk software? I am familar with the
> excellent Infocom "Zork" text adventures of the early 1980's. Does this
> software contain full versions of any of these adventures, or is it just a
> bunch of demos? THANKS for your help!
>
> -Sam

It's just a bunch of demos... Planetfall, Infidel, Witness and
something else I can't remember. And there is a "sample" adventure.
It's very short, and it sucked.

matt r
--
Visit the World Domination Center!
http://www.cybercomm.net/~moses

2832. Re: need Atari 400's

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971024223701.SAA28688@ladder02.news.aol.com>
Source record: 69316

B&C still sells them, I think. And www.myatari.com is their web page.

Bostone1@aol.com

2833. Re: CX-85 Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971024225501.SAA00154@ladder01.news.aol.com>
Source record: 69317

All of Atari's keypads for the 8 bits plugged into a joystick port.
Besides the CX 85 which had keys like the Atari 800, Atari had a keypad
controller that just had little buttons to use with the 2600 version of
Star Raiders, I think. Any verification on this? Also, there was the Kid's
keypad controller, with big buttons on it.

Bostone1

Bostone1@aol.com

2834. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <877729132snz@spheroid.demon.co.uk>
Source record: 69318
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

In article <3450E7DB.MD-0.198.zhulien@alphalink.com.au>
zhulien@alphalink.com.au "Lazy Bone" writes:

> >
> > I didn't catch the whole thread here. Is G-OS going to be a
> > universal GUI for all 8-bit computers? What existing GUI (if any)
>
> Firstly we are currently designing a HAL (hardware compatibility
> layer) that sits on top of the CPU to make all computers (8, 16 or 32
> bit) alike from the programmers point of view.

Am I the only one to be worrying about a HAL that will be ready by 2001?
--
Brian Watson
::
:: Protext Robot Software Pipeline Parados 8BIT IEBA WACCI Publicity ::
::

2835. XL-it .20 and Pentium II

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-24 00:00:00 UTC
From: Kristopher Keith <kristoph@post.cis.smu.edu>
Message-ID: <34513A1D.2140@post.cis.smu.edu>
Source record: 69319

Hello,
I have found an interesting problem with XL-it .20 when using on a Pentium II. The first time I use the program it runs wonderfully, but after I exit the program and start it again later, it hangs as soon as I start the emulator part. I have to close it from windows or reboot if I'm in DOS. Has anyone else experienced this?? I have found one workaround, but it is quite tedious. If I delete session.cfg each time before I start the program it will run just as it did the very first time.
Any solutions or reasons for this??

All help greatly appreciated,
Kory Keith
keith@seas.smu.edu

2836. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: The Starglider <starglider@thespian.d.c.u>
Message-ID: <aZTVsOAWBbU0Ewa5@thespian.demon.co.uk>
Source record: 69182
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

A fair while ago <877729132snz@spheroid.demon.co.uk>, Brian Watson
<Brian@spheroid.demon.co.uk> said something along the lines of
>In article <3450E7DB.MD-0.198.zhulien@alphalink.com.au>
> zhulien@alphalink.com.au "Lazy Bone" writes:
>
>> >
>> > I didn't catch the whole thread here. Is G-OS going to be a
>> > universal GUI for all 8-bit computers? What existing GUI (if any)
>>
>> Firstly we are currently designing a HAL (hardware compatibility
>> layer) that sits on top of the CPU to make all computers (8, 16 or 32
>> bit) alike from the programmers point of view.
>
>Am I the only one to be worrying about a HAL that will be ready by 2001?
I'm waiting for his sister SAL to turn up with that sexy voice of her's
(puur!) >:-D
--
**********The Starglider********** CHANGE d.c.u PART OF
* E-Mail:starglider@thespian.demon.co.uk * ADDRESS TO:
* Web site:http://www.thespian.demon.co.uk * demon.co.uk
* NVG UPDATES:nvg@thespian.demon.co.uk * TO REPLY.
* ICQ Number:1773852 * _WW_
* WWPAGER:http://wwp.mirabilis.com/1773852 * /_ _\
** | O O |
____oOO_\/_OOo___________

2837. Gary Gilbertson music

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bce14b$fd8cef40$13374382@hawks-pc>
Source record: 69183

Anybody remember the old games, Tail of Beta Lyrae and Alternate Reality ? The music is sooo excellent and I would like to know if anybody has any of his music pieces still ? I would like to have the composer they used and music files and players! Can anybody track down anything ? I asked Mr. Gilbertson himself and he didn't have any of it anymore :-(He was a nice guy though! Hope anybody can help. Take Atarian care everybody!

2838. Wanted....a few carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <62rkvh$be0$1@macaw.cyberport.com>
Source record: 69184

i'm looking for these if you have them for sale or trade.

Activision Decathalon
Activision Pitfall
Activision The Dreadnought Factor
Activision Keystone Kapers
Activision Zone Ranger

Atari Commando
Atari Crossbow
Atari Deflektor
Atari Mario Bros
Atari Track and Field

Romox ..any

Sega Tapper
Sega Super Zaxxon

Sierra on Line BC's Quest for Tires

please email,,,

thanks for reading.

2839. Re: ATR 8000 ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R2510971045240001@nntp.ix.netcom.com>
Source record: 69185

In article <34517AC7.27EF@ccnet.com>, jandc@ccnet.com wrote:

>Is anyone useing this device?Can someone help me with this?

Yes.

(ask a vague question, get a vague answer. <grin>)

Seriously, what's the specific question you have?

2840. Atari Auction Update

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971025222601.SAA04445@ladder02.news.aol.com>
Source record: 69186

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
--------------------------------------------------
Atari 800 XL with power supply----------kseiner@edu.uni-klu.ac.at $16
Atari 400 with power supply----------kseiner@edu.uni-klu.ac.at $16
Atari 1050 with power supply----------malyszka@dreamscape.com $19
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer--minimum bid $10
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box--minimum bid $5
Atari paddles new in box--minimum bid $3
Atari joystick new condition----------malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
--------------------------------------------------
--------------------------------------------------

Cartridges--minimum bid $3--carts only
--------------------------------------------------
pac man
ms. pac man----------pbjurman $3
computer chess----------jeep@tc.fluke.com $5
basic computing language----------malyszka@dreamscape.com $3
donkey kong----------malyszka@dreamscape.com $3
galaxian
joust----------malyszka@dreamscape.com $3
star raiders----------malyszka@dreamscape.com $3
defender----------malyszka@dreamscape.com $3
pole position----------darkroom@ix.netcom.com $4
```

pengo----------jklein@isd.net $3
eastern front 1941----------jklein@isd.net $3
atari artist
et phone home
atari writer
music composer
centipede----------jklein@isd.net $3
video easel
qix----------dbetz@xlisper.mv.com $3
kickback
congo bongo
kids on keys
pitstop----------jklein@isd.net $5
river raid----------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------jklein@isd.net $4
jumpman jr.----------jklein@isd.net $3
zenji----------jklein@isd.net $3
the designers pencil
miner 2049er----------jklein@isd.net $3
adventure creator----------jklein@isd.net $5
computer war
smart terminal
rally speedway----------jklein@isd.net $3
mountain king----------jklein@isd.net $3
mastertype
protector 2----------jklein@isd.net $5
gyruss
fun with art
qbert----------jeep@tc.fluke.com $5
jumbo jet pilot
zaxxon----------jklein@isd.net $5
wizard of wor----------jklein@isd.net $4

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------malyszka@dreamscape.com $2
chessmaster 2000----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti

curse of ra
atari timewise
typing tutor
forbidden forest
paper clip----------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae
sands of egypt
atari macro assembler----------darkroom@ix.netcom.com $2
printshop
syncalc----------malyszka@dreamscape.com $2

special
----
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.
minimum bid--$15

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

2841. Re: Ultima II help wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: fseipel@freenet.columbus.oh.us
Message-ID: <fseipel-2410972046250001@ts5-9.homenet.ohio-state.edu>
Source record: 69187

In article <344F4C3D.1EBC@reading.ac.uk>, "J. F. Goodwin"
<smrgoodw@reading.ac.uk> wrote:

> I've been playing Ultima II for the past few weeks and have got
> totally stuck...!
>
> Can anyone help me out?
>
> I've got a Level 13 character now, I know how to get healed and
> I also have a horse. I know how to get keys (painful it can be).
> However, I've got nowhere fast.
>
> I've explored all the time doors I can reach and as many towns
> as possible. I've also found 2 towers. I cannot, as yet, board
> a ship. I've searched everywhere for the mysterious Blue
> Tassles but haven't a clue where to find them. Without a ship
> I don't think I can proceed. I cannot get too far down into the
> dunegeons without getting killed (by combat or trap).
>
> Have I missed the obvious location of the Blue Tassles or
> am I going in the wrong direction altogether?
>
> Any help (short of the whole solution, please!) would be
> welcomed.
>
> - Joel

The Blue Tassles are to be found in the Dungeons.

However, there was a bug in an early version of the Atari
8-bit version of Ultima II. There were no blue tassles in this
version.

To remedy this, one would run a special character editor that
permitted one to edit the statistics and items for their party.
Someone could probably upload one to you, or I could dig it up.
It's been years.

Many, many moons ago I wrote up a textfile which defined the
character set for Ultima II (you could make your own landscapes
with it or place fixed boats, spaceships, or horses by using a hex
editor such as Archiver II). Each character is comprised of a 16 x
16 square matrix. I believe it used Graphics mode 0 with two
character sets, but I might be mistaken on that point.

--
Frank Seipel
fseipel@freenet.columbus.oh.us

2842. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <62ror8$d6k@alexander.INS.CWRU.Edu>
Source record: 69188

MyJong is , for me, just as addictive as Tetris (and all its clones)!

////Pakrat

2843. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: Ernst Stavro Blofeld <SPECTRE@jhu.edu>
Message-ID: <34520B3B.41C6@jhu.edu>
Source record: 69189
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

Brian Watson wrote:
> Am I the only one to be worrying about a HAL that will be ready by 2001?

Probably. We passed his birthday at the beginning of the year (April 1997 I think). I wouldn't be surprised if IBM, in some secret back laboratory, put together a supercomputer they named HAL...and nobody will never know.

But what's this about an 8-bit graphical user interface? This is rediculous. 8-bits don't have the power to push pixels. And if you want some GUI for yours, there already are some (GEOS, Apple). Whoever started this string, clean up the cross-posting. Amiga, for one, was NEVER 8-bit!

2844. Re: CX-85 Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34514c80.206403901@news.aatech.com>
Source record: 69320

On 24 Oct 1997 22:55:14 GMT, bostone1@aol.com (Bostone1) wrote:

>All of Atari's keypads for the 8 bits plugged into a joystick port.
>Besides the CX 85 which had keys

I really thought this plugs into the SIO port. Does anyone actually
have one and can confirm/deny this.

>like the Atari 800, Atari had a keypad
>controller that just had little buttons to use with the 2600 version of
>Star Raiders, I think.

Star Raiders?

I've got one of those small keypads, but the only thing I used it for
on the 2600 was the BASIC programming cart (which came out long before
the Star Raiders game for the 2600.) Actually, the BASIC cart used
two of the keypad controllers (with a plastic overlay over each
keypad) and they slide into each other to make a single keypad unit.

(It took me all of 3 days to exhaust all the possibilities of that
BASIC cart which them made me decide to get a real Atari computer.)

I still have the keypads. Even used them in a few games I wrote for
the Atari 8-bits.

>Any verification on this? Also, there was the Kid's
>keypad controller, with big buttons on it.

I remember seeing the adverts for the big pad.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

2845. Re: Connecting Printer to XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <62re2pjvu1@news.dmv.com>
Source record: 69321

Byron05 (byron05@aol.com) wrote:
: Hi,
: I have an Atari XE, with disk drive. Just recently I picked up an old printer,
: in good condition, with manuals, that has example programs to use
: on the XE.

: The problem is, the printer is a parallel printer and I don't know how to
: connect it to the XE. The printer works fine connected to the parallel
: port of my PC.

: Any hint or tips?

: Thanks!
: Byron05@aol.com

Yes. Call American Techna-Vision at 510-352-3787. I believe they still
have a device called MicroPrint for $9.95 (cat # MPP633). It's a 5 foot
parallel printer interface cable. It has a Centronics connector on one end
to plug into a parallel printer, and an Atari SIO plug on the other to hook
to the last peripheral in the Atari daisy chain. The computer powers the
interface circuitry located in the Centronics connector cover through the
SIO cable.

Steve

2846. Re: Wanted : Atari Diskdrive 1050 Info

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19971025034200.XAA26345@ladder02.news.aol.com>
Source record: 69322

The Atari 1050 uses a power supply of 9v ac @ 31va.

2847. Re: Atari - the beginning of everything

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: Landon Dyer <landon@shell9.ba.best.com>
Message-ID: <62rrse$pv4$1@nntp1.ba.best.com>
Source record: 69323

Kenton E. Sinner <ksinner@solaria.sol.net> wrote:
:>Will Dwinnell (76743.1740@CompuServe.COM) wrote:
:>> "But it was arrogant management (Ray Kasar [sp]) which
:>> killed off Atari (a $4 billion [yes] at the time)."

arrogant management ... i think it was just stupidity (which
is, arguably, a form of arrogance, but mostly the warner atari
management was just clueless)

remember that stupidity *is* one of nature's capital crimes :-)

2848. Re: CX-85 Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: jb490@cleveland.Freenet.Edu
Message-ID: <62rthl$li6@alexander.INS.CWRU.Edu>
Source record: 69324

The CX-85 came with the Bookkeeper program for Atari 8 bits
It plugs into the joystick port and uses the joystick register
to operate with appropriate software. The only programs right
off that can use it are the Bookeeper by Atari and Ice-t, A
Shareware terminal program by Itay Chamiel, Jerusalem, Isreal.

2849. Re: Connecting Printer to XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: jb490@cleveland.Freenet.Edu
Message-ID: <62rttr$m8f@alexander.INS.CWRU.Edu>
Source record: 69325

The only way to hook them together is by finding a paralell inteface
such as the Atari 850 or a P:R connection since there is no
standard paralell port on the 130 XE (or any Atari 8-bit for that
matter). A good place to look is flea markets or 2nd hand stores
like goodwill, salvation army,etc you may pick one up for almost
nothing.

2850. Re: Wanted : Atari Diskdrive 1050 Info

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: jb490@cleveland.Freenet.Edu
Message-ID: <62ruac$mag@alexander.INS.CWRU.Edu>
Source record: 69326

The 1050 uses a 9 vac 31va power supply Atari part #CO17945.
This is the same supply that runs the Atari 400/800,1200XL and
I think also the Atari 1010 Tape drive. I don't have any spares
around but if I find someone who does I will give them your email
address.

2851. Graphics Tablet!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <62s8dk$43a$2@News.Dal.Ca>
Source record: 69327

I have come across a graphics tablet for the 8 bit Atari and was wondering if anyone had any info on it. Does it need stand-alone software or does it work with the system itself? It plugs into the joystick port and looks like an etch-a-sketch but with an attached 'pen' of some sort.

Is this what they used to call a Koala Pad?

Thanks...

2852. Re: Connecting Printer to XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <62s8uo$43a$3@News.Dal.Ca>
Source record: 69328

Is the XE a serial computer? Would a Commodore printer such as the MPS series work?

James Back (jb490@cleveland.Freenet.Edu) wrote:

> The only way to hook them together is by finding a paralell inteface
> such as the Atari 850 or a P:R connection since there is no
> standard paralell port on the 130 XE (or any Atari 8-bit for that
> matter). A good place to look is flea markets or 2nd hand stores
> like goodwill, salvation army,etc you may pick one up for almost
> nothing.

2853. Re: Graphics Tablet!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bce11f$df697f00$13374382@hawks-pc>
Source record: 69329

It sounds like the Atari Touch Tablet, but I haven't seen a Koala Pad, so it might be that too! For Atari Touch Tablet there was a cart with Atari Artist on that followed it. It's easy to make a BASIC program to draw with it, so that's an option! I might have some extra Atari Artist carts as I have 4 or 5 of the Touch Tablets. Take Atarian care!

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in article
<62s8dk$43a$2@News.Dal.Ca>...
> I have come across a graphics tablet for the 8 bit Atari and was
> wondering if anyone had any info on it. Does it need stand-alone
software
> or does it work with the system itself? It plugs into the joystick port
> and looks like an etch-a-sketch but with an attached 'pen' of some sort.
>
> Is this what they used to call a Koala Pad?
>
> Thanks...
>

2854. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bce120$cd0e49c0$13374382@hawks-pc>
Source record: 69330

Well, somebody made a Graphics OS for the 8-bit, so the main problem is getting a fast enough JPG decoder I guess! Good luck William Kendrick, hope you make it and as I always say ; Take Atarian care everybody. BTW : Are you seriously thinking of learning assembler, William ? Do so, and maybe you can make it work ;-) Greetz from Hawk of Pokey Soft

knave@usa.net wrote in article <877743331.4958@dejanews.com>...
> kendrick@zippy.sonoma.edu (William Kendrick) wrote:
>
> > knave@usa.net wrote:
> > : Atari 8bit is limited to a screen resolution of 320 x 192.
> > : So theoretically, it's sort of possible. But in a practical sense, it's
> > : hopeless, and only a real retro weirdo would even try.
> >
> > I'm sold! I'll do it! :)
>
> Ha ha! I read somewhere that you really are working on this, so I hope
> you consider my opinion that the browser should work on a standard 64k
> machine, and be based in a 320 x 192 screen, not some awkward scrolling
> arrangement.
>
> If you are going to try to create such a browser that is your business,
> but I think you are tilting at windmills. I am sure you are an
> intelligent person but you should know your limits, because no-one but a
> genius could pull off a graphic web-browser on a circa 1980 computer.
>
> Dave Navajo
>
> ----------==== Posted via Deja News ====----------
> http://www.dejanews.com/ Search, Read, Post to Usenet
>

2855. Re: Wanted : Atari Diskdrive 1050 Info

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-25 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bce120$10c859e0$13374382@hawks-pc>
Source record: 69331

The Atari 1010 is the same I think, but the connector is larger and won't
fit in the 1050. Anyhow that's how the PAL PSU I have anyway! Take Atarian
care

James Back <jb490@cleveland.Freenet.Edu> wrote in article
<62ruac$mag@alexander.INS.CWRU.Edu>...
>
> The 1050 uses a 9 vac 31va power supply Atari part #CO17945.
> This is the same supply that runs the Atari 400/800,1200XL and
> I think also the Atari 1010 Tape drive. I don't have any spares
> around but if I find someone who does I will give them your email
> address.
>

2856. Re: WTB: Composite Monitor for Atari 800? Any Recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <62uff8$7jb@alexander.INS.CWRU.Edu>
Source record: 69190

The monitor I am using with my 130XE is a Magnavox CM-135 (I believe from memory) 14" monitor. It has inputs for composite, Split Y/C, TTL, and both Analog and Digital RGB. I use it with split Y/C (Very sharp!). It has stereo inputs, so when I do the Gumby upgrade, I'll just plug it into the monitor and GO! Picked up this monitor at a local hamfest for $50. Perfect shape. I would recommend you look for either this monitor, or an Amiga 1080 monitor (which I was using until it fritzed out on me and I didn't want to mess with it). The Amiga monitor's display was slightly sharper. Both make composite really fuzzy looking! The color is really vibrant.

////Pakrat

2857. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <62un07$c1m@alexander.INS.CWRU.Edu>
Source record: 69191

IT should not be impossible for a WWW browser to be written for
an Atari 8-bit system. For different fonts, have italic,bold,
underlined, etc, fints in memory and switch from font to font
as needed. As for graphics, Jeff Potter has already expressed
interest in writing GIF encoding routines for such a venture.
Converting to a monochrome screen should be in theory faster
than converting in color, as the simplistic thing to do could
be as simple as a pixel off for 0-127 and a pixel on for
128-255. Dithering could come later as the program evolves.
All WWW browsers do the same thing: take an HTML script, along
with picture files etc., and reconstruct it on a screen.
If we had to, we could grab all the data we needed, send it
to the hard drive, and reconstruct the page from the drive,
which would be faster than reconstructing it from a remote
computer, and would also be available if you wanted to return
to that page during that session.
But a simple text-only browser would be very nice, as then I
would not have to rely on a public LYNX browser that they
could remove at any time and then we would all be SOL.
Extra fratures, like different text types and graphics,
could be added later as the program evolves. Just use the
K.I.S.S. method and we would all have something to build on.
All we need right now is a SLIP stack. A friend of mine
(Lonny Pursell, wrote the most-used IRC program for the ST
maybe you've heard of him) has said that he would like to
convert it to run on Atari8 systems, writing it in
ACTION!. All he needs is a TCP/IP interface. Now that
wasn't so hard, eh? Just allow yourself to imagine what's
possible, rather than try to prove why it won't work.

////Pakrat

2858. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <62uoeg$cb7@alexander.INS.CWRU.Edu>
Source record: 69192

The cow mooing thing gave me a really wacked-out idea. Suppose Gateway 2000 bought up Atari from JTS. They want to sell. Then Atari and Amiga International would be sister companies! This could be interesting. (My 8-bit computer of choice is the Atari platform, my 16/32 bit computer of choice is an Amiga.) Odd concept, or what?

////Pakrat

2859. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <62uoou$cdc@alexander.INS.CWRU.Edu>
Source record: 69193

I suggest that all new software being written for the A8 be
written in such a way that it fails to run on an emulator.
If people want to run something for the Atari computer, they
should just get a REAL Atari computer. To do this for the
Xformer is not that hard. just check a couple of locations for
impossible values on a real system.

////Pakrat

2860. Re: software

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.971026020158.15461A-100000@user2.ptd.net>
Source record: 69194

On 26 Oct 1997, Bill R. Core wrote:

>
> To access the Internet with an 800XL you need the following:
>
> 1. Ice-T 2.72 (latest version vt100 emulation, handles
> up to 19.2KB directly)
> 2. An MIO or Black BOX, or a memory expansion to use
> a Ramdisk.
> 3. A rather speedy modem. This is to bypass your own
> frustration. I use a Motorola 28.8, and yes at
> full 28.8! Hardware Flow control is a wondrous
> thing!
> 4. An Internet Service Provider that allows shell
> access. Basically if you dial the number, log in,
> and you are at a prompt, you're in!
> 5. You need the IP to a server that lets you use
> a text-based WWW browser called Lynx.
> Telnet to either of these:
> 129.237.33.3
> 152.2.22.93
> The first is the University of Kansas, the second is
> to the Sun Microsystems site.
Let me add a good one here......telnet to;

sailor.lib.md.us

follow the prompts.......it's good and fast

> 6. For mail access, become a user of one of the
> Freenet sites. This is how I can usse
> comp.sys.atari.8bit. Here is the one I use:
> 129.22.8.26 (which is the Cleveland Freenet,
> just because it is the closest to me)
>
> You can't really do any usable IRC yet (PLEASE someone prove
> me wrong!!!) apart from connecting to the WTnet site.

Check out "http://www.cth.dynip.com"; get to the message bases and look
for the refereneces to "dalnet".....you said please....<g>

Paul Clark
>
> If you need any more info, please let me know.
>
> ////Pakrat

>
>

2861. Atari po Polsku

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: Yacko <yacko@priv.onet.pl>
Message-ID: <01bce200$ef949220$d0f674c3@ppp>
Source record: 69195

```
Czy sa tu jeszcze milosnicy malego atari z polski ?
--
Jacek <yacko@priv.onet.pl>
```

2862. Atari Auction Update

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971026134901.IAA28221@ladder02.news.aol.com>
Source record: 69196

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
--------------------------------------------------
Atari 800 XL with power supply----------kseiner@edu.uni-klu.ac.at $16
Atari 400 with power supply----------kseiner@edu.uni-klu.ac.at $16
Atari 1050 with power supply----------malyszka@dreamscape.com $19
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer--minimum bid $10
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box--minimum bid $5
Atari paddles new in box--minimum bid $3
Atari joystick new condition----------malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
--------------------------------------------------
--------------------------------------------------

Cartridges--minimum bid $3--carts only
--------------------------------------------------
pac man
ms. pac man----------jandc@ccnet.com $4
computer chess----------jeep@tc.fluke.com $5
basic computing language----------malyszka@dreamscape.com $3
donkey kong----------jandc@ccnet.com $4
galaxian
joust----------malyszka@dreamscape.com $3
star raiders----------malyszka@dreamscape.com $3
defender----------malyszka@dreamscape.com $3
pole position----------darkroom@ix.netcom.com $4
```

pengo----------jklein@isd.net $3
eastern front 1941----------jklein@isd.net $3
atari artist
et phone home
atari writer
music composer
centipede----------jklein@isd.net $3
video easel
qix----------dbetz@xlisper.mv.com $3
kickback
congo bongo
kids on keys
pitstop----------jklein@isd.net $5
river raid----------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------jandc@ccnet.com $5
jumpman jr.----------jklein@isd.net $3
zenji----------jandc@ccnet.com $4
the designers pencil
miner 2049er----------jandc@ccnet.com $4
adventure creator----------jklein@isd.net $5
computer war
smart terminal
rally speedway----------jklein@isd.net $3
mountain king----------jklein@isd.net $3
mastertype
protector 2----------jklein@isd.net $5
gyruss
fun with art
qbert----------jeep@tc.fluke.com $5
jumbo jet pilot
zaxxon----------jklein@isd.net $5
wizard of wor----------jandc@ccnet.com $5

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------malyszka@dreamscape.com $2
chessmaster 2000----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti

curse of ra
atari timewise
typing tutor
forbidden forest
paper clip----------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae
sands of egypt
atari macro assembler----------darkroom@ix.netcom.com $2
printshop
syncalc----------malyszka@dreamscape.com $2

special
----
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.
minimum bid----------alan.diaz@snet.net

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

2863. An URL of general a8 interest

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <62vgj8$65d$1@cletus.bright.net>
Source record: 69197

A while back I happened across this URL-

http://world.std.com/~snet/glenda.htm

It covers, among other things, what was happening in the Atari 8-bit BBS community in the late '80's. Some of the "heavy hitters" of that era are mentioned in the article.

Please note that I do not necessarily agree with any of the opinions listed in the above article. I'm just pointing out that it is there.

2864. Looking for M.U.L.E. system in NC

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: wsuddert@nr.infi.net
Message-ID: <wsuddert-2610971034500001@pa5dsp7.nr.infi.net>
Source record: 69198

Back in college (88-92), my friends and I were addicted to M.U.L.E.,
running on an Atari 800. Even then, we were feeling a nostalgia rush for
"old computers." Since we've gone our separate ways, the 800 was either
trashed or yard-saled. Sigh.

We've started missing the game pretty badly, and are thinking about
assembling a system for that purpose again. Two questions:

What are minimum system requirements for M.U.L.E.? Will it run on a 400?

Where can I find a CPU, appropriate model disk drive, joysticks and any other
missing hardware, as well as the game, in the North Carolina area?

Thanks,
Will Sudderth
Greensboro, NC

--
William Sudderth <*>
Greensboro, NC
Wandering aimlessly with a liberal-arts Master's degree....

2865. Favorite Infocom text adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19971026201901.PAA29318@ladder01.news.aol.com>
Source record: 69199

What is the best Infocom text adventure available on disk for the Atari 400/800
out there? I've played Zork I and it was great.

Thanks,

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

2866. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3453c0e6.375020476@news.aatech.com>
Source record: 69200

On 26 Oct 1997 06:37:04 GMT, he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>The cow mooing thing gave me a really wacked-out idea. Suppose
>Gateway 2000 bought up Atari from JTS. They want to sell. Then
>Atari and Amiga International would be sister companies! This
>could be interesting. (My 8-bit computer of choice is the
>Atari platform, my 16/32 bit computer of choice is an Amiga.)
>Odd concept, or what?

Not very. The Atari 8-bits share considerable design philosophy and architecture with the Amigas. The 8-bits share nothing more than the nameplate with the ST. It's too bad so many Atarians had perfected their knee-jerk reaction to company logos. Many Atari zealots lost out on their oportunity to be involved with the next-Generation Atari as it happened. (Or as ANALOG called the Amiga before the ST came out, "Not the next generation Atari, but the one after that.")

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

2867. Re: Favorite Infocom text adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bce269$7d569140$d9374382@hawks-pc>
Source record: 69201

Well, Stationfall too was great, but I don't remember if I played it on the
ST or the 8-bit! Is it available for 8-bit ? Enchanter trilogy is good!

Bairman <blm@worldnet.att.net> wrote in article
<630krn$rt8@bgtnsc02.worldnet.att.net>...
> pbjurman@aol.com (PBjurman) wrote:
>
> >What is the best Infocom text adventure available on disk for the Atari
400/800
> > out there? I've played Zork I and it was great.
>
> I've played about 10 of them. Of those, Zork I, Planetfall and
> Infidel were my favorites...
>
> Bairman
>
>

2868. Re: Favorite Infocom text adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: blm@worldnet.att.net
Message-ID: <630krn$rt8@bgtnsc02.worldnet.att.net>
Source record: 69202

pbjurman@aol.com (PBjurman) wrote:

>What is the best Infocom text adventure available on disk for the Atari 400/800
> out there? I've played Zork I and it was great.

I've played about 10 of them. Of those, Zork I, Planetfall and
Infidel were my favorites...

Bairman

2869. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <IC2U0Q9wpHsd092yn@kenton.com>
Source record: 69203

In article <62un07$c1m@alexander.INS.CWRU.Edu>,
he110@cleveland.Freenet.Edu (Bill R. Core) wrote:
>ACTION!. All he needs is a TCP/IP interface. Now that
>wasn't so hard, eh? Just allow yourself to imagine what's
>possible, rather than try to prove why it won't work.

Thatis exactly what needs to be written!! My internet provider only offers
ppp connections, so I'm SOL when it comes to using my Atari on the Internet.

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

2870. Re: Mah Jongg

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6gbqCyIKzHB@peter.soemtron.sb.sub.de>
Source record: 69204

In article <Re: Mah Jongg>, krap@zwieracz.psych.uw.edu.pl (maciej grzeszczuk) wrote:

Howdy maciej!

> > games I've played on the Atari were MyJong (excellent game, but blocky
> > graphics and slow rendering) and I've seen Taipei XL once.
> taipei xl was good graphically, but poor playability.
> the shanghai was excellent game, with much, much better playability, but the
> graphics was quite poor...

I don't think so. Shanghai has very good graphics, of course no 3D but
really good!
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2871. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6gbqBTI$zHB@peter.soemtron.sb.sub.de>
Source record: 69205

In article <Re: Seriously! ANY comments on Gem Drop?>, he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

Howdy Bill!

> The cow mooing thing gave me a really wacked-out idea. Suppose
> Gateway 2000 bought up Atari from JTS. They want to sell. Then
> Atari and Amiga International would be sister companies! This
> could be interesting. (My 8-bit computer of choice is the
> Atari platform, my 16/32 bit computer of choice is an Amiga.)
> Odd concept, or what?

atari still exists?

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2872. new QMEG+OS 4.0!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6gbqCQrpzHB@peter.soemtron.sb.sub.de>
Source record: 69206

Howdy!

Today I installed the new Atari OS-ROM "QMEG+OS 4.04" of Stefan Dorndorf
in my XE. It's great to have a brandnew OS (1997) ticking in my 10 ten
years old Atari....

I'm really surprised about the power!

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2873. Re: software

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <62ulj4$bq7@alexander.INS.CWRU.Edu>
Source record: 69207

To access the Internet with an 800XL you need the following:

1. Ice-T 2.72 (latest version vt100 emulation, handles
up to 19.2KB directly)
2. An MIO or Black BOX, or a memory expansion to use
a Ramdisk.
3. A rather speedy modem. This is to bypass your own
frustration. I use a Motorola 28.8, and yes at
full 28.8! Hardware Flow control is a wondrous
thing!
4. An Internet Service Provider that allows shell
access. Basically if you dial the number, log in,
and you are at a prompt, you're in!
5. You need the IP to a server that lets you use
a text-based WWW browser called Lynx.
Telnet to either of these:
129.237.33.3
152.2.22.93
The first is the University of Kansas, the second is
to the Sun Microsystems site.
6. For mail access, become a user of one of the
Freenet sites. This is how I can usse
comp.sys.atari.8bit. Here is the one I use:
129.22.8.26 (which is the Cleveland Freenet,
just because it is the closest to me)

You can't really do any usable IRC yet (PLEASE someone prove
me wrong!!!) apart from connecting to the WTnet site.

If you need any more info, please let me know.

////Pakrat

2874. IRC via telnet

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <62vcej$5e8$1@cletus.bright.net>
Source record: 69208

```
Bill R. Core wrote in message <62ulj4$bq7@alexander.INS.CWRU.Edu>...
>
>
>You can't really do any usable IRC yet (PLEASE someone prove
>me wrong!!!) apart from connecting to the WTnet site.
>
>If you need any more info, please let me know.
>
> ////Pakrat

Hi Bill,

Users that only have telnet access can telnet to telnet.dal.net, and
access the #atari8 channel there. Below is a captured session that shows
how to do it. Enjoy!

telnet telnet.dal.net
trying telnet.dal.net...
Welcome to Linux 2.0.30.
To access the DALnet IRC Network, use the login name "dalnet".
Please be sure that "dalnet" is all lowercase, and that there
are no quotes around it.
Bajor and the United Federation of Planets welcomes you to the
Federation Space Station Deep Space Nine!
ds9 login: dalnet
Linux 2.0.30.
Welcome aboard DS9! We hope you find your stay here enjoyable.
If you run into any trouble, please email the station administrator,
data@dreamhaven.org. Once again, welcome!

MESSAGES FROM STATION STAFF
Notice!!! Idle shells waste system resources. Shells left idle for
more than 1 hour are subject to termination without warning.
*** 10/06/97 *** Do you have a web page on dreamhaven? And do you
want people to know it's there? If so, please email me
(data@dreamhaven.org) and I will see that a link to your page gets
added to the Links to Users' Home Pages link off of Dreamhaven's main
page!
Last login: Sun Oct 26 03:51:03 on ttyp5 from ash-cas1-cs-47.d.
No mail.
found 3 users

Welcome to DALnet!
You are telnet client user number 3 of 20.
Please see http://www.dal.net for info on DALnet.
Don't forget to register your channels and nick!
```

```
/msg chanserv help
/msg nickserv help
Thanks to:
Maelcum, Eagle, JoelKatz, and EasyRider for their help in making this
telnet client possible!
What would you like your nickname on DALnet to be?-

Note: Do not enter "dalnet" here; you already passed the point at which
you must enter "dalnet", and if you enter it again here, the IRC server
will reject you, as the nick "dalnet" is not allowed to be used.
Nickname: a-rogue
*** trying port 6669 of voyager.dal.net

yes!!!!!!!!!
:*** If you need assistance with connecting to this server,
voyager.ca.us.dal.net, please refer to: http://www.dal.net/connect/
*** Welcome to the DALnet IRC Network
a_rogue!dalnet@dt9h3n72.san.rr.com
*** Your host is voyager.ca.us.dal.net, running version
dal4.4.13
*** This starship was assimilated Wed Oct 8 1997 at 20:12:27
PDT
*** voyager.ca.us.dal.net dal4.4.13 oiwsghOkcf biklmnopstv
*** There are 3915 Borg(s) and 3701 invisible on 39 Borg cube(s)
*** 35 :Borg Queen(s) online
*** 1 :unknown connection(s)
*** 2814 :deck(s) in use
*** I have 306 Borg(s) and 4 Borg cube(s)
*** - voyager.ca.us.dal.net Message from Starfleet
Command -
*** - 26/10/1997 3:04
*** - Welcome to voyager.dal.net, ________ Voyager image by
*** - DALnet's West Coast hub __.------'--------`---.___ Josh Bell
*** - in the Delta Quadrant! _.--' _.-' /==================`--.___
*** - __.-' .' / `--._
*** - .--------------' --------'=====================================
*** - ___.-'-----------..__ .'`-._________.---------'
*** - '--| ==========<=|| [`._______________/
*** - `-------------'`---' / Command Officers: Celjha,
*** - Fleet Admiral `._____ / Kupan, Leviatan, Mamoru,
*** - WC `------------' Noonian, Surel.
*** - This Starship has been assimilated by the Borg. Resistance is futile.
*** -
=========================================================================
*** - Please email any of us at: <nickname>@dal.net! Example: wc@dal.net
*** - Or email us all at voyager-staff@dal.net. We want to hear from you!
*** -
-------------------------------------------------------------------------
*** - DALnet Special Services Other Available Resources
*** - NickServ ChanServ http://www.dal.net - DALnet Web Pages
*** - MemoServ HelpServ http://zine.dal.net- DALnet WebMagazine
```

```
*** - /msg <service> help for help. ftp://ftp.dal.net - DALnet FTP Archive
*** -
-----------------------------------------------------------------------
*** - This server has a NO BOTS policy. Any bots or f-serves found running
*** - on this server will be removed and banned if they return. Thank You.
*** -
-----------------------------------------------------------------------
*** - Please be courteous to your fellow DALnetizens; do not flood, harass,
*** - run clonebots, or otherwise disrupt the chatting environment of
others.
*** -
-----------------------------------------------------------------------
*** - Need help? The following channels are available to serve you:
*** - #DALnetAide - aide en francais #Help_Channel - for help in general
*** - #DALnetHelp - for IRC-related help #Macintosh - for Mac/Ircle help
*** - #DragonRealm - for an IRC Operator #mIRC - for mIRC help
*** - #HelpDesk - for Bot/Script help #pirch - for pirch help
*** -
=======================================================================
*** - ***This server can only be reached on ports 6666-6669, and port
7000.***
*** -
-----------------------------------------------------------------------
*** - Quote of the Day (from PatMan):
*** - "Get that Cheese to sickbay!" -- Captain Janeway
*** -
-----------------------------------------------------------------------
*** - DALnet Help Archive: ftp://ftp.dal.net/dalnet/document/official-help
*** -
=======================================================================
*** @ash-cas1-cs-47.dial.bright.net :Unknown command
*** a_rogue (dalnet@dt9h3n72.san.rr.com) has joined channel #atari8
*** Topic for #atari8 is Atari 8-bit computers
*** #atari8 AtariCodeman 877868626
Pub: #atari8 a_rogue @AtariCodeman
<AtariCodeman> Hello a_rogue!
> Hi ataricodeman. What's happening?
<AtariCodeman> Not much. I've just been hanging around here waiting to see
who
shows up. And you?
*fsdfdsf* Hey Man, Please Could You Come to Channel #netsurf NOW!
/ignore fsdfdsf
*** Now ignoring ALL messages from fsdfdsf!*@*
> I've just been messing around with the pcxformer, ver. 3.60. I finally
got
+ spartados to run on it. But only version 3.3a.
Link: a_rogue[dt9h3n72.san.rr.com] (DALnet Telnet Client!
telnet://telnet.dal.net/)
```

2875. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <62vfak$5s1$1@cletus.bright.net>
Source record: 69209

Bill R. Core wrote in message <62un07$c1m@alexander.INS.CWRU.Edu>...
>
>All we need right now is a SLIP stack. A friend of mine
>(Lonny Pursell, wrote the most-used IRC program for the ST
>maybe you've heard of him) has said that he would like to
>convert it to run on Atari8 systems, writing it in
>ACTION!. All he needs is a TCP/IP interface. Now that
>wasn't so hard, eh? Just allow yourself to imagine what's
>possible, rather than try to prove why it won't work.
>
> ////Pakrat

Does anyone have c source to a slip stack? I've got a pretty good c cross compiler. If something like was ported to the a8, it would have to be kept small in order to leave room for applications. I figured 8k could be allocated to a stack handler. I also think that such a system would require the use of a newer BB, or an MIO using Len Spencer's Hyperspeed program. This is because hardware flow control would have to be relied upon. Using this kind of set up, the stack handler would only be called by the application when the application wanted to grab some input. In other words, the stack handler would be the slave to the application, not the other way around. Alternately, the stack handler would be in control, buffering all input and doing a fork() to the application only when it detected the input line was idle. This isn't as good, IMHO.

I do have the c-64 assembly listing to their stack handler, but found it a bit hard to follow. I think the author said he developed it using a network link between his linux box and his c-64. It would almost require a similar setup to debug a stack handler for our a8's. (Anyone have a similar setup, and would be willing to debug the stack handler? I don't.) I think that if we could get the stack handler written in c, then we could make the source available and it could be compiled right into any application, instead of it being a seperate program altogether. C would be easier for most people.

2876. Re: CX-85 Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.971026163239.22669A-100000@moose.erie.net>
Source record: 69210

On Fri, 24 Oct 1997, Kenneth Jennings wrote:

>
> On 24 Oct 1997 18:07:44 GMT, bfuehring@aol.com (BFuehring) wrote:
>
> >Ever seen this? I haven't, but I picked one up in case somebody needed one.
> > Looks like a 10 key keypad add on or something.....
>
> If this is the largeish-tan plastic dealie I believe it is the
> external keypad Atari had for some bit of budget software.
> Ummmm. Does this plug into the SIO port?

The CX-85 keypad was bundled withe The Bookkeper which was a
full-fledged (for its day!) business accouting package. It was also the
most expensive piece of software ever published for the 8-bit Atari's
listing at something like $495 when it was first released. The CX-85
plugged into the joystick port and needed a driver to support it.

2877. Re: Ultima II help wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R2610971538350001@nntp.netgate.net>
Source record: 69211

In article <fseipel-2410972046250001@ts5-9.homenet.ohio-state.edu>,
fseipel@freenet.columbus.oh.us (Frank Seipel) wrote:

> In article <344F4C3D.1EBC@reading.ac.uk>, "J. F. Goodwin"
> <smrgoodw@reading.ac.uk> wrote:
>
> > I've been playing Ultima II for the past few weeks and have got
> > totally stuck...!
> >
> > Can anyone help me out?

[snip--I've looked all over, but...]

> > Have I missed the obvious location of the Blue Tassles or
> > am I going in the wrong direction altogether?

>
> The Blue Tassles are to be found in the Dungeons.
>
> However, there was a bug in an early version of the Atari
> 8-bit version of Ultima II. There were no blue tassles in this
> version.

Hmmm. I never found them there. All I ever did is keep killing
thieves; just as they can steal from you, you receive a random item
when you kill them. As soon as I'd kill a thief who gave me blue
tassles, I saved and looked for a boat.

--
Tim Irvin, ziggy29@netgate.net ::::: http://www.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

2878. Re: Favorite Infocom text adventure?

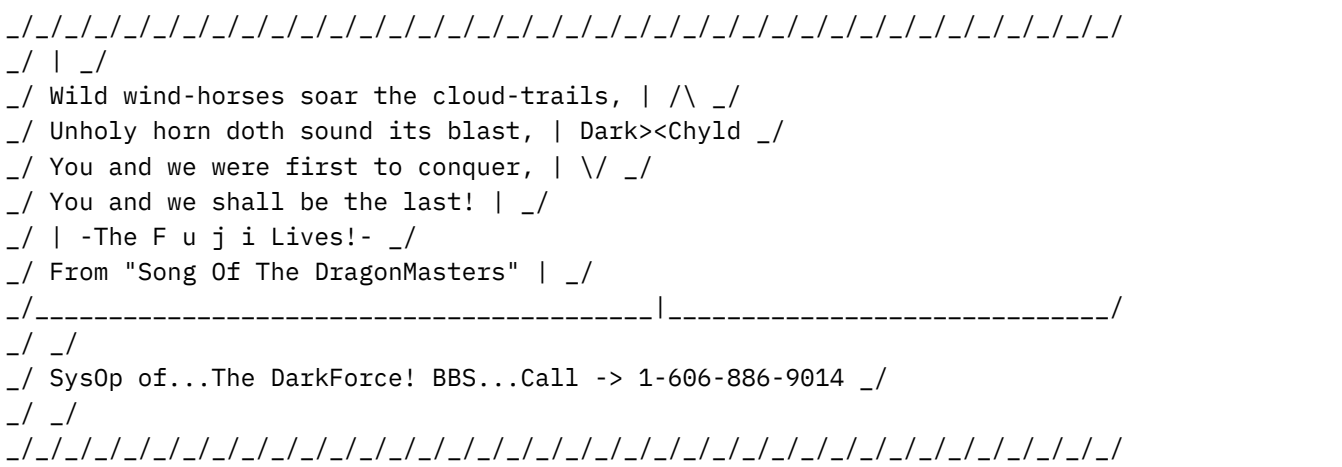
Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <877887048_OASIS_@pcc-uky.campus.mci.net>
Source record: 69212

In article <19971026201901.PAA29318@ladder01.news.aol.com>
pbjurman@aol.com (PBjurman) said:-

>What is the best Infocom text adventure available on disk for the Atari 400/800
> out there? I've played Zork I and it was great.

If you are into humor, Hitchhikers Guide to the Galaxy is really funny, and
I liked WishBringer for its magic... :)

--



2879. Re: Atari BBS List

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6gbqCeqKzHB@peter.soemtron.sb.sub.de>
Source record: 69213

In article <Re: Atari BBS List>, sysop.fox-1@stackbbs.xs4all.nl (Sysop Fox-1) wrote:

Howdy Sysop!

> A little note about your BBS-list... The Pro!-BBS 'Atari Inside' you
> mentioned is off-line. Don't think it's temporary...
> Maybe you can add my info to the list...
>
>
> Thunderdome, Atari 8-Bit BBS
> +31 (0)416-279990
> Running: BBS-Pro! 5.0b, node 471
> rates: 1200 -> 14.400 baud
> online-times: 21:00 -> 8:00 CET
> Hardware: Atari 130XE 320Kb, BlackBox, 676Mb SCSI-HDD
> Supporting: Atari 400/800/XL/XE, Atari 2600/7800, Atari Jaguar64,
> Atari Lynx, Emulation at other platforms (plus a very little of ST/TT/
> Falcon)
>
> Networks: Local bases, International Message Relay, comp.sys.atari.8bit,
> rec.games.video.atari, Euro-Net
>
> Sysop: Fox-1
> CoSysop: TXG
> CoSysop: Metal-1
>
> Internet E-mail: fox-1@fatima.dds.nl
>
> SnailMail: P.O.Box 16
> ZipCode: 5160 AA
> City: Sprang-Capelle
> Country: the Netherlands
>
> Online since 1-Jan-1997

what's the bbs number of abbuc?

--

6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2880. Re: software

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-26 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <62vd1i$5h3$1@cletus.bright.net>
Source record: 69214

Bill R. Core wrote in message <62ulj4$bq7@alexander.INS.CWRU.Edu>...
>
>To access the Internet with an 800XL you need the following:
>
>
> Telnet to either of these:
> 129.237.33.3
> 152.2.22.93
> The first is the University of Kansas, the second is
> to the Sun Microsystems site.

I'm curious about something. What protocols do those anonymous lynx servers offer? I really like the Sailor server because it allows you to choose random URLs, but it only offers kermit. Also, (I used to know all this stuff), do either of those allow you to uuencode and email files to yourself? I remember doing that at one time, using the print command.

2881. Re: Looking for M.U.L.E. system in NC

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <630no5$p0e$1@news.one.net>
Source record: 69082

In article <wsuddert-2610971034500001@pa5dsp7.nr.infi.net>,
wsuddert@nr.infi.net says...
>
>Back in college (88-92), my friends and I were addicted to M.U.L.E.,
>running on an Atari 800. Even then, we were feeling a nostalgia rush for
>"old computers." Since we've gone our separate ways, the 800 was either
>trashed or yard-saled. Sigh.
>
>We've started missing the game pretty badly, and are thinking about
>assembling a system for that purpose again. Two questions:
>
> What are minimum system requirements for M.U.L.E.? Will it run on a 400?
>
> Where can I find a CPU, appropriate model disk drive, joysticks and any
other
> missing hardware, as well as the game, in the North Carolina area?

The cheapest way of doing what you want to do is buy a 8-bit nintedo and the
mule cart the four player adapter and four joy sticks

go to a place like funcoland the nintendo with two joysticks will run about 20
used, the mule cart about 5, and a four play adapter about 7, and finally the
extra two joy sticks about 8.

2882. Re: Looking for M.U.L.E. system in NC

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: matt <moses@cybercomm.net>
Message-ID: <34542101.980@cybercomm.net>
Source record: 69083

tom cody wrote:
>
> > What are minimum system requirements for M.U.L.E.? Will it run on a 400?
> > Where can I find a CPU, appropriate model disk drive, joysticks and any
> other missing hardware, as well as the game, in the North Carolina area?
>
> The cheapest way of doing what you want to do is buy a 8-bit nintedo and the
> mule cart the four player adapter and four joy sticks
>
> go to a place like funcoland the nintendo with two joysticks will run about 20
> used, the mule cart about 5, and a four play adapter about 7, and finally the
> extra two joy sticks about 8.

You're forgetting that the Nintendo version of MULE is horrible.
Try running it on an emulator... you can actually play the Commodore 64
version 3 player (I don't think any Atari emulators support 4 joysticks)
with PC 64 (and it's nearly identical to the Atari version)...

matt r
--
Visit the World Domination Center!
http://www.cybercomm.net/~moses

2883. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_877948071@rtfm.mit.edu>
Source record: 69084
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 25, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

2884. Re: Ultima II help wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <3454E7CA.BEC6D45E@erols.com>
Source record: 69085

Ultima II, what a great time I had with that game.

Anyhow,
All objects can be gotten from Thieves. Just keep finding them and
killing them. You'll get the Blue Tassles eventually.

Just to save you some time and aggrevation, in Ultima II the Dungeons
are worthless. Nothing but gold down there.

If you have any questions feel free to email me. I've played that game
inside and out, to the point where I have no more Ocean left, just ships
all over the place (In almost every time zone).

Later,
Steve

J. F. Goodwin wrote:

> I've been playing Ultima II for the past few weeks and have got
> totally stuck...!
>
> Can anyone help me out?
>
> I've got a Level 13 character now, I know how to get healed and
> I also have a horse. I know how to get keys (painful it can be).
> However, I've got nowhere fast.
>
> I've explored all the time doors I can reach and as many towns
> as possible. I've also found 2 towers. I cannot, as yet, board
> a ship. I've searched everywhere for the mysterious Blue
> Tassles but haven't a clue where to find them. Without a ship
> I don't think I can proceed. I cannot get too far down into the
> dunegeons without getting killed (by combat or trap).
>
> Have I missed the obvious location of the Blue Tassles or
> am I going in the wrong direction altogether?
>
> Any help (short of the whole solution, please!) would be
> welcomed.
>
> - Joel

2885. Need Atari 800 Video Cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: Justin Cameron <jc7664b@american.edu>
Message-ID: <01bce31a$c885d480$a79c0993@wintermute.dorms.american.edu>
Source record: 69086

I've got an old Atari 800 and know it's in working condition.
Unfortunately, it's missing a video cable, and I'm confused as to what kind
of cable or monitor I could use with it. Or TV, for that matter.
I'd really love to get it up and running ASAP - if anyone can help me out
w/suggestions or parts, I'd be interested.
-justin
jc7664b@american.edu

2886. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <632hs2$rp2$1@cletus.bright.net>
Source record: 69087

Ryan 'Gozar' Collins wrote in message ...
>In article <62un07$c1m@alexander.INS.CWRU.Edu>,
>he110@cleveland.Freenet.Edu (Bill R. Core) wrote:
>>ACTION!. All he needs is a TCP/IP interface. Now that
>>wasn't so hard, eh? Just allow yourself to imagine what's
>>possible, rather than try to prove why it won't work.
>
>Thatis exactly what needs to be written!! My internet provider only offers
>ppp connections, so I'm SOL when it comes to using my Atari on the
Internet.
>
>

Here's something you might want to try, if you haven't already. Load up bobterm on your a8, dial your isp and log in. After this, if you begin to get garbage sent to your screen, pulsed in about 1 second increments, then your isp automatically drops into using slip or ppp. But on the other hand, if you get a prompt, hit a "?", and you'll get a mini menu of about 10 items. The items on the menu include slip, ppp, and telnet.

Most, but not all, of the isp's that claim not to offer shell accounts are of the type that support this type of mini menu. It really isn't a shell account, but since it offers a text-based telnet, you can go all over the world using your a8.

2887. For Sale: BOx 'O Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: davepat@total.net
Message-ID: <34542376.0@news.total.net>
Source record: 69215

For Sale: Box 'O Atari Stuff.

Includes:
Assorted ICs (misc 40 pin, RAM, 1200xl OS, others)
Books (The Creative Atari, others)
Software (Paperclip with dongle and docs, HERO, Pitfall, plus others)
Two broken Atari 850 interfaces (with 1 power supply, 2 SIO cables)
PBI experimenters' board with docs

Best offer takes it.

Will NOT split it up.

Shipping from Montreal, Quebec, Canada.

--
David A. Paterson
davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878
And she handed me twenty dollars for a two-fifty fare
She said "Harry, keep the change."

2888. Re: Any comments Gem Drop

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6319o6cjj1@nuke.csu.net>
Source record: 69216

Sysop Fox-1 (sysop.fox-1@stackbbs.xs4all.nl) wrote:
: Well, I finally reached level 15 while playing GemDrop. My highscore is
: about 52,000 at this time, and it's to hard for me to beat level 15...
: I'm playing this game in the Netherlands, so on a PAL Atari 130XE, but I
: didn't noticed any flickering. Maybe because I use an ordinary color-TV
: with a very slow screen :-))

Cool! :) Heheh.. do you hate all the extra gems, or what? :)

<stories snipped>

Cool! :)

: B.t.w. I'm using 1050 diskdrives, upgraded with Speedy's. In your code I
: saw you're 'searching' for Happy 1050-drives.

Nope! Not my code! Must be MyDOS 4.53 doing it!?

I dunno what to say about the problems!? <:^(

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2889. Don't Fear's 3rd Auction Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <34543B9B.42D38E4@prodigy.com>
Source record: 69217
Cross-posted to: rec.games.video.classic,rec.games.video.misc,rec.games.video.nintendo,rec.games.video.marketplace,rec.games.vectrex,comp.sys.atari.8bit

Don't Fear's Huge 3rd Auction: Part 1: (Initial Post)

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check all in U.S. funds. If you choose to
send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of the item.
10. Email me if you are looking for a specific label varaition, I might have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on
Once an item has reached the G2 stage, only those on the update list may bid.
14. All orders over $100 will recieve as an added bonus my Freshman video project. You'll get a chance to
play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features:

Atari 2600 - 303 Items Atari 5200 - 31 Items Misc - 12 Items
Atari 7800 - 17 Items Atari Comp - 54 Items

Atari 2600

Prototypes

Stampede
Dolphin
Name This Game
Eggomania

Atari

Combat (C) - complete
Air-Sea Battle (U) - w/instructions
Space War (U) - w/instructions
Outlaw (U) - w/instructions
Slot Racers (U) - w/instructions
Canyon Bomber (C) - w/instructions
Super Breakout (U) - multi language, complete
Defender (C) - w/instructions
Warlords (U) - shrinkwrapped
Indy 500 (U) - w/instructions
Street Racer (U) - w/instructions
Adventure (C) - w/instructions
Demons To Diamonds (U) - shrinkwrapped
Pele's Soccer (C)
Championship Soccer (C)
Basic Programming (R) - w/instructions
Video Olympics (C) - w/instructions
Breakout (C) - complete, rare white box
Home Run (C) - w/instructions
Basketball (C) - w/instructions
Football (C) - w/instructions
Miniature Golf (U)
Human Cannonball (U)
Bowling (C)
Sky Diver (pic) (U)
Circus Atari (C) - complete
Superman (C) - w/instructions
Space Invaders (C) - complete
Night Driver (C) - w/instructions
Golf (C) - w/instructions
Maze Craze (U) - w/instructions
Video Checkers (R)
Dodge 'Em (U) - w/instructions
Missile Command (C) - w/instructions
Othello (R) - complete, rare white box
RealSports Baseball (U) - w/instructions
Surround (C) - w/instructions
Hunt & Score (U)
Code Breaker (U)
Flag Capture (pic) (U) - w/instructions
Video Chess (U)
Pac-Man (C) - w/instructions
Video Pinball (U) - w/instructions
Asteroids (C) - w/instructions
Bezerk (C) - w/instructions
Blackjack (R) - complete
Casino (U) - complete, special edition box
Slot Machine (R)
Haunted House (C) - w/instructions

Yars Revenge (C) - w/instructions & comic
Yar's Revenge (red lbl) (R)
Swordquest: Earthworld (C)
Swordquest: Fireworld (C) - complete
Math Grand Prix (C)
Raiders Of The Lost Ark (C) - w/instructions
Star Raiders (U) - w/inst & video touch pad
Basic Math (U)
Hangman (U)
Brain Games (U) - w/instructions
RealSports Volleyball (U) - w/instructions
Football RealSports Soccer (U) - Euro cart
RealSports Football (C) - w/instructions
Vanguard (C) - w/instructions
Swordquest: Waterworld (UR) - (thanks PBagnarol)
Phoenix (C) - complete
E.T. (C) - shrinkwrapped
Ms. Pac-Man (C) - w/instructions
Centipede (C) - w/inst/comic book/poster
Dig Dug (U) - w/multi language inst
RealSports Tennis (U) - w/instructions
Battlezone (U)
Krull (R) - complete
Galaxian (U)
Jungle Hunt (U) - w/instructions
Kangaroo (U) - complete
Pengo (ER)
Joust (C) - w/instructions
Moon Patrol (U) - w/multi language inst
Pole Position (C) - w/instructions
Pole Position (end lbl error) (C) - w/inst
Mario Bros. (U) - w/instructions
Taz (R)
Crystal Castles (U) - w/instructions
Pigs In Space (ER)
Millipede (R) - w/instructions
Defender II (R) - complete
Jr. Pac-Man (U) - w/instructions
Midnight Magic (R) - w/instructions
RealSports Boxing (U) - w/instruction
Solaris (U) - complete
Crossbow (U) - w/instructions
Desert Falcon (C) - complete
Donkey Kong (U)
Donkey Kong Jr. (R) - w/instructions
Q*Bert (R) - w/instructions
Dark Chambers (U) - w/instructions
Super Baseball (U)
Super Football (U)
Sprint Master (R) - w/instructions

Secret Quest (R)
Klax (PAL) (ER)

Sears

Target Fun (C) - w/instructions
Blackjack (pic) (R) - w/instructions
Breakaway IV (pic) (C)
Memory Match (U) - top lbl damage
Baseball (C)
Maze (pic) (C)
Basketball (U)
Bowling (R)
Dare Diver (ER)
Superman (ER)
Night Driver (U)
Golf (C)
Circus (C)
3-D Tic-Tac-Toe (ER)
Steeplechase (R)
Submarine Commander (ER)
Space Invaders (C)
Adventure (pic) (U) - w/instructions
Soccer (U)
Dodger Cars (ER) - lbl wear
Arcade Pinball (R)
Asteroids (U)
Super Breakout (C) - w/instructions
Missile Command (R)
Defender (C)

Absolute

Skateboardin' (R) - w/instructions

Activision

Dragster (U)
Boxing (U) - w/instructions
Checkers (ER) - w/instructions
Fishing Derby (U) - w/instructions
Skiing (U) - w/instructions
Bridge (R)
Tennis (C)
Laser Blast (C) - w/instructions
Freeway (U) - w/instructions
Kaboom! (U) - w/instructions
Stampede (U) - w/instructions
Ice Hockey (U) - (blue lbl)
Barnstorming (U) - w/instructions

Grand Prix (U) - w/instructions
Chopper Command (U) - complete
Chopper Command (blue lbl) (ER) - w/inst
Megamania (U) - shrinkwrapped
Starmaster (U)
Pitfall! (blue lbl) (ER) - w/instructions
Sky Jinks (R) - w/instructions
River Raid (U)
Spider Fighter (U)
Seaquest (R) - w/instructions
Oink! (R) - w/instructions
Dolphin (R)
Keystone Kapers (U) - (blue lbl)
Enduro (blue lbl) (U) - w/instructions
Plaque Attack (R)
Robot Tank (R) - w/instructions
Crackpots (R)
Decathalon (R)
Pressure Cooker (R) - complete
Space Shuttle (blue lbl) (ER)
Pitfall II: Lost Caverns (R)
H.E.R.O. (R)
Beamrider (R)
Cosmic Commuter (R)
Kung-Fu Master (R) - w/instructions
Commando (R) - complete
Rampage (R)
Ghosbusters (R)

Amiga

Mogul Maniac (ER)

Apollo

Skeet Shoot (R) - complete
Space Cavern (red lbl) (U)
Racquetball (orange lbl) (U)
Lost Luggage (blue lbl) (U) - w/inst
Shark Attack (blue lbl) (U)
Infiltrate (blue lbl) (U) - w/inst

CBS Electronics

Wizard Of Wor (R)
Gorf (U) - w/instructions
Blueprint (writing on lbl) (U)
Solar Fox (U)
Omega Race (U) - w/instructions
Mountain King (R)

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Coleco
------
Donkey Kong (C) - w/instructions
Zaxxon (U)
Venture (C) - w/instructions
Mouse Trap (U) - w/instructions
Smurfs: R.I.G.C. (U) - w/instructions
Donkey Kong Jr. (R)
Front Line (R)
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Data Age
--------
Encounter At L-5 (U) - w/instructions
Warplock (C)
Sssnake (C)
Airlock (C)
Bugs (U) - w/instructions
Journey Escape (C) - w/instructions
Bermuda Triangle (R) - w/instructions
----
Epyx
----
Summer Games (R)
Winter Games (R) - w/instructions
California Games (R)
------
Froggo
------
Task Force (R) - complete
Sea Hawk (R)
------
Imagic
------
Trick Shot (R) - w/instructions
Demon Attack (blue lbl) (ER) - w/inst
Star Voyager (C) - w/instructions
Atlantis (U) - complete
Cosmic Ark (U) - w/instructions
Fire Fighter (R)
Shootin' Gallery (ER)
Riddle of the Sphinx (U) - w/ inst
Dragonfire (C) - w/instructions
Fathom (R)
Solar Storm (R)
Moonsweeper (U)
Laser Gates (R)
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Konami
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Pooyan (end quarter lbl missing) (ER)

M Network

Adventures of Tron (white lbl) (U) - w/inst
Masters Of The Universe (R)
Burgertime (R) - w/instructions
Kool-Aid Man (U)
Super Challenge Football (white lbl) (C) - w/inst
Space Attack (C) - complete
Armor Ambush (C) - w/instructions
Tron Deadly Discs (U)
Lock 'n Chase (C) - w/instructions
Frogs and Flies (U) - w/instructions
Super Challenge Baseball (C) - w/instructions
Astrosmash (U) - w/instructions
Dark Cavern (U) - w/instructions
International Soccer (U) - w/instructions
Bump 'n' Jump (R) - w/instructions

Milton Bradley

Survival Run (R)
Spitfire Attack (U)

Mythicon

Sorcerer (R)
Fire Fly (R)
Star Fox (R)

Panda

Space Canyon (R)

Parker Brothers

Star Wars: Jedi Arena (R) - w/instructions
Star Wars: Empire Strikes Back (C)
Star Wars: R.O.T.J.: D.S.B. (R) - w/sticker on lbl & inst
Frogger (C) - w/instructions
Amidar (U) - w/instructions
Super Cobra (end lbl missing) (U)
Reactor (U)
Tutankham (U) - w/instructions
Sky Skipper (R) - front part of lbl missing
Q*Bert (C) - w/instructions
Spider-Man (R)
Strawberry Shortcake: Musical Match-ups (R) - complete
G.I. Joe Cobra Strike (U)

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Sega
----
Tac-Scan (U)
Star Trek S. O. S. (R)
Buck Rogers: Planet Zoom (U) - w/instructions
Congo Bongo (R)
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Spectravision
-------------
Gangster Alley (end lbl wear) (R)
Planet Patrol (R)
Tapeworm (R)
---------
Telegames
---------
Super Challenge Football (U)
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Telesys
-------
Coco Nuts (fancy cart) (R) - w/instructions
Fast Food (fancy cart) (R)
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Tigervision
-----------
Threshold (R)
Polaris (ER)
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20th Century Fox Video Games
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Worm War I (Sirus) (U)
Beany Bopper (Sirus) (R)
Deadly Duck (R)
Mega Force (R)
Alien (R) - w/instructions
Turmoil (U)
Crypts Of Chaos (R) - w/instructions
M*A*S*H* (U)
Porky's (R) - w/instructions
Revenge Of The Beefsteak Tomatoes (R)
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U.S. Games
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Space Jockey (Vidtec) (C) - w/instructions
Word Zapper (Vidtec) (U) - w/instructions
Commando Raid (Vidtec) (R) - w/instructions
Name This Game (R) - w/instructions
Towering Inferno (U) - w/instructions
M.A.D. (R)
Gopher (R) - w/instructions
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Squeeze Box (ER) - w/instructions
Eggomania (R) - w/instructions
Picnic (fancy cart) (ER)
Piece O' Cake (fancy cart) (ER) - w/inst
Raft Rider (fancy cart) (ER)
Entombed (fancy cart) (ER)

Xonox

Chuck Norris Superkicks (ER)
Sir Lancelot (ER)

Zimag

Tanks But No Tanks (R)

Systems & Peripherals

Atari 2600: Four switch, wood front panel in orignal box w/two joysticks, set of paddles, power supply, R/F modulator, owners manual and the following loose games: Combat, Defender, Space Invaders, Missle Command, Pac-Man, Asteroids, Swordquest Fireworld, Raiders Of The Lost Ark, E.T., Pole Position, RealSports Football, Vanguard, Ms. Pac-Man, Target Fun, Laser Blast, Kaboom!, Chopper Command, Pitfall!, Donkey Kong, Cosmic Ark, Astrosmash, M*A*S*H*, Star Wars: Jedi Arena, Mega Force, and M.A.D.
$10 min

Sears Video Arcade: Six switch, wood front panel w/two joysticks, power supply, R/F modulator and the following loose Sears games: Space Invaders, Night Driver, Bowling, and Asteroids
$5 min

Remote Control Joysticks - complete in orignal box
$5 min

Atari 2600 Manual Package:
Air-Sea Battle, Outlaw, Slot Racers, Canyon Bomber, Super Breakout, Street Racer, Backgammon, 3-D Tic-Tac-Toe, Video Olympics, Breakout, RealSports Baseball, Swordquest: Fireworld, RealSports Volleyball, RealSports Football, Centipede, Millipede, 1981 Green Catalog, 1981 Red Catalog, 1982 Red Catalog, 1983 Fold-Out Catalog, The Atari Advantage 7800 Collectors Poster, Barnstorming, Spider Fighter, Activision Spring 1982 and Activision Summer 1982 Catalog

Track & Field controller for 2600
2600 Joystick
2600 Joystick
Video Touch Pad
Touch Me Handheld (SC)
Stuntcycle stand alone unit
Atari Video Pinball stand alone unit
Atari Game Center (no cover)

Telegames Center
Vid-Lid Plus (holds 10 games + inst)
Wood Game Holder (hold 16 games)

Atari 7800

Atari

Centipede (R) - w/instructions
Asteroids (R) - complete
Dig Dug (R) - w/instructions
Food Fight (R)
Galaga (R)
Ms. Pac-Man (U) - w/instructions
Pole Position II (C) - w/instructions
Xevious (U) - w/instructions
Choplifter! (U) - w/instructions
Karateka (U) - w/instructions
Crack'ed (R)
Dark Chambers (U) - w/instructions
Mat Mania Challenge (R) - shrinkwrapped
Scrapyard Dog (R) - shrinkwrapped

Absolute

Tomcat F-14 Flight Simulator (R)

System & Misc.

Atari 7800: w/owners manual, two joysticks, power supply, R/F modulator and
Pole Position II

Atari 7800 instruction package:
Centipede, Asteroids,Dig Dug, Joust, Robotron 2084, Desert Falcon, Ballblazer,
Touchdown Football, One-On-One Basketball, Hat Trick, Impossible Mission, Crossbow,
Ace Of Aces, Donkey Kong, Donkey Kong Junior, Tower Toppler and Jinks

Atari 5200

Atari

Centipede (C)
Defender (C)
Football (C)
Galaxian (C)
Joust (U-)
Jungle Hunt (U-)
Kangaroo (writing on lbl) (C+)
Missle Command (C+)
Ms. Pac-Man (lbl fade) (U-)
Pac-Man (C-)

Pengo (writing on lbl) (R-)
Pole Position (C+) - w/instructions
Soccer (C)
Space Invaders (C)
Star Raiders (C+)
Super Breakout (C-) - w/instructions
Vanguard (U-)

Activision

H.E.R.O. (R)
River Raid (U)

CBS Electronics

Blue Print (R-)
Gorf (R-)

Parker Brothers

Frogger (writing on lbl) (C+)
Popeye (writing on lbl) (C+)
Q*Bert (C+)
Star Wars: The Arcade Game (writing on end lbl) (R+)
Super Cobra (writing on lbl) (R)

Sega

Congo Bongo (R-)

System & Peripherals

Atari 5200: Four port model in orignal box w/power supply, switchbox, one working controller, and the following loose games: Defender, Galaxian, Joust, Pac-Man, Pole Position, Super Breakout, and Vanguard
$10 min
Working 5200 Joystick
Broken 5200 Joystick
Broken 5200 Joystick

Atari 400/800

Activision

Kaboom! (U)
MegaMania (U)
River Raid (U) - w/instructions

Atari

Ace of Aces (C)
Asteroids (C)
Barnyard Blaster (U)
Basic (1985 version) (R)
Basketball (C)
Bug Hunt (U)
Centipede (C)
Defender (C)
Donkey Kong (C) - w/instructions
Donkey Kong Junior (C)
Fight Night (U)
Flight Simulator II (C)
Hardball (U) - w/instructions
Jungle Hunt (U) - w/instructions
Missle Command (C)
Necromancer (U)
Pac-Man (C)
Pengo (U)
Pilot (U)
Pole Position (C)
Qix (C)
RealSports Football (C)
Skywriter (U) - w/instructions
Star Raiders (C)
Super Breakout (C) - complete
Typo Attack (U)

Big Five

Miner 2049er (C)

Epyx

Gateway to Apshai (U) - w/inst
Pitstop (U) - w/inst
Silicon Warrior (C)

IDSI

Pool 400 (R)

Parker Brothers

James Bond 007 (R)
Q*Bert (C)

Roklan

Deluxe Invaders (C) - w/inst
Gorf (C)

Wizard Of Wor (C)

Romox

Princess and Frog (R)

Sega

Buck Rogers: Planet of Zoom (U)

Spinnaker

Alphabet Zoo (U) - complete
Delta Drawing (U) - w/ instructions
Facemaker (U) - complete

Synapse

Shamus (C)

TG Software

Droids (ER)

Thorn EMI

Kickback (U)

Systems & Periphrals
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130 XE - tested w/power supply, two joysticks, and the following loose games:
Donkey Kong, Flight Simulator II, Pac-Man, Star Raiders, and Skywriter.

65 XE - tested w/power supply and owners manual

Atari 400 "The Educator" - complete in orignal box w/power supply and broken 410
program recorder

Atari 800 - w/power supply and Atari service contract

800 XL - w/power supply and owners manual

1050 Disk Drive w/power supply

XM 301 modem - untested

Suncom Animation station - untested w/owners manual

Misc.

Atari Force Full Size #3,5,7,9,12,16,17,18,19,20
$5 min
Atari Age Sept/Oct 1982 Vol 1 Num 3

Atari Age July/Aug 1983 Vol 2 Num 2
Hi-Res 1983 Premiere Issue
Analog Computing July/Aug 1983 Num 12
Power Play Computing Winter 1982 Vol 1 Num 3
Pac-Man Puzzle Game by Milton Bradley (complete, box wear)
Pac-Man "Rubik's Cube" (a few faded stickers)
Donkey Kong Puzzle by Milton Bradley (missing one piece)
Frogger Puzzle by Milton Bradley (complete)
Frogger Board Game by Milton Bradley (complete)
Q*Bert Colorforms (missing one, box wear)

This auction is dedicated to the Old Lady. Without her a lot of this would have been impossible. Thank You

2890. Don't Fear's 3rd Auction Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <34543CB3.F191CFD4@prodigy.com>
Source record: 69218
Cross-posted to: rec.games.video.classic,rec.games.video.misc,rec.games.video.marketplace,rec.games.vectrex,rec.games.video.nintendo,comp.sys.atari.8bit

Don't Fear's Huge 3rd Auction Part 2: (Initial Post)

1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check all in U.S. funds. If you choose to send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of the item.
10. Email me if you are looking for a specific label varaition, I might have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on
Once an item has reached the G2 stage, only those on the update list may bid.
14. All orders over $100 will recieve as an added bonus my Freshman video project. You'll get a chance to play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features the following:

Aquarius - 8 Items Arcadia 2001 - 8 Items
Farichild - 6 Itmes Colecovision - 38 Items
Intellevision - 131 Items Vectrex - 21 Items
Nintendo - 4 Items TI-994A - 19 Items
TRS-80 - 3 Items Vic-20 - 9 Items
Commodore - 22 Items Bally Astrocade - 1 Item
Odyssey 2 - 27 Items Handhelds - 15 Items

Intellivision

Mattell

Demo Cart
Auto Racing (U) - complete
NHL Hockey (C) - complete
Las Vegas Roulette (U) - complete
ABPA Backgammon (R) - complete
Checkers (R) - complete
Armor Battle (C) - shrinkwrapped
The Electric Company Word Fun (R) - complete
Horse Racing (U) - complete
NASL Soccer (U) - complete
Tennis (C) - complete
PGA Golf (C) - complete
U.S. Ski Team Skiing (C) - shrinkwrapped
Sea Battle (C) - complete
Boxing (U) - complete
NFL Football (C) - complete
L.V. Poker & Blackjack (C) - complete
Space Battle (U) - complete
The Electric Company Math Fun (R) - complete
Major League Baseball (C) - complete
NBA Basketball (U) - complete
PBA Bowling (C) - complete
Sub Hunt (C) - w/inst & overlays
Advanced Dungeons & Dragons (U) - shrinkwrapped
Motocross (white lbl) (U) - w/box & overlays
USCF Chess (R) - complete
Space Spartans (U) - complete
Astrosmash (U) - complete
Snafu (C) - complete
Space Armada (C) - complete
Triple Action (C) - complete
Bomb Squad (U) - complete
B-17 Bomber (U) - complete
Mission X (U)complete
Buzz Bombers (R) - complete
Loco-Motion (U) - complete
Thunder Castle (ER) - complete
Mind Strike (ER) - complete
Scooby Doo's Maze Chase (ER) - w/inst & overlay
Mr. Basic Meets Bits 'n Bytes (ER) - complete
Melody Blaster (ER) - shrinkwrapped
The Jetsons' Way With Words (ER) - complete
Burgertime (U) - complete
Kool-Aid Man (R)
Bump 'n' Jump (U) - complete
M.O.T.U.: Power Of He-Man (U) - complete
Space Hawk (U) - complete

Utopia (C) - complete
Star Strike (C) - complete
AD&D: Treasure of Tarmin (U) - shrinkwrapped
Frog Bog (U) - shrinkwrapped
Royal Dealer (C) - complete
Reversi (U) - shrinkwrapped
Night Stalker (C) - shrinkwrapped
Pinball (U) - complete
Shark! Shark! (R) - complete
Tron Deadly Discs (C) - shrinkwrapped
Tron Maze-A-Tron (R) - complete
Tron Solar Sailer (R) - complete
Lock 'n' Chase (C) - complete
Sharp Shot (R) - complete
Vectron (R) - complete
World Championship Baseball (U) - w/olays & inst

INTV Corporation

Pac-Man (ER) - complete
World Cup Soccer (ER) - complete
Championship Tennis (ER) - shrinkwrapped
Thin Ice (ER) - complete
Super Pro Football (ER) - w/inst
Hover Force (ER)
Tower Of Doom (ER)
Diner (ER) - complete
Chip Shot Super Pro Golf (ER) - complete
Commando (ER) - w/instructions
Slam Dunk Super Pro Basketball (ER) - complete
Learning Fun Album I (ER) - w/instructions
Slap Shot Super Pro Hockey (ER) - complete
Pole Position (ER) - complete
Dig Dug (ER) - complete
Learning Fun Album II (ER) - w/box
Mountain Madness Super Pro Skiing (ER) - shrinkwrapped
Body Slam Super Pro Wrestling (ER)

Activision

Stampede (U) - w/box & inst
Pitfall! (U) - w/box & overlays
Happy Trails (R) - w/overlays
The Dreadnaught Factor (R) - shrinkwrapped
Beamrider (R) - complete
Worm Whomper (R) - shrinkwrapped
River Raid (R)

Atarisoft

Pac-Man (R)
Defender (R) - complete
Centipede (R) - complete

Coleco

Donkey Kong (C) - complete
Venture (C) - complete
Mouse Trap (R) - complete
Zaxxon (R) - complete
Carnival (C) - complete
Donkey Kong Jr. (R)

Imagic

Demon Attack (U) - complete
Atlantis (U) - complete
Beauty & The Beast (U) - shrinkwrapped
Swords & Serpents (ER) - w/instructions
Dragonfire (U) - complete
Microsurgeon (U) - w/overlays
Tropical Trouble (ER) - w/instructions
Dracula (ER) - w/one overlay
Nova Blast (U) - w/instructions
Truckin' (ER) - complete
White Water! (ER)
Safecraker (R)
Fathom (ER) - complete

Interphase

Blockade Runner (R) - w/box & inst
Sewer Sam (R) - w/box

Parker Brothers

Star Wars: the Empire Strikes Back (U) - w/box
Frogger (C) - shrinkwrapped
Q*Bert (C) - complete
Popeye (ER)

Sears

Bowling (R) - complete
Boxing (R) - w/box, instructions & overlay
Frog Bog (U) - w/box
Roulette (U) - shrinkwrapped
Space Armada (R) - complete
Space Battle (R) - complete

Systems & Periphals

Intellevision w/two working controllers, power supply, R/F modulator and
the following games: Auto Racing, Armor Battle, NFL Football, L.V.
Poker & Blackjack, Major League Baseball, Advanced Dungeons & Dragons,
Astrosmash, Triple Action, Burgertime, Star Strike, Night Stalker, and
Lock 'n' Chase
$10 min

Intellevision II w/two controllers and power supply

INTV System III w/two working controllers, power supply and owners
manual
$5 min

Intellivoice Voice Synthesis Module in box w/B-17 Bomber

Intellivision Computer Module (ECS) w/power supply and owners manual
$5 min

Intellevision System Changer
$5 min

Sears Super Video Arcade w/two controllers and power supply

Plastic Game Center for Intellevision (w/cover)

Vectrex

GCE

Armor Attack (complete)
Comic Chasm (complete)
Fortress Of Narzod (complete)
Hyperchase (complete)
Rip Off (w/instructions & overlay)
Scramble (w/overlay)
Solar Quest (w/instructions & overlay)
Spike (complete)
Spin Ball (complete)
Star Trek (complete)
Starhawk (w/instructions & overlay)
Web Wars (w/overlay)

Milton Bradley

Clean Sweep (complete) (PAL)

System & Misc

Vectrex w/working controller and no screen burn
$20 min

Vectrex owners manual
Minestorm instructions
Cosmic Chasm instruction
Armor Attack instructions
Minestorm overlay
Cosmic Chasm overlay
Armor Attack overlay

Odyssey 2

Magnavox

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete
Las Vegas Blackjack! (R) - complete
Football! (U)
Bowling!/Basketball! (U) - complete
Math-a-Magic!/Echo! (R) - complete
Computer Intro! (U)
Baseball! (C)
Computer Golf! (U)
I've Got Your Number! (R)
Invaders From Hyperspace! (C)
Thunderball! (R)
Showdown in 2100 A.D. (C) - complete
War Of Nerves! (U) - complete
Hockey!/Soccer! (U)
Dynasty! (U)
Alien Invaders Plus! (C) - complete
Quest for the Rings! (U) - complete
UFO! (U)
Conquest of the World! (U) - complete
Keyboard Creations (ER)
The Great Wall Street Fortune Hunt (R) - complete
K.C. Munchkin! (C)
Freedom Fighters! (C)
Pick Axe Pete! (U)
K.C. Krazy Chase! (voice) (U)
P.T. Barnum's Acrobats (voice) (ER) -w/inst
Attack Of The Timelord! (ER)

System

Odyssey 2 in orignal box w/two detachable joysticks, power supply, R/F
modulator owners manual, and the following loose games:
Speedway!/Spin-out!/Crypto-Logic!, Football!, Bowling!/Basketball!,
Alien Invaders Plus!, Quest For The Rings!, and K.C Munchkin!
$5 min
Nintendo

Activision

Super Pitfall (U+)

Nintendo

Super Mario Bros/Duck Hunt (C)

Enix

Dragon Warrior II (U+)
Dragon Warrior IV (R)

Misc.

Donkey Kong Circus (G&W Panoramic) (IR) - w/inst
Nintendo Game & Watch Catalog
Two NES Controllers in orignal box

Aquarius

Tron Deadly Discs (U) - complete
Astrosmash (R) - complete
Night Stalker (R) - missing one controller overlay
Utopia (U) - complete
Biorhythms (ER) - complete

System & Periphals

Aquarius complete in orignal box w/keyboard box and Mini Expander box
and all kinds of documentation and bonuses. The complete package!
$10 min

Aquarius Mini Expander w/instructions

Aquarius Data Recorder

Arcadia 2001

#1: Cat Trax (complete)
#2: Space Attack (complete)
#3: Escape (complete)
#5: Space Raiders (complete)
#10: Missle War (complete)
#15: Baseball (complete)
#20: Tanks A Lot (shrinkwrapped)

System

Arcadia 2001 w/power supply, controllers and the following games:
Escape (loose) and Baseball (complete)
$5 min

Bally Astrocade

System

Bally Astrocade w/power supply, controllers, plastic cover and Tornado
Baseball, Hockey, Tennis, Handball
$5 min

Channel F

Fairchild

#9 Drag Race (U)
#13 Robot War/ Torpedo Alley (U) - complete
#16 Dodge It (U)

Zircon

#12 Baseball (C) - w/box
#23 Galatic Space Wars/ Lunar Lander (R) - w/box

System

Fairchild Channel F in orignal box w/two controllers, plastic cover,
power supply and the following games: #13 (complete) and #12 (no end
lbl)
$5 min
Colecovision

Activision

Keystone Kapers (R)

Atarisoft

Centipede (U)
Defender (R)

Coleco

Burgertime (U)
Cosmic Avenger (C)
Donkey Kong (C) - w/instructions
Donkey Kong Jr. (C) -w/instructions
Gorf (C)
Illusions (R)
Ken Uston Blackjack/Poker (U)
Looping (C)
Mr. Do! (C)
Mouse Trap (C) - w/overlay
Pepper II (U) - w/instructions

Roc 'n' Rope (U)
Rocky Super Action Boxing (C)
Smurfs R.I.G.C. (C) - w/instructions
Space Panic (C)
Subroc (U) - w/instructions
Super Action Baseball (C)
Super Action Football (C)
Tarzan (R)
Time Pilot (U) - w/instructions
Turbo (C)
Victory (U) - sealed
Zaxxon (C)

Epyx

Jumpman Junior (R)

Micro Fun

Miner 2049er (U)

Spinakker

Alphabet Zoo (R)
Facemaker (R)
Juke Box (R) - complete

Sunrise

Gust Buster (ER) - complete

Parker Brothers

Popeye (C)
Q*Bert (C)

Xonox

Slurpy (ER) - lbl wear
Word Feud (ER) - complete

System & Misc

Colecovision in orignal box w/owners manual, two controllers, power
supply, R/F modulator, Expansion Module #1 and the following loose
games: Donkey Kong, Gorf, Looping, Pepper II, Smurfs R.I.G.C, Super
Challenge Baseball, Subroc, and Zaxxon
$5 min

Colecovision Expansion Module #2 w/loose Turbo
Two Broken Super Action Controllers
Colecovision Brown Dust Cover
Donkey Kong Jr. Tabletop Game (ER++)
$5 min
Head to Head Baseball (SC)

Commodore 64

Activision

Decathalon

Atarisoft

Centipede (complete)
Galaxian

Broderbund Software

Choplifter!

CBS Software

Coconotes (complete)
Movie Musical Madness

Commodore

International Soccer
Super Expander

Epyx

Fast Load
Gateway To Apshai
Jumpman Junior

Fisher Price

Sea Speller

HES
---
64 Fourth
HES Mon 64
Rootin' Tootin'

Parker Brothers

Frogger (complete)

Q*Bert (complete)

Reston Software

Miner 2049er (complete)

Sega

Congo Bongo
Tapper

Misc.

C-16 w/power supply and tutorial cart

Commodore Magic Voice Speech Module complete in orignal box
$5 min

TI-994A

Atarisoft

Donkey Kong (VR)
Moon Patrol (VR)
Pole Position (VR)
Protector (VR)

Mechatronic

Extended Basic II Plus (German cart) (UR)

Texas Instruments

Alligator Mix (R)
Alien Addition (R)
Burgertime (R) - w/instructions
Early Reading (R)
Hunt The Wumpus (C)
Minus Mission (R)
Munch Man (C)
Number Magic (U)
Numeration 1 (R)
Parsec (C)
Scholastic Spelling - Level 3 (R)
TI Extended BASIC (U)
Video Graphs (R)

System

Two TI-994a's in original boxs w/power supplys, R/F modulators and the
following games: Early Reading and Parsec

Super Cart: some leggy cart I found with a red light built into it,
possibly homemade

Handhelds

Electronic Readout Systems Inc.

Football

Entex

Baseball 2 (SC)

Epoch

Baseball (SC)

Konnami

Blades Of Steel (RA)

Radio Shack/Tandy

Sky Duel 3-D

Tiger

Head To Head Talking Baseball (ER+)
All-Pro Basketball (R--)
Copycat (CS) - no battery cover
Dragon (ER)
Speedboat (R)

Tomy

3-D, Thundering Turbo (ER++)
Scramble (battery cover doesn't stay closed) (ER++)

Vic-20

Academy Software

Typing Tutor/Word Invaders (cassette) - complete

Atarisoft

Pac-Man (C) - complete

Commodore

The Count (C) - complete
An Introduction To Basic: Part 1 (cassette) - complete

An Introduction To Basic: Part 2 (cassette) - complete

Imagic

Demon Attack (C) - complete
Atlantis (C) - complete
Dragonfire (U) - complete

Sega

Star Trek S.O.S. (C) - complete

TRS-80

Radio Shack

Canyon Climber min bid free
Shooting Gallery min bid free
Mystery Cart (no lbl) min bid free

This auction is dedicated to the Old Lady. Without her a lot of this
would have been impossible. Thank You

2891. FS/T: Atari 8-bit computer items [10/27/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <34548696.1367193@nntp.ix.netcom.com>
Source record: 69219

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 10/27/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 5.00 Home Filing Manager, The (Atari)
$ 5.00 Print Shop, The (Br0derbund) {3}
$ 5.00 SynFile+ (synapse) {2} -- also includes Reference Card
$ 5.00 Timewise (Atari) {1}
$ 5.00 Touchdown Football (Electronic Arts) {2}
$ 5.00 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 4.00 Atariwriter
$ 9.00 Ballblazer -- XE cartridge
$ 4.00 Basic -- for use with the Atari 400 and 800
$ 5.00 Centipede
$ 8.00 Delta Drawing [Spinnaker]
$ 8.00 Frogger [Parker Brothers]
$ 2.50 Missile Command
$ 9.00 Movie Musical Madness [CBS Software]
$ 8.00 Qix
$ 2.50 Space Invaders
$ 4.00 Star Raiders

Cartridges with case and manual:
$13.00 Alphabet Zoo [Spinnaker]

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).
$10.00 Book: Atari BASIC [332 pages, 1979, Wiley]

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 7.00

*****

LOT #2

ATARI 1010 PROGRAM RECORDER, with power supply, and manual.

This item has not been tested.

I have plugged in this recorder, and it did power up. The
rewind and fast forward (advance) functions work. It must be
hooked to a computer to test the play and record functions.

$ 9.00

*****

LOT #3

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #4

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$23.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #6

EPSON RX-80 PRINTER with built-in power cord.

$14.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.00 for the first disk-based software item and $1.25 for each additional disk-based software item, unless otherwise listed. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your order *before* you place it,

3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address
(this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 4 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

2892. ** XF551- 65XE For Sale **

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: fs961@cleveland.Freenet.Edu
Message-ID: <631vqu$b4j@alexander.INS.CWRU.Edu>
Source record: 69220

I have a Xf551 drive with all cables etc And also a 65XE with no power supply, Just siting in my closet taking up space. If any one wants the both of them make me an offer. Reply via E-mail . I check mail daily.
Steve Deaver

2893. Atari disks and emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: serguei demianov <sidemi01@homer.louisville.edu>
Message-ID: <345547E5.1ABD@homer.louisville.edu>
Source record: 69221

Hello,

Just dug out all my old Atari 8-bit software on floppy, and have
downloaded a couple of emlators for my PC. I sold my Atari+peripherals
years ago, but would love to get access to all this amazing software.
Is there anyway to transfer those files on my old disks to my PC without
having access to an old Atari drive to hook up to my PC. I have a 5 1/4
drive for my PC -- can any emulators out there today read Atari disks if
they're in that drive? What are my options?

Thanks
Jay Yepuri

2894. hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: marty paulin <tmscc.bell@sympatico.ca>
Message-ID: <3454CD8B.FEE@sympatico.ca>
Source record: 69222

I picked up a couple of items at the local thrift shop that I think are for 8-bit Atari...(I've got 2 130XE's, a 65XE game system & a cpl of 800's)...
I am hoping that somebody can assist with an explanation of exactly what these 2 items are for:

1) a TEXP80 - it has a cable attached with the 9 pin atari joystick connector, an RCA female jack on the box, a DB25 female jack on the box, & an ac adaptor jack... (it came with the adaptor)

2) an XF551 disk drive ...my question on this one is what voltage is the power supply & is compatable with my 130 XE's...

I paid a whopping $3.99 CDN for each item...

2895. Atari 8bit Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3454C8D9.9A5FDBAC@sisna.com>
Source record: 69223

Used in good working order guranteed 30days.

2 ea 800XL's comes with power supply and video cable. $25.00 ea
shipping included

2 ea 130XE's comes with power supply and video cable. $35.00 ea
shipping included

2 ea 850 Interface, comes with power supply. $25.00 ea shipping
included

10 ea 1050 Disk Drives, comes with power supply and sio cable. $15.00
ea shipping included

These items may have a school name ingraved in the case but work fine.
The 1050 disk
drives may have Black Marking pencil on them but will come off with
cleanser you clean.

If interested get back to me here.

2896. Re: Atari 8bit Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: serguei demianov <sidemi01@homer.louisville.edu>
Message-ID: <3455679F.4E78@homer.louisville.edu>
Source record: 69224

BobKlaas wrote:
>
> Used in good working order guranteed 30days.
>
> 2 ea 800XL's comes with power supply and video cable. $25.00 ea
> shipping included
>
> 2 ea 130XE's comes with power supply and video cable. $35.00 ea
> shipping included
>
> 2 ea 850 Interface, comes with power supply. $25.00 ea shipping
> included
>
> 10 ea 1050 Disk Drives, comes with power supply and sio cable. $15.00
> ea shipping included
>
> These items may have a school name ingraved in the case but work fine.
> The 1050 disk
> drives may have Black Marking pencil on them but will come off with
> cleanser you clean.
>
> If interested get back to me here.

Sir,

I sent an email to your email address (didn't see the bottom of this
note). I'd like to purchase one of your 130XEs and two 1050 drives.
lease let me know how you'd like payment, where, and I can have it to
you ASAP.

Hope to hear from you soon (if you could, please respond to email below)

Jay N. Yepuri
jnyepuz1@ulkyvm.louisville.edu

Sir,

2897. scsi drives with the MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <877981729.7100@dejanews.com>
Source record: 69225

To anyone with an MIO or who understands the MIO:

I know this subject has been beaten to death numerous times, however it is still not clear to me, so here goes..

I have a 256K MIO and I want to hook up a SCSI hard drive to it.
I know I can get a ACB-4000A or ACB-4070A Bridge Controller and hook up a RLL drive to it, but this is not my goal.

I thought the port on the MIO was a SCSI port and therefore, I could hook up a SCSI drive to it. Is this not correct? If not, then why not?

If I am forced to go down the route of getting an RLL drive, how can I tell if a drive is RLL? I don't even know what RLL stands for.

-c

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2898. Is the info-atari8 listserv down?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <877972275.28391@dejanews.com>
Source record: 69226

I tried to retrieve some archived documents today from the
listserv database (listserv@vm.marist.edu) but got no reply...
I have been parsing the postings, looking for hardware and programming
threads. Eventually I hope to put out a document (or documents) that
contain my research (basically alot of how-to documents).

Unfortunately it seems like the listserv is down? Can anyone confirm
this? Is there a mirror site?

Cowpoke.

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

2899. Re: scsi drives with the MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.971027125124.23058B-100000@pathogen.ecst.csuchico.edu>
Source record: 69227

On Mon, 27 Oct 1997 cowpoke1@hotmail.com wrote:

> To anyone with an MIO or who understands the MIO:
>
> I have a 256K MIO and I want to hook up a SCSI hard drive to it.
> I know I can get a ACB-4000A or ACB-4070A Bridge Controller and hook
> up a RLL drive to it, but this is not my goal.
>
> I thought the port on the MIO was a SCSI port and therefore, I could
> hook up a SCSI drive to it. Is this not correct? If not, then why not?

If you have a drive with an "embedded controller" then you can connect it directly to your MIO. Basically that drive would have the equivalent of an Adaptec 4000/4070 onboard. These drives do not have the ST-506 style connectors (one 34-pin and one 20?-pin) like we're used to in the Atari world.

> If I am forced to go down the route of getting an RLL drive, how can
> I tell if a drive is RLL? I don't even know what RLL stands for.

The Adaptec 4000/4000a is an MFM (Modified Frequency Modulation) controller. The 4070 is an RLL (Run Length Limited) controller. Those have to do with how the data is encoded on the hard drive surface. Basically it boils down to the fact that you should only use an RLL certified drive with a 4070 controller.

2900. Re: Favorite Infocom text adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <34553EB5.C88DDCFB@nh.ultranet.com>
Source record: 69228

Hitchhiker's Guide to the Galaxy is my fav, Leather Goddess of Phobos wasn't too bad. What was that one with the graphics??? :]

PBjurman wrote:

> What is the best Infocom text adventure available on disk for the Atari 400/800
> out there? I've played Zork I and it was great.
>
> Thanks,
>
> -Sam
>
> S a m H a r t m a n n p b j u r m a n @ a o l . c o m
> ---
> -------
> AgentQ on #rgvc - Visit the Video Game High Score Page:
> http://members.aol.com/pbjurman/highscores.html

--
Curator of the Unofficial Homepage for Borland C++ Builder
http://www.nh.ultranet.com/~bsturk

Whatever happened to Pong??? Frank Black, The Pixies

2901. Re: Atari po Polsku

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: Thomas Chrapkiewicz <philnovi@popd.ix.netcom.com>
Message-ID: <3455387F.E61@popd.ix.netcom.com>
Source record: 69229

Yacko wrote:
>
> Czy sa tu jeszcze milosnicy malego atari z polski ?
> --
> Jacek <yacko@priv.onet.pl>My Polish is a bit rusty? so?

2902. Dont Fears 3rd Auction Part 1 (update 1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <34554BE0.AED3CF61@prodigy.com>
Source record: 69230
Cross-posted to: rec.games.video.classic,rec.games.vectrex,rec.games.video.nintendo,rec.games.video.misc,rec.games.video.marketplace,comp.sys.atari.8bit

Don't Fear's Huge 3rd Auction: Part 1: (Update 1)

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds.
If you choose to send a personal check please allow 2-3 weeks for the
check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of
final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to play can you spot the two classic
game collectors.
Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features:

Atari 2600 - 308 Items Atari 5200 - 31 Items Misc - 12 Items
Atari 7800 - 17 Items Atari Comp - 54 Items

Atari 2600

Prototypes

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Stampede $5.00 shrink
Dolphin $5.00 shrink
Name This Game $5.00 shrink
Eggomania $5.00 shrink

Atari
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Combat (C) - complete $1.00 anders
Air-Sea Battle (U) - w/inst $0.50 anders
Space War (U) - w/inst $0.50 anders
Outlaw (U) - w/inst $0.50 anders
Slot Racers (U) - w/inst $0.50 anders
Canyon Bomber (C) - w/inst $0.50 anders
Super Breakout (U) - multi lang, complete $0.50 anders
Defender (C) - w/inst $0.50 anders
Warlords (U) - shrinkwrapped $0.50 anders
Indy 500 (U) - w/inst $0.50 anders
Street Racer (U) - w/inst $0.50 anders
Adventure (C) - w/inst $0.50 anders
Demons To Diamonds (U) - shrinkwrapped $0.50 anders
Pele's Soccer (C) $0.50 anders
Championship Soccer (C) $0.50 anders
Basic Programming (R) - w/inst $0.50 anders
Video Olympics (C) - w/inst $0.50 anders
Breakout (C) - complete, rare white box $1.00 anders
Home Run (C) - w/inst $0.50 anders
Basketball (C) - w/inst $0.50 anders
Football (C) - w/inst $0.50 anders
Miniature Golf (U) $0.50 anders
Human Cannonball (U) $0.50 anders
Bowling (C) $0.50 anders
Sky Diver (pic) (U) $0.50 anders
Circus Atari (C) - complete $1.00 anders
Superman (C) - w/inst $0.50 anders
Space Invaders (C) - complete $1.00 anders
Night Driver (C) - w/inst $0.50 anders
Golf (C) - w/inst $0.50 anders
Maze Craze (U) - w/inst $0.50 anders
Video Checkers (R) $0.50 anders
Dodge 'Em (U) - w/inst $0.50 anders
Missile Command (C) - w/inst $0.50 anders
Othello (R) - complete, rare white box $1.00 anders
RealSports Baseball (U) - w/inst $0.50 anders
Surround (C) - w/inst $0.50 anders
Hunt & Score (U) $0.50 anders
Code Breaker (U) $0.50 anders
Flag Capture (pic) (U) - w/inst $0.50 anders
Video Chess (U) $0.50 anders
Pac-Man (C) - w/inst $0.50 anders
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Video Pinball (U) - w/inst $0.50 anders
Asteroids (C) - w/inst $0.50 anders
Bezerk (C) - w/inst $0.50 anders
Blackjack (R) - complete $1.00 anders
Casino (U) - complete,special edition box $1.00 anders
Slot Machine (R) $0.50 anders
Haunted House (C) - w/inst $0.50 anders
Yars Revenge (C) - w/inst & comic $0.50 anders
Yar's Revenge (red lbl) (R) $0.50 anders
Swordquest: Earthworld (C) $0.50 anders
Swordquest: Fireworld (C) - complete $1.00 anders
Math Grand Prix (C) $0.50 anders
Raiders Of The Lost Ark (C) - w/instr $0.50 anders
Star Raiders (U) - w/inst & touch pad $2.00 anders
Basic Math (U) $0.50 anders
Hangman (U) $0.50 anders
Brain Games (U) - w/inst $0.50 anders
RealSports Volleyball (U) - w/inst $0.50 anders
Football RealSports Soccer (U) - Euro $0.50 anders
RealSports Football (C) - w/inst $0.50 anders
Vanguard (C) - w/inst $0.50 anders
Swordquest: Waterworld (UR) -(thanks PBag)$0.50 anders
Phoenix (C) - complete $1.00 anders
E.T. (C) - shrinkwrapped $0.50 anders
Ms. Pac-Man (C) - w/inst $0.50 anders
Centipede (C) - w/inst/comic book/poster $0.50 anders
Dig Dug (U) - w/multi lang inst $0.50 anders
RealSports Tennis (U) - w/inst $0.50 anders
Battlezone (U) $0.50 anders
Krull (R) - complete $1.00 anders
Galaxian (U) $0.50 anders
Jungle Hunt (U) - w/inst $0.50 anders
Kangaroo (U) - complete $1.00 anders
Pengo (ER) $1.00 anders
Joust (C) - w/inst $0.50 anders
Moon Patrol (U) - w/multi lang inst $0.50 anders
Pole Position (C) - w/inst $0.50 anders
Pole Positn (end lbl error) (C) - w/inst $0.50 anders
Mario Bros. (U) - w/inst $0.50 anders
Taz (R) $0.50 anders
Crystal Castles (U) - w/inst $0.50 anders
Pigs In Space (ER) $1.00 anders
Millipede (R) - w/inst $0.50 anders
Defender II (R) - complete $1.00 anders
Jr. Pac-Man (U) - w/inst $0.50 anders
Midnight Magic (R) - w/inst $0.50 anders
RealSports Boxing (U) - w/inst $0.50 anders
Solaris (U) - complete $1.00 anders
Crossbow (U) - w/inst $1.00 anders
Desert Falcon (C) - complete $0.50 anders

Donkey Kong (U) $0.50 anders
Donkey Kong Jr. (R) - w/inst $0.50 anders
Q*Bert (R) - w/inst $0.50 anders
Dark Chambers (U) - w/inst $0.50 anders
Super Baseball (U) $0.50 anders
Super Football (U) $0.50 anders
Sprint Master (R) - w/inst $0.50 anders
Secret Quest (R) $0.50 anders
Klax (PAL) (ER) $0.50 anders

Sears

Target Fun (C) - w/inst $0.50 anders
Blackjack (pic) (R) - w/inst $0.50 anders
Breakaway IV (pic) (C) $0.50 anders
Memory Match (U) - top lbl damage $0.50 anders
Baseball (C) $0.50 anders
Maze (pic) (C) $0.50 anders
Basketball (U) $0.50 anders
Bowling (R) $0.50 anders
Dare Diver (ER) $1.00 anders
Superman (ER) $1.00 anders
Night Driver (U) $0.50 anders
Golf (C) $0.50 anders
Circus (C) $0.50 anders
3-D Tic-Tac-Toe (ER) $1.00 anders
Steeplechase (R) $0.50 anders
Submarine Commander (ER) $1.00 anders
Space Invaders (C) $0.50 anders
Adventure (pic) (U) - w/inst $0.50 anders
Soccer (U) $0.50 anders
Checkers (ER)
Dodger Cars (ER) - lbl wear $0.50 anders
Arcade Pinball (R) $0.50 anders
Asteroids (U) $0.50 anders
Super Breakout (C) - w/inst $0.50 anders
Missile Command (R) $0.50 anders
Defender (C) $0.50 anders

Absolute

Skateboardin' (R) - w/inst $0.50 anders

Activision

Dragster (U) $0.50 anders
Boxing (U) - w/inst $0.50 anders
Checkers (ER) - w/inst $0.50 anders
Fishing Derby (U) - w/inst $0.50 anders
Skiing (U) - w/inst $0.50 anders

Bridge (R) $0.50 anders
Tennis (C) $0.50 anders
Laser Blast (C) - w/inst $0.50 anders
Freeway (U) - w/inst $0.50 anders
Kaboom! (U) - w/inst $0.50 anders
Stampede (U) - w/inst $0.50 anders
Ice Hockey (U) - (blue lbl) $0.50 anders
Barnstorming (U) - w/inst $0.50 anders
Grand Prix (U) - w/inst $0.50 anders
Chopper Command (U) - complete $1.00 anders
Chopper Command (blue lbl) (ER) - w/inst $2.00 anders
Megamania (U) - shrinkwrapped $0.50 anders
Starmaster (U) $0.50 anders
Pitfall! (blue lbl) (ER) - w/inst $1.00 anders
Sky Jinks (R) - w/inst $0.50 anders
River Raid (U) $0.50 anders
Spider Fighter (U) $0.50 anders
Seaquest (R) - w/inst $0.50 anders
Oink! (R) - w/inst $0.50 anders
Dolphin (R) $0.50 anders
Keystone Kapers (U) - (blue lbl) $0.50 anders
Enduro (blue lbl) (U) - w/inst $0.50 anders
Plaque Attack (R) $0.50 anders
Robot Tank (R) - w/inst $0.50 anders
Crackpots (R) $0.50 anders
Decathalon (R) $0.50 anders
Pressure Cooker (R) - complete $0.50 anders
Space Shuttle (blue lbl) (ER) $0.50 anders
Pitfall II: Lost Caverns (R) $0.50 anders
H.E.R.O. (R) $0.50 anders
Beamrider (R) $0.50 anders
Cosmic Commuter (R) $0.50 anders
Kung-Fu Master (R) - w/inst $0.50 anders
Commando (R) - complete $0.50 anders
Rampage (R) $0.50 anders
Double Dragon (R)
Ghosbusters (R) $0.50 anders

Amiga

Mogul Maniac (ER) $2.00 anders

Apollo

Skeet Shoot (R) - complete $1.00 anders
Space Cavern (red lbl) (U) $0.50 anders
Racquetball (orange lbl) (U) $0.50 anders
Lost Luggage (blue lbl) (U) - w/inst $0.50 anders
Shark Attack (blue lbl) (U) $0.50 anders
Infiltrate (blue lbl) (U) - w/inst $0.50 anders

CBS Electronics

Wizard Of Wor (R) $0.50 anders
Gorf (U) - w/inst $0.50 anders
Blueprint (writing on lbl) (U) $0.50 anders
Solar Fox (U) $0.50 anders
Omega Race (U) - w/inst $0.50 anders
Mountain King (R) $0.50 anders

Coleco

Donkey Kong (C) - w/inst $0.50 anders
Zaxxon (U) $0.50 anders
Venture (C) - w/inst $0.50 anders
Mouse Trap (U) - w/inst $0.50 anders
Smurfs: R.I.G.C. (U) - w/inst $0.50 anders
Donkey Kong Jr. (R) $0.50 anders
Front Line (R) $0.50 anders

Cooper Black

Dragon Treasure (ER)

Data Age

Encounter At L-5 (U) - w/inst $0.50 anders
Warplock (C) $0.50 anders
Sssnake (C) $0.50 anders
Airlock (C) $0.50 anders
Bugs (U) - w/inst $0.50 anders
Journey Escape (C) - w/inst $0.50 anders
Bermuda Triangle (R) - w/inst $0.50 anders

Epyx

Summer Games (R) $0.50 anders
Winter Games (R) - w/inst $0.50 anders
California Games (R) $0.50 anders

Froggo

Task Force (R) - complete $0.50 anders
Sea Hawk (R) $0.50 anders

Imagic

Trick Shot (R) - w/inst $0.50 anders
Demon Attack (blue lbl) (ER) - w/inst $1.00 anders
Star Voyager (C) - w/inst $0.50 anders

Atlantis (U) - complete $1.00 anders
Cosmic Ark (U) - w/inst $0.50 anders
Fire Fighter (R) $0.50 anders
Shootin' Gallery (ER) $1.00 anders
Riddle of the Sphinx (U) - w/ inst $0.50 anders
Dragonfire (C) - w/inst $0.50 anders
Fathom (R) $0.50 anders
Solar Storm (R) $0.50 anders
Moonsweeper (U) $0.50 anders
Laser Gates (R) $0.50 anders

Konami

Pooyan (end quarter lbl missing) (ER) $2.00 anders

M Network

Adven of Tron (white lbl) (U) - w/inst $0.50 anders
Masters Of The Universe (R) $0.50 anders
Burgertime (R) - w/inst $0.50 anders
Kool-Aid Man (U) $0.50 anders
S.C. Football (white lbl) (C) - w/inst $0.50 anders
Space Attack (C) - complete $1.00 anders
Armor Ambush (C) - w/inst $0.50 anders
Tron Deadly Discs (U) $0.50 anders
Lock 'n Chase (C) - w/inst $0.50 anders
Frogs and Flies (U) - w/inst $0.50 anders
Super Challenge Baseball (C) - w/inst $0.50 anders
Astrosmash (U) - w/inst $0.50 anders
Dark Cavern (U) - w/instructions $0.50 anders
International Soccer (U) - w/inst $0.50 anders
Bump 'n' Jump (R) - w/inst $0.50 anders

Milton Bradley

Survival Run (R) $0.50 anders
Spitfire Attack (U) $0.50 anders

Mythicon

Sorcerer (R) $0.50 anders
Fire Fly (R) $0.50 anders
Star Fox (R) $0.50 anders

Panda

Space Canyon (R) $0.50 anders

Parker Brothers

Star Wars: Jedi Arena (R) - w/inst $0.50 anders
Star Wars: Empire Strikes Back (C) $0.50 anders
S.W.:R.O.T.J.:D.S.B. (R) - w/sticker on lbl & inst $0.50 anders
Frogger (C) - w/inst $0.50 anders
Amidar (U) - w/inst $0.50 anders
Super Cobra (end lbl missing) (U) $0.50 anders
Reactor (U) $0.50 anders
Tutankham (U) - w/inst $0.50 anders
Sky Skipper (R) - end lbl missing $0.50 anders
Q*Bert (C) - w/inst $0.50 anders
Spider-Man (R) $0.50 anders
Strawberry Shortcake: Musical Match-ups (R) - complete $1.00 anders
G.I. Joe Cobra Strike (U)

Sega

Tac-Scan (U) $0.50 anders
Star Trek S. O. S. (R) $0.50 anders
Buck Rogers: Planet Zoom (U) - w/inst $0.50 anders
Congo Bongo (R) $0.50 anders

Spectravision

Gangster Alley (end lbl wear) (R) $0.50 anders
Planet Patrol (R) $0.50 anders
Tapeworm (R) $0.50 anders

Telegames

Super Challenge Football (U) $0.50 anders

Telesys

Coco Nuts (fancy cart) (R) - w/inst $0.50 anders
Fast Food (fancy cart) (R) $0.50 anders

Tigervision

Threshold (R) $0.50 anders
Polaris (ER) $12.00 csb

20th Century Fox Video Games

Worm War I (Sirus) (U) $0.50 anders
Beany Bopper (Sirus) (R) $0.50 anders
Deadly Duck (R) $0.50 anders
Mega Force (R) $0.50 anders
Alien (R) - w/inst $0.50 anders
Turmoil (U) $0.50 anders
Crypts Of Chaos (R) - w/inst $0.50 anders

M*A*S*H* (U) $0.50 anders
Porky's (R) - w/inst $0.50 anders
Revenge Of The Beefsteak Tomatoes (R) $0.50 anders

U.S. Games

Space Jockey (C) - w/inst $0.50 anders
Sneak 'n Peek (R)
Word Zapper (U) - w/inst $0.50 anders
Commando Raid (R) - w/inst $0.50 anders
Name This Game (R) - w/inst $0.50 anders
Towering Inferno (U) - w/inst $0.50 anders
M.A.D. (R) $0.50 anders
Gopher (R) - w/inst $0.50 anders
Squeeze Box (ER) - w/inst $1.00 anders
Eggomania (R) - w/instructions $0.50 anders
Picnic (fancy cart) (ER) $1.00 anders
Piece O' Cake (fancy cart) (ER) - w/inst $1.00 anders
Raft Rider (fancy cart) (ER) $1.00 anders
Entombed (fancy cart) (ER) $1.00 anders

Xonox

Chuck Norris Superkicks (ER) $12.00 csb
Sir Lancelot (ER) $1.00 anders

Zellers

Ocean City Defender (ER)

Zimag

Tanks But No Tanks (R) $0.50 anders

Systems & Peripherals

Atari 2600: Four switch, wood front panel in orignal box
w/two joysticks, set of paddles, power supply, R/F modulator,
owners manual and the following loose games: Combat, Defender,
Space Invaders, Missle Command, Pac-Man, Asteroids,
Swordquest Fireworld, Raiders Of The Lost Ark, E.T., Pole Position,
RealSports Football, Vanguard, Ms. Pac-Man, Target Fun, Laser Blast,
Kaboom!, Chopper Command, Pitfall!, Donkey Kong, Cosmic Ark,
Astrosmash, M*A*S*H*, Star Wars: Jedi Arena, Mega Force, and M.A.D.
$15.00 anders

Sears Video Arcade: Six switch, wood front panel w/two joysticks,
power supply, R/F modulator and the following loose Sears games: Space
Invaders, Night Driver, Bowling, and Asteroids
$5 min

Remote Control Joysticks - complete in orignal box
$5 min

Atari 2600 Manual Package:
Air-Sea Battle, Outlaw, Slot Racers, Canyon Bomber, Super Breakout,
Street Racer, Backgammon, 3-D Tic-Tac-Toe, Video Olympics, Breakout,
RealSports Baseball, Swordquest: Fireworld, RealSports Volleyball,
RealSports Football, Centipede, Millipede, 1981 Green Catalog,
1981 Red Catalog, 1982 Red Catalog, 1983 Fold-Out Catalog,
The Atari Advantage 7800 Collectors Poster, Barnstorming,
Spider Fighter, Activision Spring 1982 and Acti Summer 1982 Catalog

Track & Field controller for 2600 $4.00 anders
2600 Joystick
2600 Joystick
Video Touch Pad $4.00 anders
Touch Me Handheld (SC) $4.00 anders
Stuntcycle stand alone unit $4.00 anders
Atari Video Pinball stand alone unit $4.00 anders
Atari Game Center (no cover) $4.00 anders
Telegames Center $4.00 anders
Vid-Lid Plus (holds 10 games + inst) $4.00 anders
Wood Game Holder (hold 16 games) $4.00 anders

Atari 7800

Atari

Centipede (R) - w/inst $0.50 anders
Asteroids (R) - complete $1.00 anders
Dig Dug (R) - w/inst $0.50 anders
Food Fight (R) $0.50 anders
Galaga (R) $0.50 anders
Ms. Pac-Man (U) - w/inst $0.50 anders
Pole Position II (C) - w/inst $0.50 anders
Xevious (U) - w/inst $0.50 anders
Choplifter! (U) - w/inst $0.50 anders
Karateka (U) - w/inst $0.50 anders
Crack'ed (R) $0.50 anders
Dark Chambers (U) - w/inst $0.50 anders
Mat Mania Challenge (R) - shrinkwrapped $0.50 anders
Scrapyard Dog (R) - shrinkwrapped $0.50 anders

Absolute

Tomcat F-14 Flight Simulator (R) $0.50 anders

System & Misc.

Atari 7800: w/owners manual, two joysticks, power supply, R/F modulator
and Pole Position II
$10.00 anders

Atari 7800 instruction package:
Centipede, Asteroids,Dig Dug, Joust, Robotron 2084, Desert Falcon,
Ballblazer, Touchdown Football, One-On-One Basketball, Hat Trick,
Impossible Mission, Crossbow, Ace Of Aces, Donkey Kong,
Donkey Kong Junior, Tower Toppler and Jinks

Atari 5200

Atari

Centipede (C)
Defender (C) $0.50 anders
Football (C) $0.50 anders
Galaxian (C) $0.50 anders
Joust (U-) $0.50 anders
Jungle Hunt (U-) $0.50 anders
Kangaroo (writing on lbl) (C+) $0.50 anders
Missle Command (C+) $0.50 anders
Ms. Pac-Man (lbl fade) (U-) $0.50 anders
Pac-Man (C-) $0.50 anders
Pengo (writing on lbl) (R-) $0.50 anders
Pole Position (C+) - w/inst $0.50 anders
Soccer (C) $0.50 anders
Space Invaders (C) $0.50 anders
Star Raiders (C+) $0.50 anders
Super Breakout (C-) - w/inst $0.50 anders
Vanguard (U-)

Activision

H.E.R.O. (R) $0.50 anders
River Raid (U) $0.50 anders

CBS Electronics

Blue Print (R-) $0.50 anders
Gorf (R-) $0.50 anders

Parker Brothers

Frogger (writing on lbl) (C+) $0.50 anders
Popeye (writing on lbl) (C+) $0.50 anders
Q*Bert (C+) $0.50 anders
Star Wars: The Arcade Game (writing on end lbl) (R+) $0.50 anders
Super Cobra (writing on lbl) (R) $0.50 anders

Sega

Congo Bongo (R-) $0.50 anders

System & Peripherals

Atari 5200: Four port model in orignal box w/power supply, switchbox,
one working controller, and the following loose games:
Defender, Galaxian, Joust, Pac-Man, Pole Position, Super Breakout, and
Vanguard
$15.00 anders
Working 5200 Joystick
Broken 5200 Joystick
Broken 5200 Joystick

Atari 400/800

Activision

Kaboom! (U) $0.50 anders
MegaMania (U) $0.50 anders
River Raid (U) - w/inst $0.50 anders

Atari

Ace of Aces (C) $0.50 anders
Asteroids (C) $0.50 anders
Barnyard Blaster (U) $0.50 anders
Basic (1985 version) (R) $0.50 anders
Basketball (C) $0.50 anders
Bug Hunt (U) $0.50 anders
Centipede (C) $0.50 anders
Defender (C) $0.50 anders
Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Junior (C) $1.00 jeffd
Fight Night (U) $0.50 jaguar
Flight Simulator II (C) $0.50 anders
Hardball (U) - w/inst $0.50 anders
Jungle Hunt (U) - w/inst $0.50 jaguar
Missle Command (C) $0.50 anders
Necromancer (U) $0.50 jaguar
Pac-Man (C) $0.50 anders
Pengo (U) $0.50 jaguar
Pilot (U) $0.50 anders
Pole Position (C) $0.50 anders
Qix (C) $0.50 anders
RealSports Football (C) $0.50 jaguar
Skywriter (U) - w/inst $0.50 jaguar
Star Raiders (C) $0.50 anders
Super Breakout (C) - complete $0.50 anders
Typo Attack (U) $0.50 anders

Big Five

Miner 2049er (C) $0.50 anders

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Epyx
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Gateway to Apshai (U) - w/inst $0.50 anders
Pitstop (U) - w/inst $0.50 anders
Silicon Warrior (C) $1.00 cmoore
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IDSI
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Pool 400 (R) $1.00 cmoore
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Parker Brothers
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James Bond 007 (R) $2.00 jeffd
Q*Bert (C) $0.50 anders
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Roklan
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Deluxe Invaders (C) - w/inst $0.50 anders
Gorf (C) $0.50 anders
Wizard Of Wor (C) $0.50 anders
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Romox
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Princess and Frog (R) $1.00 cmoore
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Sega
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Buck Rogers: Planet of Zoom (U) $0.50 anders
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Spinnaker
---------
Alphabet Zoo (U) - complete $0.50 anders
Delta Drawing (U) - w/ inst $0.50 anders
Facemaker (U) - complete $0.50 anders
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Synapse
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Shamus (C) $0.50 anders
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TG Software
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Droids (ER) $0.50 jaguar
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Thorn EMI
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Kickback (U) $0.50 anders
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Systems & Periphrals
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130 XE - tested w/power supply, two joysticks, and the following loose
games
:Donkey Kong, Flight Simulator II, Pac-Man, Star Raiders, and Skywriter.

65 XE - tested w/power supply and owners manual

Atari 400 "The Educator" - complete in orignal box w/power supply and
broken 410 program recorder
$5.00 anders

Atari 800 - w/power supply and Atari service contract
$5.00 anders

800 XL - w/power supply and owners manual
$5.00 anders

1050 Disk Drive - untested w/power supply
$5.00 anders

XM 301 modem - untested

Suncom Animation station - untested w/owners manual
$3.00 anders

Misc.

Atari Force Full Size #3,5,7,9,12,16,17,18,19,20
$5 min
Atari Age Sept/Oct 1982 Vol 1 Num 3 $3.00 smedley
Atari Age July/Aug 1983 Vol 2 Num 2 $3.00 smedley
Hi-Res 1983 Premiere Issue
Analog Computing July/Aug 1983 Num 12
Power Play Computing Winter 1982 Vol 1 Num 3
Pac-Man Puzzle Game by MB (complete, box wear)
Pac-Man "Rubik's Cube" (a few faded stickers)
Donkey Kong Puzzle by MB (missing one piece)
Frogger Puzzle by MB (complete)
Frogger Board Game by MB (complete) $0.50 shrink
Q*Bert Colorforms (missing one, box wear)

This auction is dedicated to the Old Lady. Without her a lot of this
would have been impossible. Thank You

2903. Dont Fears 3rd Auction Part 2 (update 1)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-27 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <34554C53.78F56661@prodigy.com>
Source record: 69231
Cross-posted to: rec.games.video.classic,rec.games.vectrex,rec.games.video.misc,rec.games.video.marketplace,rec.games.video.nintendo,comp.sys.atari.8bit

Don't Fear's Huge 3rd Auction Part 2: (Update 1)

1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check all in U.S. funds. If you choose to send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of the item.
10. Email me if you are looking for a specific label varaition, I might have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may bid.
14. All orders over $100 will recieve as an added bonus my Freshman video project. You'll get a chance to play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features the following:

Aquarius - 8 Items Arcadia 2001 - 8 Items
Farichild - 6 Itmes Colecovision - 38 Items
Intellevision - 131 Items Vectrex - 21 Items
Nintendo - 4 Items TI-994A - 19 Items
TRS-80 - 3 Items Vic-20 - 9 Items
Commodore - 22 Items Bally Astrocade - 1 Item
Odyssey 2 - 27 Items Handhelds - 15 Items
Timex Sinclair - 1 Item

Intellivision

Mattell

Demo Cart $5.00 acro
Auto Racing (U) - complete
NHL Hockey (C) - complete
Las Vegas Roulette (U) - complete $1.00 acro
ABPA Backgammon (R) - complete $1.00 acro
Checkers (R) - complete $1.00 acro
Armor Battle (C) - shrinkwrapped
The Electric Company Word Fun (R) - complete
Horse Racing (U) - complete
NASL Soccer (U) - complete
Tennis (C) - complete
PGA Golf (C) - complete
U.S. Ski Team Skiing (C) - shrinkwrapped
Sea Battle (C) - complete
Boxing (U) - complete
NFL Football (C) - complete
L.V. Poker & Blackjack (C) - complete
Space Battle (U) - complete
The Electric Company Math Fun (R) - complete
Major League Baseball (C) - complete
NBA Basketball (U) - complete
PBA Bowling (C) - complete
Sub Hunt (C) - w/inst & overlays
Advanced Dungeons & Dragons (U) - shrinkwrapped
Motocross (white lbl) (U) - w/box & overlays
USCF Chess (R) - complete $1.00 acro
Space Spartans (U) - complete $0.50 AlmnSiren
Astrosmash (U) - complete
Snafu (C) - complete
Space Armada (C) - complete
Triple Action (C) - complete
Bomb Squad (U) - complete
B-17 Bomber (U) - complete
Mission X (U)complete
Buzz Bombers (R) - complete $1.00 acro
Loco-Motion (U) - complete
Thunder Castle (ER) - complete $1.00 acro
Mind Strike (ER) - complete $1.00 acro
Scooby Doo's Maze Chase (ER) - w/inst & overlay $1.00 acro
Mr. Basic Meets Bits 'n Bytes (ER) - complete $1.00 acro
Melody Blaster (ER) - shrinkwrapped $1.00 acro
The Jetsons' Way With Words (ER) - complete $20.00 dblitz
Burgertime (U) - complete
Kool-Aid Man (R) $1.00 acro
Bump 'n' Jump (U) - complete
M.O.T.U.: Power Of He-Man (U) - complete $1.00 acro
Space Hawk (U) - complete

Utopia (C) - complete
Star Strike (C) - complete
AD&D: Treasure of Tarmin (U) - shrinkwrapped $1.00 acro
Frog Bog (U) - shrinkwrapped
Royal Dealer (C) - complete $1.00 acro
Reversi (U) - shrinkwrapped
Night Stalker (C) - shrinkwrapped
Pinball (U) - complete
Shark! Shark! (R) - complete
Tron Deadly Discs (C) - shrinkwrapped $7.00 dblitz
Tron Maze-A-Tron (R) - complete
Tron Solar Sailer (R) - complete $1.00 acro
Lock 'n' Chase (C) - complete
Sharp Shot (R) - complete $1.00 acro
Vectron (R) - complete
World Championship Baseball (U) - w/olays & inst $1.00 acro

INTV Corporation

Pac-Man (ER) - complete $1.00 acro
World Cup Soccer (ER) - complete $1.00 acro
Championship Tennis (ER) - shrinkwrapped $1.00 acro
Thin Ice (ER) - complete $1.00 acro
Super Pro Football (ER) - w/inst $1.00 acro
Hover Force (ER) $1.00 acro
Tower Of Doom (ER) $6.00 spock
Diner (ER) - complete $1.00 acro
Chip Shot Super Pro Golf (ER) - complete $12.00 dblitz
Commando (ER) - w/instructions $1.00 acro
Slam Dunk Super Pro Basketball (ER) - complete $1.00 acro
Learning Fun Album I (ER) - w/instructions $10.00 shrink
Slap Shot Super Pro Hockey (ER) - complete $1.00 acro
Pole Position (ER) - complete $1.00 acro
Dig Dug (ER) - complete $1.00 acro
Learning Fun Album II (ER) - w/box $10.00 shrink
Mountain Madness Super Pro Skiing (ER)-shrinked $1.00 acro
Body Slam Super Pro Wrestling (ER) $1.00 acro

Activision

Stampede (U) - w/box & inst
Pitfall! (U) - w/box & overlays
Happy Trails (R) - w/overlays $1.00 acro
The Dreadnaught Factor (R) - shrinkwrapped $1.00 acro
Beamrider (R) - complete $1.00 acro
Worm Whomper (R) - shrinkwrapped $1.00 acro
River Raid (R) $1.00 acro

Atarisoft

Pac-Man (R) $1.00 acro
Defender (R) - complete $1.00 acro
Centipede (R) - complete $1.00 acro

Coleco

Donkey Kong (C) - complete
Venture (C) - complete
Mouse Trap (R) - complete
Zaxxon (R) - complete $1.00 acro
Carnival (C) - complete
Donkey Kong Jr. (R) $1.00 acro

Imagic

Demon Attack (U) - complete
Atlantis (U) - complete
Beauty & The Beast (U) - shrinkwrapped $1.00 acro
Swords & Serpents (ER) - w/inst $1.00 acro
Dragonfire (U) - complete
Microsurgeon (U) - w/overlays
Tropical Trouble (ER) - w/inst $1.00 acro
Dracula (ER) - w/one overlay $1.00 acro
Nova Blast (U) - w/inst $1.00 acro
Truckin' (ER) - complete $1.00 acro
White Water! (ER) $1.00 acro
Safecraker (R) $1.00 acro
Fathom (ER) - complete $50.00 dblitz

Interphase

Blockade Runner (R) - w/box & inst $1.00 acro
Sewer Sam (R) - w/box $1.00 acro

Parker Brothers

Star Wars: the Empire Strikes Back (U) - w/box $1.00 acro
Frogger (C) - shrinkwrapped
Q*Bert (C) - complete $1.00 acro
Popeye (ER) - complete $1.00 acro

Sears

Bowling (R) - complete $1.00 acro
Boxing (R) - w/box, inst & overlay $1.00 acro
Frog Bog (U) - w/box $2.00 csb
Roulette (U) - shrinkwrapped $1.00 acro
Space Armada (R) - complete $1.00 acro
Space Battle (R) - complete $1.00 acro

Systems & Periphals

Intellevision w/two working controllers, power supply, R/F modulator and
the following games: Auto Racing,
Armor Battle, NFL Football, L.V. Poker & Blackjack, Major League
Baseball, Advanced Dungeons & Dragons,
Astrosmash, Triple Action, Burgertime, Star Strike, Night Stalker, and
Lock 'n' Chase
$10 min

Intellevision II w/two controllers and power supply
$16.00 spock

INTV System III w/two working controllers, power supply and owners
manual
$5.00 acro

Intellivoice Voice Synthesis Module in box w/loose B-17 Bomber

Intellivision Computer Module (ECS) w/power supply and owners manual
$40.00 dblitz

Intellevision System Changer
$5.00 acro

Sears Super Video Arcade w/two controllers and power supply
$4.00 acro

Plastic Game Center for Intellevision (w/cover)
$1.00 acro

Vectrex

GCE

Armor Attack (complete) $5.00 shrink
Comic Chasm (complete) $5.00 shrink
Fortress Of Narzod (complete) $5.00 shrink
Hyperchase (complete) $5.00 shrink
Rip Off (w/inst & overlay) $3.00 andres
Scramble (w/overlay) $3.00 andres
Solar Quest (w/inst & overlay) $4.00 acro
Spike (complete) $5.00 shrink
Spin Ball (complete) $5.00 shrink
Star Trek (complete) $5.00 shrink
Starhawk (w/inst & overlay) $3.00 acro
Web Wars (w/overlay) $4.00 acro

Milton Bradley

Clean Sweep (complete) (PAL) $5.00 acro

System & Misc

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-------------
Vectrex w/working controller and no screen burn
$45.00 acro

Vectrex owners manual $1.00 acro
Minestorm instructions $1.00 acro
Cosmic Chasm instruction $1.00 acro
Armor Attack instructions $1.00 acro
Minestorm overlay $1.00 acro
Cosmic Chasm overlay $1.00 acro
Armor Attack overlay $1.00 acro

Odyssey 2
---------
Magnavox
--------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete
Las Vegas Blackjack! (R) - complete
Football! (U)
Bowling!/Basketball! (U) - complete
Math-a-Magic!/Echo! (R) - complete $1.00 acro
Computer Intro! (U)
Baseball! (C)
Computer Golf! (U)
I've Got Your Number! (R)
Invaders From Hyperspace! (C)
Thunderball! (R)
Showdown in 2100 A.D. (C) - complete $1.00 acro
War Of Nerves! (U) - complete $1.00 acro
Hockey!/Soccer! (U)
Dynasty! (U)
Alien Invaders Plus! (C) - complete $1.00 acro
Quest for the Rings! (U) - complete $1.00 acro
UFO! (U)
Conquest of the World! (U) - complete $1.00 acro
Keyboard Creations (ER) $1.00 acro
The Great Wall Street Fortune Hunt (R) - complete $1.00 acro
K.C. Munchkin! (C)
Freedom Fighters! (C)
Pick Axe Pete! (U)
K.C. Krazy Chase! (voice) (U)
P.T. Barnum's Acrobats (voice) (ER) -w/inst $1.00 acro
Attack Of The Timelord! (ER) $1.00 acro
------
System
------
Odyssey 2 in orignal box w/two detachable joysticks, power supply, R/F
modulator owners manual, and the
following loose games: Speedway!/Spin-out!/Crypto-Logic!, Football!,
Bowling!/Basketball!, Alien Invaders
Plus!, Quest For The Rings!, and K.C Munchkin!
```

$5 danz
Nintendo

Activision

Super Pitfall (U+)

Nintendo

Super Mario Bros/Duck Hunt (C)

Enix

Dragon Warrior II (U+) $1.00 acro
Dragon Warrior IV (R) $2.00 acro

Misc.

Donkey Kong Circus (G&W Panoramic) (IR) - w/inst $3.00 acro
Nintendo Game & Watch Catalog $1.00 acro
Two NES Controllers in orignal box $1.00 acro

Aquarius

Tron Deadly Discs (U) - complete $1.00 acro
Astrosmash (R) - complete $1.00 acro
Night Stalker (R) - missing 1 controller overlay $1.00 acro
Utopia (U) - complete $1.00 acro
Biorhythms (ER) - complete $1.00 acro

System & Periphals

Aquarius complete in orignal box w/keyboard box and Mini Expander box
and all kinds of documentation and
bonuses. The complete package!
$10 min

Aquarius Mini Expander w/instructions

Aquarius Data Recorder
$7.00 dblitz

Arcadia 2001

#1: Cat Trax (complete) $2.00 anders
#2: Space Attack (complete) $2.00 anders
#3: Escape (complete) $2.00 anders
#5: Space Raiders (complete) $2.00 anders
#10: Missle War (complete) $2.00 anders
#15: Baseball (complete) $2.00 anders
#20: Tanks A Lot (shrinkwrapped) $2.00 anders

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System
------
Arcadia 2001 w/power supply, controllers and the following games:
Escape and Baseball (complete)
$10.00 anders

Bally Astrocade
---------------
System
------
Bally Astrocade w/power supply, controllers, plastic cover and Tornado
Baseball, Hockey, Tennis, Handball
$10.00 anders

Channel F
---------
Fairchild
---------
#9 Drag Race (U) $2.00 andres
#13 Robot War/ Torpedo Alley (U) - complete $2.00 anders
#16 Dodge It (U) $2.00 anders
------
Zircon
------
#12 Baseball (C) - w/box $2.00 anders
#23 Galatic Space Wars/ Lunar Lander (R) - w/box $5.00 shrink
------
System
------
Fairchild Channel F in orignal box w/two controllers, plastic cover,
power supply and the following games: #13
(complete) and #12 (no end lbl)
$10.00 anders
Colecovision
------------
Activision
----------
Keystone Kapers (R) $0.50 anders
---------
Atarisoft
---------
Centipede (U) $0.50 anders
Defender (R) $1.00 acro
------
Coleco
------
Burgertime (U) $0.50 anders
Cosmic Avenger (C) $0.50 anders
Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Jr. (C) -w/inst $0.50 anders
```

Gorf (C) $0.50 anders
Illusions (R) $0.50 anders
Ken Uston Blackjack/Poker (U) $0.50 anders
Looping (C) $0.50 anders
Mr. Do! (C) $1.00 acro
Mouse Trap (C) - w/overlay $0.50 anders
Pepper II (U) - w/inst $0.50 anders
Roc 'n' Rope (U) $0.50 anders
Rocky Super Action Boxing (C) $0.50 anders
Smurfs R.I.G.C. (C) - w/inst $0.50 anders
Space Panic (C) $0.50 anders
Subroc (U) - w/inst $0.50 anders
Super Action Baseball (C) $0.50 anders
Super Action Football (C) $0.50 anders
Tarzan (R) $1.00 acro
Time Pilot (U) - w/inst $0.50 anders
Turbo (C) $0.50 anders
Victory (U) - sealed $1.00 acro
Zaxxon (C) $0.50 anders

Epyx

Jumpman Junior (R) $1.00 acro

Micro Fun

Miner 2049er (U) $1.00 acro

Spinakker

Alphabet Zoo (R) $6.00 csb
Facemaker (R) $1.00 acro
Juke Box (R) - complete $10.00 csb

Sunrise

Gust Buster (ER) - complete $10.00 csb

Parker Brothers

Popeye (C) $0.50 anders
Q*Bert (C) $0.50 anders

Xonox

Slurpy (ER) - lbl wear $8.00 csb
Word Feud (ER) - complete $10.00 csb

System & Misc

Colecovision in orignal box w/owners manual, two controllers, power
supply, R/F modulator, Expansion Module
#1 and the following loose games: Donkey Kong, Gorf, Looping, Pepper
II, Smurfs R.I.G.C, Super Challenge
Baseball, Subroc, and Zaxxon
$10.00 anders

Colecovision Expansion Module #2 w/loose Turbo $4.00 anders
Two Broken Super Action Controllers
Colecovision Brown Dust Cover
Donkey Kong Jr. Tabletop Game (ER++)
$5 min
Head to Head Baseball (SC)

Commodore 64

Activision

Decathalon

Atarisoft

Centipede (complete)
Galaxian

Broderbund Software

Choplifter!

CBS Software

Coconotes (complete) $0.50 jaguar
Movie Musical Madness

Commodore

International Soccer
Super Expander

Epyx

Fast Load
Gateway To Apshai
Jumpman Junior

Fisher Price

Sea Speller

HES
---

64 Fourth
HES Mon 64
Rootin' Tootin'

Parker Brothers

Frogger (complete) $0.50 jaguar
Q*Bert (complete)

Reston Software

Miner 2049er (complete) $0.50 jaguar

Sega

Congo Bongo
Tapper

Misc.

C-16 w/power supply and tutorial cart
$5.00 anders
Commodore Magic Voice Speech Module complete in orignal box
$5.00 jaguar

Timex Sinclair

Timex Sinclair 1000 with add on with the following
loose tapes: Loan Morgage Amortizer, Gambler, Computer Coach
Super Math, Vu-calc, Flight Sim, Statistics, Stamp Collector
Backgammon

TI-994A

Atarisoft

Donkey Kong (VR)
Moon Patrol (VR)
Pole Position (VR)
Protector (VR)

Mechatronic

Extended Basic II Plus (German cart) (UR)

Texas Instruments

Alligator Mix (R)
Alien Addition (R)
Burgertime (R) - w/inst
Early Reading (R)

Hunt The Wumpus (C)
Minus Mission (R)
Munch Man (C)
Number Magic (U)
Numeration 1 (R)
Parsec (C)
Scholastic Spelling - Level 3 (R)
TI Extended BASIC (U)
Video Graphs (R)

System

Two TI-994a's in original boxs w/power supplys, R/F modulators and the
following games: Early Reading and
Parsec

Super Cart: some leggy cart I found with a red light built into it,
possibly homemade
$0.50 jaguar
Handhelds

Electronic Readout Systems Inc.

Football $1.00 acro

Entex

Baseball 2 (SC) $1.00 acro

Epoch

Baseball (SC) $1.00 acro

Konnami

Blades Of Steel (RA)

Radio Shack/Tandy

Sky Duel 3-D $2.00 acro

Tiger

Head To Head Talking Baseball (ER+)
All-Pro Basketball (R--)
Copycat (CS) - no battery cover
Dragon (ER)
Speedboat (R)

Tomy

```
----
3-D, Thundering Turbo (ER++) $5.00 acro
Scramble (battery cover doesn't stay closed) (ER++) $4.00 acro

Vic-20
------
Academy Software
----------------
Typing Tutor/Word Invaders (cassette) - complete
---------
Atarisoft
---------
Pac-Man (C) - complete
---------
Commodore
---------
The Count (C) - complete
An Introduction To Basic: Part 1 (cassette) - complete
An Introduction To Basic: Part 2 (cassette) - complete
------
Imagic
------
Demon Attack (C) - complete
Atlantis (C) - complete
Dragonfire (U) - complete
----
Sega
----
Star Trek S.O.S. (C) - complete

TRS-80
------
Radio Shack
-----------
Canyon Climber min bid free
Shooting Gallery min bid free
Mystery Cart (no lbl) min bid free

This auction is dedicated to the Old Lady. Without her a lot of this
would have been impossible. Thank You
```

2904. Atari Auction Update

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971028010700.UAA28980@ladder02.news.aol.com>
Source record: 69088

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
--------------------------------------------------
Atari 800 XL with power supply----------kseiner@edu.uni-klu.ac.at $16
Atari 400 with power supply----------kseiner@edu.uni-klu.ac.at $16
Atari 1050 with power supply----------kseiner@edu.uni-klu.ac.at $21
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer--minimum bid $10
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box--minimum bid $5
Atari paddles new in box--minimum bid $3
Atari joystick new condition----------malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
--------------------------------------------------
--------------------------------------------------

Cartridges--minimum bid $3--carts only
--------------------------------------------------
pac man
ms. pac man----------jandc@ccnet.com $4
computer chess----------jeep@tc.fluke.com $5
basic computing language----------malyszka@dreamscape.com $3
donkey kong----------jandc@ccnet.com $4
galaxian
joust----------malyszka@dreamscape.com $3
star raiders----------malyszka@dreamscape.com $3
defender----------malyszka@dreamscape.com $3
pole position----------darkroom@ix.netcom.com $4
```

pengo----------jklein@isd.net $3
eastern front 1941----------jklein@isd.net $3
atari artist
et phone home
atari writer
music composer
centipede----------jklein@isd.net $3
video easel
qix----------dbetz@xlisper.mv.com $3
kickback
congo bongo
kids on keys
pitstop----------jklein@isd.net $5
river raid----------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------jandc@ccnet.com $5
jumpman jr.----------jklein@isd.net $3
zenji----------jandc@ccnet.com $4
the designers pencil
miner 2049er----------jandc@ccnet.com $4
adventure creator----------jklein@isd.net $5
computer war
smart terminal
rally speedway----------jklein@isd.net $3
mountain king----------jklein@isd.net $3
mastertype
protector 2----------krieg@execpc.com $7
fun with art
qbert----------jeep@tc.fluke.com $5
jumbo jet pilot
zaxxon----------jklein@isd.net $5
wizard of wor----------jandc@ccnet.com $5

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------malyszka@dreamscape.com $2
chessmaster 2000----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti
curse of ra

atari timewise
typing tutor
forbidden forest
paper clip----------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae
sands of egypt
atari macro assembler----------darkroom@ix.netcom.com $2
printshop
syncalc----------malyszka@dreamscape.com $2

special
----
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.
minimum bid----------alan.diaz@snet.net

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

2905. Re: new QMEG+OS 4.0!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: odaman@pfu.co.jp
Message-ID: <633kua$mie@pfunews2.pfu.co.jp>
Source record: 69089

Hi,

In article <6gbqCQrpzHB@peter.soemtron.sb.sub.de>, peter@soemtron.sb.sub.de says...

>Today I installed the new Atari OS-ROM "QMEG+OS 4.04" of Stefan Dorndorf
>in my XE. It's great to have a brandnew OS (1997) ticking in my 10 ten
>years old Atari....

I don't know well about this OS, can you let me know details of it?
I'm interested in it.

Thanx!

2906. Re: hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <EIqs0v.K7w@iglou.com>
Source record: 69090

In message <835.239T1696T12184795@pianosa.demon.co.uk>,
brad@pianosa.demon.co.uk (Brad Rogers) wrote:
>>2) an XF551 disk drive ...my question on this one is what voltage is the
>> power supply & is compatable with my 130 XE's...
>
>Off-hand I can1t tell you the power requirements, but the XF551, like all
>the other drives, can be used on any A8.
>
The XF551, like other Atari disk drives, uses a 9 volt ac, 31VA transformer.

--
Bill Marcum
"Well, actually, the Internet has been cream-filled for years" (Over the Hedge)

2907. Re: Need Atari 800 Video Cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <633q7m$214$1@news.dmv.com>
Source record: 69091

Justin Cameron (jc7664b@american.edu) wrote:
: I've got an old Atari 800 and know it's in working condition.
: Unfortunately, it's missing a video cable, and I'm confused as to what kind
: of cable or monitor I could use with it. Or TV, for that matter.
: I'd really love to get it up and running ASAP - if anyone can help me out
: w/suggestions or parts, I'd be interested.
: -justin
: jc7664b@american.edu

Justin,

If your 800 IS in working condition, it should be as easy as falling off a log to display its output on any TV or most any composite NTSC monitor. The cable from the rear of the computer with the RCA plug should be able to send an RF signal to a TV on channel 2 or 3 (selectable with the switch on the right side of the console). You should have received a switchbox with your computer. If you have it, plug the computer into it and connect the spade lugs to your TV's 300 ohm terminals. If your TV only has a 75 ohm "F" connector, you'll need a 300 ohm to 75 ohm transformer such as Radio Shack 15-1253.

If you can't find the switchbox you'll have to connect the Atari to the TV with another connector box such as Radio Shack 15-1268 or adapter 278-255.

Connection to a monitor is a bit more envolved since cables may be available only through mail order. Try B&C ComputerVisions catalog # CAA005 composite color monitor generic cable. Their phone number is 408-986-9960.

If you're handy with a soldering iron and want to make your own monitor cable, use a five pin male DIN plug on the computer end (Radio Shack 274-003) and male RCA plugs (Radio Shack 274-339) on the monitor end. Most monitors use RCA connectors. Use shielded (coaxial) cable such as Radio Shack 278-512 or buy RCA cables like 42-2355 and cut off one end. The pinout for the Atari 800 video/audio cable is shown below. Some NTSC monitors use the composite connection and some use both the luminance and chromanance connections instead. Audio may be connected to monitors that have audio amplifiers built in.

Computer DIN plug pin	Monitor RCA plug
1	Luminance Inner Conductor
2	Luminance Shield Outer Conductor
3	Audio Inner Conductor
2	Audio Shield Outer Conductor

4 Composite Video Inner Conductor
2 Composite Shield Outer Conductor

5 Chroma Inner Conductor
2 Chroma Shield Outer Conductor

By the way...the 800 is the only Atari 8-bit computer that has the chroma output connected to pin 5. In the other models with monitor connectors, pin 5 is not connected.

Steve

2908. Super Bruce Lee

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.971028004331.21350A-100000@user2.ptd.net>
Source record: 69092

Question, has anybody else in the world seen this game besides me. It came part and parcel with a bunch of disks I had given to me when a friend abandoned the Atari's. I only ever saw it run on 800 and that was 7 or 8 years ago, so memory is a kinda vaque.... I could never get the silly thing to run on my XE's so I shelved it and forgot about it. Just wondering.....

Paul Clark

2909. Re: 1200xl Ram upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: miljenko@mapef.pefri.hr
Message-ID: <34559b0e.345029255@news.carnet.hr>
Source record: 69093

On Sun, 14 Sep 1997 20:55:14 -0700, Bob Woolley <rwoolley@pacbell.net>
wrote:

>RC wrote:
>>
>> Hello
>>
>> Where can I find a DOC file showing how to upgrade the Ram on the 1200xl
>> machine?
>>
>> Thanks
>>
>> Richard
>> RClaunch@Rocketmail.Com
>Best way is to use an ICD Rambo upgrade. B&C and Best should have them.
>Atari Classics has a battery powered 512K upgrade that you could use in
>your 1200XL.
> Bob Woolley

And if someone wants to do it himself (herself)?
The sources mentioned above aren't practical for me.
I live too far away and the transport costs would be
higher the the cost of the upgrade itself.

Is there any mod description how to upgrade 1200XL
to at least 256K? Is 800XL 256kmod applicable?
If they are, I would like somone to help me locate
those connection points, since I do not have any
other docs or blueprints.

Best regards,
Mike

--
Miljenko Vrankovic, University of Rijeka, Croatia
miljenko@mapef.pefri.hr mvrankov@alf.tel.hr

Experience is what you get, when you don't get what
you want. I've got lots of experience...

2910. Re: Codename GENOS (was Codename G-OS) Mail 3

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: hofman@ats.nld.alcatel.nl.nospam
Message-ID: <6342dp$8d3$2@nlsun1.ats.nld.alcatel.nl>
Source record: 69094
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

This has already been tried years ago
The operating system was called TAOS.
The project failed.

Peter

2911. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2g1pmp480.fsf@caligula.srv.net>
Source record: 69095

peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

> atari still exists?

Sort of. It is wholly owned by JTS and is basically a warehouse, from what I understand. It may have an employee left.

Brent

2912. **** FOR SALE: ATARI 2600 BASE UNIT*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <346b4910.92447393@news.erols.com>
Source record: 69096
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplacealt.atari.2600

```
USED but not "abused . " In working condition.
Not supplied with joy sticks.
Asking price $10.00 Plus Shipping.
Contact happyman at erols.com (when emailing replace the "at" with the @)
```

2913. Re: Sample and Analyse Tape SW

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Marko.Makela@HUT.FI
Message-ID: <87lnze6my6.fsf@sranje.tky.hut.fi>
Source record: 69097
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
>>>>> "Anders" == Anders Skelander <Anders.Skelander@uab.ericsson.se> writes:

Anders> Does anybody know if the idea presented below should be
Anders> theoretically possible to implement?

Yes, it is possible, and it has been done. As I don't have a
soundcard nor MS-DOS myself, I don't remember the name of the MS-DOS
program that reads normal VIC-20 and C64 tapes (no Turbo Tape support
yet). That program is written in machine language, and the source
code is available.

Anders> Now if i had a program that analysed the sound file and
Anders> converted it to a byte stream (a file in memory) the same way
Anders> the old home computers did it while loading, I would consider
Anders> it being a convenient method for this task.
```

The conversion can be done in real time without any problems.
Remember, the average PC is hundreds to thousands of times faster than
a 6502 running approximately at 1 MHz.
--
Marko M&#65533;kel&#65533; <Marko.Makela@HUT.FI>, http://www.hut.fi/home/msmakela/
Helsinki University of Technology, dept. of Computer Science

2914. Re: Super Bruce Lee

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: matt <moses@cybercomm.net>
Message-ID: <345612C1.684C@cybercomm.net>
Source record: 69098

triger@ptdprolog.net wrote:
>
> Question, has anybody else in the world seen this game besides
> me. It came part and parcel with a bunch of disks I had given
> to me when a friend abandoned the Atari's. I only ever saw it
> run on 800 and that was 7 or 8 years ago, so memory is a kinda
> vaque.... I could never get the silly thing to run on my XE's
> so I shelved it and forgot about it. Just wondering.....
>
> Paul Clark

Datasoft made a game called "Bruce Lee", maybe Super Bruce Lee was
a hacked version? Despite it's blocky graphics it was a pretty
good game (simultaneous 2 player as well).

matt
--
Visit the World Domination Center!
http://www.cybercomm.net/~moses

2915. Re: Graphics Tablet!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3456064B.AD8CE3E1@ix.netcom.com>
Source record: 69099

Vidar,
If it is chocolate brown and silver, it is the Atari Touch Tablet.
As noted, it can be accessed via a sorta simple BASIC routine for X Y
data. You need to read the data from the joystick port registers. Let me
check this for sure. That might be (probably is) the paddle port
registers. Now that I think about it, I'm sure that's where you get the
data from. I'll look into it anyway and get back.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2916. Re: Super Bruce Lee

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19971028180901.NAA01094@ladder02.news.aol.com>
Source record: 69100

> Datasoft made a game called "Bruce Lee", maybe Super
> Bruce Lee was a hacked version? Despite it's blocky
> graphics it was a pretty good game (simultaneous 2 player
> as well).

Never heard of "Super Bruce Lee" either, but the actual game was fun for what it was worth. I found it got repetitive (e.g. boring) after the third or fourth go around.

Around the time the game was released, "Electronic Games" magazine did a nice interview with the guys who wrote the game. The two player option (where the opponent could be the Green Yamo) was actually a brainstorm that came by mistake during the final stages. I forgot the exact details, but when they were working out the bugs or something, one of the programmers wanted to test something out by playing the Yamo character, and poof! -- a new addition was added to the game.

2917. Yorkshire UK Atari user group

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Nigel P Turton <NPTurton@msn.com>
Message-ID: <01bce3e2$b54a7100$dd4195c1@default>
Source record: 69101

If there is an Atari user group out there in the Yorkshire region of the UK
please get in touch

I have Atari 8 bits, ST's and Jag

Heres hoping for the best news

Nige

2918. Don't Fear's 3rd Auction Part 2 (update 2)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <3456AA83.98192DCA@prodigy.com>
Source record: 69102
Cross-posted to:
rec.games.video.classic,rec.games.video.misc,rec.games.video.nintendo,rec.games.video.marketplace,comp.sys.atari.8bit

Don't Fear's Huge 3rd Auction Part 2: (Update 2)

1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to
send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to
play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features the following:

Aquarius - 8 Items Arcadia 2001 - 8 Items
Farichild - 6 Itmes Colecovision - 38 Items
Intellevision - 132 Items Vectrex - 21 Items
Nintendo - 4 Items TI-994A - 19 Items
TRS-80 - 3 Items Vic-20 - 9 Items
Commodore - 22 Items Bally Astrocade - 1 Item
Odyssey 2 - 27 Items Handhelds - 15 Items
Misc - 12 Items Timex Sinclair - 1 Item

Intellivision

Mattell

Demo Cart $5.00 acro
Auto Racing (U) - complete
NHL Hockey (C) - complete
Las Vegas Roulette (U) - complete $1.00 acro
ABPA Backgammon (R) - complete $2.00 smitty
Checkers (R) - complete $1.00 acro
Armor Battle (C) - shrinkwrapped
The Electric Company Word Fun (R) - complete
Horse Racing (U) - complete $1.00 pete
NASL Soccer (U) - complete
Tennis (C) - complete
PGA Golf (C) - complete $1.00 pete
U.S. Ski Team Skiing (C) - shrinkwrapped $1.00 stevem
Sea Battle (C) - complete
Boxing (U) - complete
NFL Football (C) - complete
L.V. Poker & Blackjack (C) - complete
Space Battle (U) - complete
The Electric Company Math Fun (R) - complete
Major League Baseball (C) - complete $1.00 pete
NBA Basketball (U) - complete $1.00 stevem
PBA Bowling (C) - complete $1.00 pete
Sub Hunt (C) - w/inst & overlays
Advanced Dungeons & Dragons (U) - shrinkwrapped
Motocross (white lbl) (U) - w/box & overlays
USCF Chess (R) - complete $2.00 smitty
Space Spartans (U) - complete $0.50 AlmnSiren
Astrosmash (U) - complete
Snafu (C) - complete
Space Armada (C) - complete
Triple Action (C) - complete
Bomb Squad (U) - complete $1.00 stevem
B-17 Bomber (U) - complete $1.00 pete
Mission X (U)complete $1.00 stevem
Buzz Bombers (R) - complete $1.00 acro
Loco-Motion (U) - complete
Thunder Castle (ER) - complete $3.00 nigefan
Mind Strike (ER) - complete $2.00 smitty
Scooby Doo's Maze Chase (ER) - w/inst & overlay $2.50 stevem
Mr. Basic Meets Bits 'n Bytes (ER) - complete $1.00 acro
Melody Blaster (ER) - shrinkwrapped $2.00 smitty
The Jetsons' Way With Words (ER) - complete $20.00 dblitz
Burgertime (U) - complete
Kool-Aid Man (R) $3.00 nigefan
Bump 'n' Jump (U) - complete $2.00 nigefan
M.O.T.U.: Power Of He-Man (U) - complete $1.00 acro
Space Hawk (U) - complete

Utopia (C) - complete
Star Strike (C) - complete
AD&D: Treasure of Tarmin (U) - shrinkwrapped $1.00 acro
Frog Bog (U) - shrinkwrapped $1.00 nigefan
Royal Dealer (C) - complete $1.00 acro
Reversi (U) - shrinkwrapped
Night Stalker (C) - shrinkwrapped
Pinball (U) - complete
Shark! Shark! (R) - complete
Tron Deadly Discs (C) - shrinkwrapped $7.00 dblitz
Tron Maze-A-Tron (R) - complete $1.00 pete
Tron Solar Sailer (R) - complete $1.00 acro
Lock 'n' Chase (C) - complete
Sharp Shot (R) - complete $1.00 acro
Vectron (R) - complete
World Champ Baseball (U) - w/olays & inst $2.00 smitty

INTV Corporation

Pac-Man (ER) - complete $2.00 smitty
World Cup Soccer (ER) - complete $1.00 acro
Championship Tennis (ER) - shrinkwrapped $2.00 smitty
Thin Ice (ER) - complete $2.00 smitty
Super Pro Football (ER) - w/inst $1.00 acro
Hover Force (ER) $2.00 smitty
Tower Of Doom (ER) $8.00 nigefan
Diner (ER) - complete $2.00 smitty
Chip Shot Super Pro Golf (ER) - complete $12.00 dblitz
Commando (ER) - w/instructions $1.00 acro
Slam Dunk Super Pro Basketball (ER) - complete $2.00 smitty
Learning Fun Album I (ER) - w/instructions $10.00 shrink
Slap Shot Super Pro Hockey (ER) - complete $2.00 smitty
Pole Position (ER) - complete $2.00 smitty
Dig Dug (ER) - complete $1.00 acro
Learning Fun Album II (ER) - w/box $10.50 jaguar
Mountain Madness Super Pro Skiing (ER)-shrinked $2.00 smitty
Body Slam Super Pro Wrestling (ER) $2.00 smitty

Activision

Stampede (U) - w/box & inst
Pitfall! (U) - w/box & overlays
Happy Trails (R) - w/overlays $1.00 acro
The Dreadnaught Factor (R) - shrinkwrapped $1.00 acro
Beamrider (R) - complete $1.00 acro
Worm Whomper (R) - shrinkwrapped $2.00 smitty
River Raid (R) $1.00 acro

Atarisoft

Pac-Man (R) $1.00 acro
Defender (R) - complete $2.00 smitty
Centipede (R) - complete $1.00 acro

Coleco

Donkey Kong (C) - complete
Venture (C) - complete
Mouse Trap (R) - complete
Lady Bug (U)
Zaxxon (R) - complete $1.50 jaguar
Carnival (C) - complete
Donkey Kong Jr. (R) $2.00 smitty

Imagic

Demon Attack (U) - complete
Atlantis (U) - complete
Beauty & The Beast (U) - shrinkwrapped $1.00 acro
Swords & Serpents (ER) - w/inst $1.00 acro
Dragonfire (U) - complete
Microsurgeon (U) - w/overlays
Tropical Trouble (ER) - w/inst $2.00 smitty
Dracula (ER) - w/one overlay $1.00 acro
Nova Blast (U) - w/inst $1.00 acro
Truckin' (ER) - complete $3.00 nigefan
White Water! (ER) $1.00 acro
Safecraker (R) $1.00 acro
Fathom (ER) - complete $50.00 dblitz

Interphase

Blockade Runner (R) - w/box & inst $1.00 acro
Sewer Sam (R) - w/box $1.00 acro

Parker Brothers

Star Wars: the Empire Strikes Back (U) - w/box $2.50 stevem
Frogger (C) - shrinkwrapped
Q*Bert (C) - complete $1.00 acro
Popeye (ER) - complete $2.00 smitty

Sears

Bowling (R) - complete $1.00 acro
Boxing (R) - w/box, inst & overlay $2.00 smitty
Frog Bog (U) - w/box $3.00 smitty
Roulette (U) - shrinkwrapped $2.00 smitty
Space Armada (R) - complete $2.00 smitty
Space Battle (R) - complete $2.00 smitty

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Systems & Periphals
-------------------
Intellevision w/two working controllers, power supply, R/F modulator and
the following games: Auto Racing,
Armor Battle, NFL Football, L.V. Poker & Blackjack, Major League
Baseball, Advanced Dungeons & Dragons,
Astrosmash, Triple Action, Burgertime, Star Strike, Night Stalker, and
Lock 'n' Chase
$20.00 darren

Intellevision II w/two controllers and power supply
$20.00 darren

INTV System III w/two working controllers, power supply and owners
manual
$20.00 darren

Intellivoice Voice Synthesis Module in box w/loose B-17 Bomber
$5.00 nigefan

Intellivision Computer Module (ECS) w/power supply and owners manual
$40.00 dblitz

Intellevision System Changer
$5.00 acro

Sears Super Video Arcade w/two controllers and power supply
$4.00 acro

Plastic Game Center for Intellevision (w/cover)
$1.00 acro

Vectrex
-------
GCE
---
Armor Attack (complete) $6.00 anders
Comic Chasm (complete) $6.00 anders
Fortress Of Narzod (complete) $6.00 andersk
Hyperchase (complete) $6.00 anders
Rip Off (w/inst & overlay) $3.00 anders
Scramble (w/overlay) $3.00 anders
Solar Quest (w/inst & overlay) $5.00 anders
Spike (complete) $6.00 anders
Spin Ball (complete) $6.00 anders
Star Trek (complete) $6.00 anders
Starhawk (w/inst & overlay) $4.00 anders
Web Wars (w/overlay) $5.00 anders
--------------
Milton Bradley
--------------
Clean Sweep (complete) (PAL) $6.00 anders
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-------------
System & Misc
-------------
Vectrex w/working controller and no screen burn
$55.00 cmoore

Vectrex owners manual $1.50 anders
Minestorm instructions $3.00 cmoore
Cosmic Chasm instruction $1.50 anders
Armor Attack instructions $1.50 anders
Minestorm overlay $1.50 anders
Cosmic Chasm overlay $1.50 anders
Armor Attack overlay $1.50 anders

Odyssey 2
---------
Magnavox
--------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete
Las Vegas Blackjack! (R) - complete
Football! (U)
Bowling!/Basketball! (U) - complete
Math-a-Magic!/Echo! (R) - complete $1.00 acro
Computer Intro! (U)
Baseball! (C)
Computer Golf! (U)
I've Got Your Number! (R) $2.00 smitty
Invaders From Hyperspace! (C)
Thunderball! (R)
Showdown in 2100 A.D. (C) - complete $1.00 acro
War Of Nerves! (U) - complete $1.00 acro
Hockey!/Soccer! (U)
Dynasty! (U)
Alien Invaders Plus! (C) - complete $1.00 acro
Quest for the Rings! (U) - complete $1.00 acro
UFO! (U)
Conquest of the World! (U) - complete $1.00 acro
Keyboard Creations (ER) $1.00 acro
The Great Wall Street Fortune Hunt (R) - complete $2.00 smitty
K.C. Munchkin! (C)
Freedom Fighters! (C)
Pick Axe Pete! (U)
K.C. Krazy Chase! (voice) (U)
P.T. Barnum's Acrobats (voice) (ER) -w/inst $1.00 acro
Attack Of The Timelord! (ER) $1.00 acro
------
System
------
Odyssey 2 in orignal box w/two detachable joysticks, power supply, R/F
modulator owners manual, and the
following loose games: Speedway!/Spin-out!/Crypto-Logic!, Football!,
```

Bowling!/Basketball!, Alien Invaders
Plus!, Quest For The Rings!, and K.C Munchkin!
$10.00 briang
Nintendo

Activision

Super Pitfall (U+)

Nintendo

Super Mario Bros/Duck Hunt (C)

Enix

Dragon Warrior II (U+) $10.00 chuckd
Dragon Warrior IV (R) $10.00 chuckd

Misc.

Donkey Kong Circus (G&W Panoramic) (IR) - w/inst $5.00 ObiJanShinobi
Nintendo Game & Watch Catalog $1.00 acro
Two NES Controllers in orignal box $2.00 marshall

Aquarius

Tron Deadly Discs (U) - complete $2.00 smitty
Astrosmash (R) - complete $2.00 smitty
Night Stalker (R) - missing 1 controller overlay $2.00 smitty
Utopia (U) - complete $2.00 smitty
Biorhythms (ER) - complete $2.00 smitty

System & Periphals

Aquarius complete in orignal box w/keyboard box and Mini Expander box
and all kinds of documentation and
bonuses. The complete package!
$10.00 johnt

Aquarius Mini Expander w/instructions
$2.00 smitty
Aquarius Data Recorder
$7.00 dblitz

Arcadia 2001

#1: Cat Trax (complete) $3.00 smitty
#2: Space Attack (complete) $3.00 smitty
#3: Escape (complete) $2.00 anders
#5: Space Raiders (complete) $2.00 anders
#10: Missle War (complete) $3.00 smitty

#15: Baseball (complete) $3.00 smitty
#20: Tanks A Lot (shrinkwrapped) $3.00 smitty

System

Arcadia 2001 w/power supply, controllers and the following games:
Escape and Baseball (complete)
$10.00 anders

Bally Astrocade

System

Bally Astrocade w/power supply, controllers, plastic cover and Tornado
Baseball, Hockey, Tennis, Handball
$10.00 anders

Channel F

Fairchild

#9 Drag Race (U) $2.00 andres
#13 Robot War/ Torpedo Alley (U) - complete $3.00 smitty
#16 Dodge It (U) $3.00 smitty

Zircon

#12 Baseball (C) - w/box $2.00 anders
#23 Galatic Space Wars/ Lunar Lander (R) - w/box $5.50 anders
------
System

Fairchild Channel F in orignal box w/two controllers, plastic cover,
power supply and the following games: #13
(complete) and #12 (no end lbl)
$10.00 anders
Colecovision

Activision

Keystone Kapers (R) $1.00 alfredo

Atarisoft

Centipede (U) $0.50 anders
Defender (R) $1.00 acro

Coleco

Burgertime (U) $1.00 alfredo
Cosmic Avenger (C) $0.50 anders

Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Jr. (C) -w/inst $0.50 anders
Gorf (C) $0.50 anders
Illusions (R) $1.00 alfredo
Ken Uston Blackjack/Poker (U) $1.00 alfredo
Looping (C) $0.50 anders
Mr. Do! (C) $1.00 acro
Mouse Trap (C) - w/overlay $0.50 anders
Pepper II (U) - w/inst $1.00 alfredo
Roc 'n' Rope (U) $0.50 anders
Rocky Super Action Boxing (C) $0.50 anders
Smurfs R.I.G.C. (C) - w/inst $1.00 alfredo
Space Panic (C) $0.50 anders
Subroc (U) - w/inst $1.00 alfredo
Super Action Baseball (C) $0.50 anders
Super Action Football (C) $1.00 alfredo
Tarzan (R) $1.00 acro
Time Pilot (U) - w/inst $1.00 alfredo
Turbo (C) $0.50 anders
Victory (U) - sealed $1.00 acro
Zaxxon (C) $0.50 anders

Epyx

Jumpman Junior (R) $1.50 alfredo

Micro Fun

Miner 2049er (U) $1.00 acro

Spinakker

Alphabet Zoo (R) $6.50 joelie
Facemaker (R) $2.00 smitty
Juke Box (R) - complete $10.00 csb

Sunrise

Gust Buster (ER) - complete $10.50 jaguar

Parker Brothers

Popeye (C) $0.50 anders
Q*Bert (C) $0.50 anders

Xonox

Slurpy (ER) - lbl wear $8.00 csb
Word Feud (ER) - complete $10.50 jaguar

System & Misc

Colecovision in orignal box w/owners manual, two controllers, power
supply, R/F modulator, Expansion Module
#1 and the following loose games: Donkey Kong, Gorf, Looping, Pepper
II, Smurfs R.I.G.C, Super Challenge
Baseball, Subroc, and Zaxxon
$15.00 boaz

Colecovision Expansion Module #2 w/loose Turbo $4.00 anders
Two Broken Super Action Controllers
Colecovision Brown Dust Cover
Donkey Kong Jr. Tabletop Game (ER++)
$5 min
Head to Head Baseball (SC)

Commodore 64

Activision

Decathalon $1.00 smitty

Atarisoft

Centipede (complete) $0.50 alfredo
Galaxian

Broderbund Software

Choplifter! $1.00 smitty

CBS Software

Coconotes (complete) $1.00 alfredo
Movie Musical Madness $1.00 smitty

Commodore

International Soccer $0.50 alfredo
Super Expander $0.50 alfredo

Epyx

Fast Load $0.50 alfredo
Gateway To Apshai $0.50 alfredo
Jumpman Junior $0.50 alfredo

Fisher Price

Sea Speller $0.50 alfredo

HES
---
64 Fourth $1.00 smitty
HES Mon 64 $0.50 alfredo
Rootin' Tootin' $0.50 alfredo

Parker Brothers

Frogger (complete) $0.50 jaguar
Q*Bert (complete)

Reston Software

Miner 2049er (complete) $1.00 smitty

Sega

Congo Bongo $0.50 alfredo
Tapper $0.50 alfredo

Misc.

C-16 w/power supply and tutorial cart
$5.00 anders
Commodore Magic Voice Speech Module complete in orignal box
$5.00 jaguar

Timex Sinclair

Timex Sinclair 1000 with add on with the following
loose tapes: Loan Morgage Amortizer, Gambler, Computer Coach
Super Math, Vu-calc, Flight Sim, Statistics, Stamp Collector
Backgammon

TI-994A

Atarisoft

Donkey Kong (VR) $0.50 patman
Moon Patrol (VR) $1.00 smitty
Pole Position (VR) $0.50 patman
Protector (VR) $1.00 smitty

Mechatronic

Extended Basic II Plus (German cart) (UR) $1.00 smitty

Texas Instruments

Alligator Mix (R)
Alien Addition (R)

Burgertime (R) - w/inst $0.50 patman
Early Reading (R)
Hunt The Wumpus (C)
Minus Mission (R)
Munch Man (C)
Number Magic (U)
Numeration 1 (R) $1.00 smitty
Parsec (C)
Scholastic Spelling - Level 3 (R)
TI Extended BASIC (U)
Video Graphs (R)

System

Two TI-994a's in original boxs w/power supplys, R/F modulators and the
following games: Early Reading and
Parsec

Super Cart: some leggy cart I found with a red light built into it,
possibly homemade
$1.00 smitty
Handhelds

Electronic Readout Systems Inc.

Football $1.00 acro

Entex

Baseball 2 (SC) $1.00 acro

Epoch

Baseball (SC) $1.00 acro

Konnami

Blades Of Steel (RA)

Radio Shack/Tandy

Sky Duel 3-D $2.00 acro

Tiger

Head To Head Talking Baseball (ER+)
All-Pro Basketball (R--)
Copycat (CS) - no battery cover
Dragon (ER)
Speedboat (R)

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Tomy
----
3-D, Thundering Turbo (ER++) $5.00 acro
Scramble (battery cover doesn't stay closed) (ER++) $4.00 acro

Vic-20
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Academy Software
----------------
Typing Tutor/Word Invaders (cassette) - complete
---------
Atarisoft
---------
Pac-Man (C) - complete
---------
Commodore
---------
The Count (C) - complete
An Introduction To Basic: Part 1 (cassette) - complete
An Introduction To Basic: Part 2 (cassette) - complete
------
Imagic
------
Demon Attack (C) - complete $1.00 smitty
Atlantis (C) - complete
Dragonfire (U) - complete $1.00 smitty
----
Sega
----
Star Trek S.O.S. (C) - complete $1.00 smitty

TRS-80
------
Radio Shack
-----------
Canyon Climber min bid free
Shooting Gallery min bid free
Mystery Cart (no lbl) min bid free

Misc.
-----
Atari Force Full Size #3,5,7,9,12,16,17,18,19,20 $5 min
Atari Age Sept/Oct 1982 Vol 1 Num 3 $3.00 smedley
Atari Age July/Aug 1983 Vol 2 Num 2 $3.00 smedley
Hi-Res 1983 Premiere Issue
Analog Computing July/Aug 1983 Num 12
Power Play Computing Winter 1982 Vol 1 Num 3
Pac-Man Puzzle Game by MB (complete, box wear) $1.00 smitty
Pac-Man "Rubik's Cube" (a few faded stickers) $1.00 smitty
Donkey Kong Puzzle by MB (missing one piece)
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Frogger Puzzle by MB (complete) $2.00 shrink
Frogger Board Game by MB (complete) $0.50 shrink
Q*Bert Colorforms (missing one, box wear)

This auction is dedicated to the Old Lady. Without her a lot of this would have been impossible. Thank You

2919. Don't Fear's 3rd Auction Part 1 (update 2)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <3456AAE2.196875DB@prodigy.com>
Source record: 69103
Cross-posted to:
rec.games.video.classic,rec.games.video.misc,rec.games.video.marketplace,rec.games.video.nintendo,comp.sys.atari.8bit

Don't Fear's Huge 3rd Auction Part 1 (update 2)

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds.
If you choose to send a personal check please allow 2-3 weeks for the
check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of
final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to play can you spot the two classic
game collectors.
Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features:
Atari 2600 - 308 Items Atari 5200 - 31 Items
Atari 7800 - 17 Items Atari Comp - 54 Items

Atari 2600

Prototypes

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Stampede $10.00 smitty
Dolphin $10.00 smitty
Name This Game $10.00 smitty
Eggomania $10.00 smitty

Atari
-----
Combat (C) - complete $1.00 anders
Air-Sea Battle (U) - w/inst $0.50 anders
Space War (U) - w/inst $0.50 anders
Outlaw (U) - w/inst $0.50 anders
Slot Racers (U) - w/inst $0.50 anders
Canyon Bomber (C) - w/inst $0.50 anders
Super Breakout (U) - multi lang, complete $0.50 anders
Defender (C) - w/inst $0.50 anders
Warlords (U) - shrinkwrapped $2.00 jim
Indy 500 (U) - w/inst $0.50 anders
Street Racer (U) - w/inst $0.50 anders
Adventure (C) - w/inst $2.00 jim
Demons To Diamonds (U) - shrinkwrapped $0.50 anders
Pele's Soccer (C) $1.00 patman
Championship Soccer (C) $0.50 anders
Basic Programming (R) - w/inst $1.00 patman
Video Olympics (C) - w/inst $0.50 anders
Breakout (C) - complete, rare white box $1.00 anders
Home Run (C) - w/inst $0.50 anders
Basketball (C) - w/inst $0.50 anders
Football (C) - w/inst $0.50 anders
Miniature Golf (U) $0.50 anders
Human Cannonball (U) $0.50 anders
Bowling (C) $0.50 anders
Sky Diver (pic) (U) $0.50 anders
Circus Atari (C) - complete $1.00 anders
Superman (C) - w/inst $0.50 anders
Space Invaders (C) - complete $1.00 anders
Night Driver (C) - w/inst $0.50 anders
Golf (C) - w/inst $0.50 anders
Maze Craze (U) - w/inst $0.50 anders
Video Checkers (R) $0.50 anders
Dodge 'Em (U) - w/inst $0.50 anders
Missile Command (C) - w/inst $0.50 anders
Othello (R) - complete, rare white box $1.00 anders
RealSports Baseball (U) - w/inst $0.50 anders
Surround (C) - w/inst $0.50 anders
Hunt & Score (U) $0.50 anders
Code Breaker (U) $0.50 anders
Flag Capture (pic) (U) - w/inst $0.50 anders
Video Chess (U) $0.50 anders
Pac-Man (C) - w/inst $0.50 anders
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Video Pinball (U) - w/inst $0.50 anders
Asteroids (C) - w/inst $0.50 anders
Bezerk (C) - w/inst $0.50 anders
Blackjack (R) - complete $1.00 anders
Casino (U) - complete,special edition box $1.00 anders
Slot Machine (R) $0.50 anders
Haunted House (C) - w/inst $0.50 anders
Yars Revenge (C) - w/inst & comic $0.50 anders
Yar's Revenge (red lbl) (R) $2.00 jim
Swordquest: Earthworld (C) $0.50 anders
Swordquest: Fireworld (C) - complete $1.00 anders
Math Grand Prix (C) $0.50 anders
Raiders Of The Lost Ark (C) - w/instr $0.50 anders
Star Raiders (U) - w/inst & touch pad $2.00 anders
Basic Math (U) $0.50 anders
Hangman (U) $0.50 anders
Brain Games (U) - w/inst $1.00 bones
RealSports Volleyball (U) - w/inst $0.50 anders
Football RealSports Soccer (U) - Euro $0.50 anders
RealSports Football (C) - w/inst $0.50 anders
Vanguard (C) - w/inst $0.50 anders
Swordquest: Waterworld (UR) -(thanks PBag)$0.50 anders
Phoenix (C) - complete $1.00 anders
E.T. (C) - shrinkwrapped $0.50 anders
Ms. Pac-Man (C) - w/inst $0.50 anders
Centipede (C) - w/inst/comic book/poster $0.50 anders
Dig Dug (U) - w/multi lang inst $0.50 anders
RealSports Tennis (U) - w/inst $0.50 anders
Battlezone (U) $0.50 anders
Krull (R) - complete $1.00 anders
Galaxian (U) $0.50 anders
Jungle Hunt (U) - w/inst $0.50 anders
Kangaroo (U) - complete $1.00 anders
Pengo (ER) $2.00 patman
Joust (C) - w/inst $0.50 anders
Moon Patrol (U) - w/multi lang inst $0.50 anders
Pole Position (C) - w/inst $0.50 anders
Pole Positn (end lbl error) (C) - w/inst $0.50 anders
Mario Bros. (U) - w/inst $0.50 anders
Taz (R) $0.50 anders
Crystal Castles (U) - w/inst $0.50 anders
Pigs In Space (ER) $2.00 wantatari
Millipede (R) - w/inst $0.50 anders
Defender II (R) - complete $1.00 anders
Jr. Pac-Man (U) - w/inst $0.50 anders
Midnight Magic (R) - w/inst $0.50 anders
RealSports Boxing (U) - w/inst $0.50 anders
Solaris (U) - complete $1.00 anders
Crossbow (U) - w/inst $1.00 anders
Desert Falcon (C) - complete $1.00 chrisw

Donkey Kong (U) $0.50 anders
Donkey Kong Jr. (R) - w/inst $1.00 chrisw
Q*Bert (R) - w/inst $0.50 anders
Dark Chambers (U) - w/inst $0.50 anders
Super Baseball (U) $1.00 bones
Super Football (U) $0.50 anders
Sprint Master (R) - w/inst $1.00 bones
Secret Quest (R) $1.00 bones
Klax (PAL) (ER) $1.50 wantatari

Sears

Target Fun (C) - w/inst $0.50 anders
Blackjack (pic) (R) - w/inst $0.50 anders
Breakaway IV (pic) (C) $0.50 anders
Memory Match (U) - top lbl damage $1.00 chrisw
Baseball (C) $0.50 anders
Maze (pic) (C) $0.50 anders
Basketball (U) $0.50 anders
Bowling (R) $0.50 anders
Dare Diver (ER) $2.00 wantatari
Superman (ER) $1.50 bones
Night Driver (U) $1.00 chrisw
Golf (C) $1.00 bones
Circus (C) $1.00 bones
3-D Tic-Tac-Toe (ER) $1.00 anders
Steeplechase (R) $1.00 bones
Submarine Commander (ER) $2.00 wantatari
Space Invaders (C) $0.50 anders
Adventure (pic) (U) - w/inst $0.50 anders
Soccer (U) $0.50 anders
Checkers (ER) $1.00 anders
Dodger Cars (ER) - lbl wear $0.50 anders
Arcade Pinball (R) $1.00 chirsw
Asteroids (U) $0.50 anders
Super Breakout (C) - w/inst $0.50 anders
Missile Command (R) $0.50 anders
Defender (C) $0.50 anders

Absolute

Skateboardin' (R) - w/inst $1.00 chrisw

Activision

Dragster (U) $0.50 anders
Boxing (U) - w/inst $0.50 anders
Checkers (ER) - w/inst $1.50 wantatari
Fishing Derby (U) - w/inst $0.50 anders
Skiing (U) - w/inst $0.50 anders

Bridge (R) $0.50 anders
Tennis (C) $0.50 anders
Laser Blast (C) - w/inst $0.50 anders
Freeway (U) - w/inst $0.50 anders
Kaboom! (U) - w/inst $0.50 anders
Stampede (U) - w/inst $0.50 anders
Ice Hockey (U) - (blue lbl) $0.50 anders
Barnstorming (U) - w/inst $0.50 anders
Grand Prix (U) - w/inst $0.50 anders
Chopper Command (U) - complete $2.00 jim
Chopper Command (blue lbl) (ER) - w/inst $2.00 anders
Megamania (U) - shrinkwrapped $0.50 anders
Starmaster (U) $0.50 anders
Pitfall! (blue lbl) (ER) - w/inst $2.00 jim
Sky Jinks (R) - w/inst $0.50 anders
River Raid (U) $0.50 anders
Spider Fighter (U) $0.50 anders
Seaquest (R) - w/inst $0.50 anders
Oink! (R) - w/inst $0.50 anders
Dolphin (R) $0.50 anders
Keystone Kapers (U) - (blue lbl) $0.50 anders
Enduro (blue lbl) (U) - w/inst $0.50 anders
Plaque Attack (R) $0.50 anders
Robot Tank (R) - w/inst $1.00 patman
Crackpots (R) $0.50 anders
Decathalon (R) $1.00 patman
Pressure Cooker (R) - complete $0.50 anders
Space Shuttle (blue lbl) (ER) $1.00 patman
Pitfall II: Lost Caverns (R) $1.00 patman
H.E.R.O. (R) $0.50 anders
Beamrider (R) $1.00 bones
Cosmic Commuter (R) $1.00 bones
Kung-Fu Master (R) - w/inst $0.50 anders
Commando (R) - complete $0.50 anders
Rampage (R) $1.00 chrisw
Double Dragon (R) $0.50 zazoo
Ghosbusters (R) $0.50 anders

Amiga

Mogul Maniac (ER) $2.00 anders

Apollo

Skeet Shoot (R) - complete $1.50 bones
Space Cavern (red lbl) (U) $0.50 anders
Racquetball (orange lbl) (U) $0.50 anders
Lost Luggage (blue lbl) (U) - w/inst $1.00 bones
Shark Attack (blue lbl) (U) $0.50 anders
Infiltrate (blue lbl) (U) - w/inst $0.50 anders

CBS Electronics

Wizard Of Wor (R) $0.50 anders
Gorf (U) - w/inst $0.50 anders
Blueprint (writing on lbl) (U) $0.50 anders
Solar Fox (U) $0.50 anders
Omega Race (U) - w/inst $1.00 chrisw
Mountain King (R) $0.50 anders

Coleco

Donkey Kong (C) - w/inst $0.50 anders
Zaxxon (U) $0.50 anders
Venture (C) - w/inst $0.50 anders
Mouse Trap (U) - w/inst $0.50 anders
Smurfs: R.I.G.C. (U) - w/inst $0.50 anders
Donkey Kong Jr. (R) $0.50 anders
Front Line (R) $1.00 chrisw

Cooper Black

Dragon Treasure (ER) $1.00 wantatari

Data Age

Encounter At L-5 (U) - w/inst $0.50 anders
Warplock (C) $1.00 chrisw
Sssnake (C) $0.50 anders
Airlock (C) $0.50 anders
Bugs (U) - w/inst $0.50 anders
Journey Escape (C) - w/inst $0.50 anders
Bermuda Triangle (R) - w/inst $0.50 anders

Epyx

Summer Games (R) $0.50 anders
Winter Games (R) - w/inst $0.50 anders
California Games (R) $0.50 anders

Froggo

Task Force (R) - complete $1.00 bones
Sea Hawk (R) $1.00 bones

Imagic

Trick Shot (R) - w/inst $0.50 anders
Demon Attack (blue lbl) (ER) - w/inst $1.00 anders
Star Voyager (C) - w/inst $0.50 anders

Atlantis (U) - complete $1.00 anders
Cosmic Ark (U) - w/inst $0.50 anders
Fire Fighter (R) $0.50 anders
Shootin' Gallery (ER) $10.00 kenny
Riddle of the Sphinx (U) - w/ inst $0.50 anders
Dragonfire (C) - w/inst $0.50 anders
Fathom (R) $0.50 anders
Solar Storm (R) $1.00 bones
Moonsweeper (U) $0.50 anders
Laser Gates (R) $1.00 bones

Konami

Pooyan (end quarter lbl missing) (ER) $2.00 anders

M Network

Adven of Tron (white lbl) (U) - w/inst $0.50 anders
Masters Of The Universe (R) $1.00 bones
Burgertime (R) - w/inst $0.50 anders
Kool-Aid Man (U) $1.00 chrisw
S.C. Football (white lbl) (C) - w/inst $0.50 anders
Space Attack (C) - complete $1.00 anders
Armor Ambush (C) - w/inst $0.50 anders
Tron Deadly Discs (U) $0.50 anders
Lock 'n Chase (C) - w/inst $0.50 anders
Frogs and Flies (U) - w/inst $2.00 jim
Super Challenge Baseball (C) - w/inst $0.50 anders
Astrosmash (U) - w/inst $0.50 anders
Dark Cavern (U) - w/instructions $0.50 anders
International Soccer (U) - w/inst $0.50 anders
Bump 'n' Jump (R) - w/inst $1.00 bones

Milton Bradley

Survival Run (R) $1.00 chrisw
Spitfire Attack (U) $0.50 anders

Mythicon

Sorcerer (R) $0.50 anders
Fire Fly (R) $0.50 anders
Star Fox (R) $0.50 anders

Panda

Space Canyon (R) $1.00 bones

Parker Brothers

Star Wars: Jedi Arena (R) - w/inst $1.00 mro
Star Wars: Empire Strikes Back (C) $0.50 anders
S.W.:R.O.T.J.:D.S.B. (R) - w/sticker on lbl & inst $1.00 mro
Frogger (C) - w/inst $0.50 anders
Amidar (U) - w/inst $0.50 anders
Super Cobra (end lbl missing) (U) $0.50 anders
Reactor (U) $0.50 anders
Tutankham (U) - w/inst $0.50 anders
Sky Skipper (R) - end lbl missing $0.50 anders
Q*Bert (C) - w/inst $0.50 anders
Spider-Man (R) $0.50 anders
Strawberry Shortcake: Musical Match-ups (R) - complete $1.00 anders
G.I. Joe Cobra Strike (U) $0.50 anders

Sega

Tac-Scan (U) $0.50 anders
Star Trek S. O. S. (R) $1.00 mro
Buck Rogers: Planet Zoom (U) - w/inst $1.00 chrisw
Congo Bongo (R) $0.50 anders

Spectravision

Gangster Alley (end lbl wear) (R) $1.00 chrisw
Planet Patrol (R) $0.50 anders
Tapeworm (R) $1.00 chirsw

Telegames

Super Challenge Football (U) $1.00 bones

Telesys

Coco Nuts (fancy cart) (R) - w/inst $0.50 anders
Fast Food (fancy cart) (R) $0.50 anders

Tigervision

Threshold (R) $1.00 bones
Polaris (ER) $13.00 zazoo

20th Century Fox Video Games

Worm War I (Sirus) (U) $1.00 chrisw
Beany Bopper (Sirus) (R) $0.50 anders
Deadly Duck (R) $0.50 anders
Mega Force (R) $0.50 anders
Alien (R) - w/inst $1.00 mro
Turmoil (U) $0.50 anders
Crypts Of Chaos (R) - w/inst $1.00 bones

M*A*S*H* (U) $0.50 anders
Porky's (R) - w/inst $1.00 mro
Revenge Of The Beefsteak Tomatoes (R) $1.00 bones

U.S. Games

Space Jockey (C) - w/inst $0.50 anders
Sneak 'n Peek (R)
Word Zapper (U) - w/inst $0.50 anders
Commando Raid (R) - w/inst $0.50 anders
Name This Game (R) - w/inst $0.50 anders
Towering Inferno (U) - w/inst $0.50 anders
M.A.D. (R) $1.00 chrisw
Gopher (R) - w/inst $0.50 anders
Squeeze Box (ER) - w/inst $1.00 anders
Eggomania (R) - w/instructions $0.50 anders
Picnic (fancy cart) (ER) $1.50 bones
Piece O' Cake (fancy cart) (ER) - w/inst $1.00 anders
Raft Rider (fancy cart) (ER) $1.00 anders
Entombed (fancy cart) (ER) $1.00 anders

Xonox

Chuck Norris Superkicks (ER) $12.50 bones
Sir Lancelot (ER) $10.00 kenny

Zellers

Ocean City Defender (ER) $1.00 anders

Zimag

Tanks But No Tanks (R) $10.00 kenny

Systems & Peripherals

Atari 2600: Four switch, wood front panel in orignal box
w/two joysticks, set of paddles, power supply, R/F modulator,
owners manual and the following loose games: Combat, Defender,
Space Invaders, Missle Command, Pac-Man, Asteroids,
Swordquest Fireworld, Raiders Of The Lost Ark, E.T., Pole Position,
RealSports Football, Vanguard, Ms. Pac-Man, Target Fun, Laser Blast,
Kaboom!, Chopper Command, Pitfall!, Donkey Kong, Cosmic Ark,
Astrosmash, M*A*S*H*, Star Wars: Jedi Arena, Mega Force, and M.A.D.
$15.00 anders

Sears Video Arcade: Six switch, wood front panel w/two joysticks,
power supply, R/F modulator and the following loose Sears games: Space
Invaders, Night Driver, Bowling, and Asteroids
$5 min

Remote Control Joysticks - complete in orignal box
$5.00 chrisw
Atari 2600 Manual Package:
Air-Sea Battle, Outlaw, Slot Racers, Canyon Bomber, Super Breakout,
Street Racer, Backgammon, 3-D Tic-Tac-Toe, Video Olympics, Breakout,
RealSports Baseball, Swordquest: Fireworld, RealSports Volleyball,
RealSports Football, Centipede, Millipede, 1981 Green Catalog,
1981 Red Catalog, 1982 Red Catalog, 1983 Fold-Out Catalog,
The Atari Advantage 7800 Collectors Poster, Barnstorming,
Spider Fighter, Activision Spring 1982 and Acti Summer 1982 Catalog
$1.00 mro
Track & Field controller for 2600 $4.00 anders
2600 Joystick
2600 Joystick
Video Touch Pad $4.00 anders
Touch Me Handheld (SC) $4.00 anders
Stuntcycle stand alone unit $5.00 mro
Atari Video Pinball stand alone unit $4.00 anders
Atari Game Center (no cover) $4.00 anders
Telegames Center $4.00 anders
Vid-Lid Plus (holds 10 games + inst) $4.00 anders
Wood Game Holder (hold 16 games) $4.00 anders

Atari 7800

Atari

Centipede (R) - w/inst $0.50 anders
Asteroids (R) - complete $1.00 anders
Dig Dug (R) - w/inst $0.50 anders
Food Fight (R) $0.50 anders
Galaga (R) $0.50 anders
Ms. Pac-Man (U) - w/inst $0.50 anders
Pole Position II (C) - w/inst $0.50 anders
Xevious (U) - w/inst $0.50 anders
Choplifter! (U) - w/inst $0.50 anders
Karateka (U) - w/inst $1.00 bones
Crack'ed (R) $0.50 anders
Dark Chambers (U) - w/inst $0.50 anders
Mat Mania Challenge (R) - shrinkwrapped $0.50 anders
Scrapyard Dog (R) - shrinkwrapped $0.50 anders

Absolute

Tomcat F-14 Flight Simulator (R) $0.50 anders

System & Misc.

Atari 7800: w/owners manual, two joysticks, power supply, R/F modulator
and Pole Position II

$11.00 james s
Atari 7800 instruction package:
Centipede, Asteroids,Dig Dug, Joust, Robotron 2084, Desert Falcon,
Ballblazer, Touchdown Football, One-On-One Basketball, Hat Trick,
Impossible Mission, Crossbow, Ace Of Aces, Donkey Kong,
Donkey Kong Junior, Tower Toppler and Jinks
$1.00 mro
Atari 5200

Atari

Centipede (C)
Defender (C) $0.50 anders
Football (C) $1.00 danz
Galaxian (C) $1.00 danz
Joust (U-) $1.00 danz
Jungle Hunt (U-) $1.00 danz
Kangaroo (writing on lbl) (C+) $1.00 danz
Missle Command (C+) $0.50 anders
Ms. Pac-Man (lbl fade) (U-) $1.00 danz
Pac-Man (C-) $1.00 danz
Pengo (writing on lbl) (R-) $1.00 danz
Pole Position (C+) - w/inst $1.00 danz
Soccer (C) $0.50 anders
Space Invaders (C) $1.00 danz
Star Raiders (C+) $0.50 anders
Super Breakout (C-) - w/inst $1.00 danz
Vanguard (U-)

Activision

H.E.R.O. (R) $0.50 anders
River Raid (U) $2.00 archangel

CBS Electronics

Blue Print (R-) $0.50 anders
Gorf (R-) $0.50 anders

Parker Brothers

Frogger (writing on lbl) (C+) $1.00 mro
Popeye (writing on lbl) (C+) $0.50 anders
Q*Bert (C+) $2.00 archangel
Star Wars: The Arcade Game (writing on end lbl) (R+) $1.00 mro
Super Cobra (writing on lbl) (R) $1.00 smitty

Sega

Congo Bongo (R-) $0.50 anders

System & Peripherals

Atari 5200: Four port model in orignal box w/power supply, switchbox,
one working controller, and the following loose games:
Defender, Galaxian, Joust, Pac-Man, Pole Position, Super Breakout, and
Vanguard
$16.00 danz
Working 5200 Joystick $1.00 anders
Broken 5200 Joystick
Broken 5200 Joystick

Atari 400/800

Activision

Kaboom! (U) $2.00 smitty
MegaMania (U) $2.00 smitty
River Raid (U) - w/inst $2.00 smitty

Atari

Ace of Aces (C) $2.00 smitty
Asteroids (C) $0.50 anders
Barnyard Blaster (U) $1.00 mro
Basic (1985 version) (R) $1.00 james s
Basketball (C) $0.50 anders
Bug Hunt (U) $2.00 smitty
Centipede (C) $0.50 anders
Defender (C) $0.50 anders
Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Junior (C) $1.00 jeffd
Fight Night (U) $2.00 smitty
Flight Simulator II (C) $2.00 smitty
Hardball (U) - w/inst $2.00 smitty
Jungle Hunt (U) - w/inst $2.00 smitty
Missle Command (C) $0.50 anders
Necromancer (U) $2.00 smitty
Pac-Man (C) $0.50 anders
Pengo (U) $2.00 smitty
Pilot (U) $0.50 anders
Pole Position (C) $0.50 anders
Qix (C) $1.00 james s
RealSports Football (C) $0.50 jaguar
Skywriter (U) - w/inst $2.00 smitty
Star Raiders (C) $0.50 anders
Super Breakout (C) - complete $0.50 anders
Typo Attack (U) $2.00 smitty

Big Five

```
--------
Miner 2049er (C) $2.00 smitty
----
Epyx
----
Gateway to Apshai (U) - w/inst $0.50 anders
Pitstop (U) - w/inst $2.00 smitty
Silicon Warrior (C) $2.00 smitty
----
IDSI
----
Pool 400 (R) $2.00 smitty
---------------
Parker Brothers
---------------
James Bond 007 (R) $2.00 jeffd
Q*Bert (C) $0.50 anders
------
Roklan
------
Deluxe Invaders (C) - w/inst $2.00 smitty
Gorf (C) $2.00 smitty
Wizard Of Wor (C) $0.50 anders
-----
Romox
-----
Princess and Frog (R) $2.00 smitty
----
Sega
----
Buck Rogers: Planet of Zoom (U) $0.50 anders
---------
Spinnaker
---------
Alphabet Zoo (U) - complete $1.00 james s
Delta Drawing (U) - w/ inst $2.00 smitty
Facemaker (U) - complete $1.00 james s
-------
Synapse
-------
Shamus (C) $0.50 anders
-----------
TG Software
-----------
Droids (ER) $2.00 smitty
---------
Thorn EMI
---------
Kickback (U) $2.00 smitty
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Systems & Periphrals
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130 XE - tested w/power supply, two joysticks, and the following loose games
:Donkey Kong, Flight Simulator II, Pac-Man, Star Raiders, and Skywriter.

65 XE - tested w/power supply and owners manual

Atari 400 "The Educator" - complete in orignal box w/power supply and broken 410 program recorder
$5.00 anders
Atari 800 - w/power supply and Atari service contract
$6.00 wills
800 XL - w/power supply and owners manual
$5.00 anders
1050 Disk Drive - untested w/power supply
$5.00 anders
XM 301 modem - untested

Suncom Animation station - untested w/owners manual
$3.00 anders

This auction is dedicated to the Old Lady. Without her a lot of this would have been impossible. Thank You

2920. Dont Fears 3rd Auction Part 1 (update 2)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Stash Man <ratst18@pop.pitt.edu>
Message-ID: <3456A972.15D77B1D@pop.pitt.edu>
Source record: 69104
Cross-posted to: rec.games.video.classic,rec.games.vectrex,rec.games.video.misc,rec.games.video.marketplace,rec.games.video.nintendo,comp.sys.atari.8bit

Don't Fear's Huge 3rd Auction Part 1 (update 2)

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check all in U.S. funds.
If you choose to send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of the item.
10. Email me if you are looking for a specific label varaition, I might have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may bid.
14. All orders over $100 will recieve as an added bonus my Freshman video project. You'll get a chance to play can you spot the two classic game collectors.
Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features:
Atari 2600 - 308 Items Atari 5200 - 31 Items
Atari 7800 - 17 Items Atari Comp - 54 Items

Atari 2600

Prototypes

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Stampede $10.00 smitty
Dolphin $10.00 smitty
Name This Game $10.00 smitty
Eggomania $10.00 smitty

Atari
-----
Combat (C) - complete $1.00 anders
Air-Sea Battle (U) - w/inst $0.50 anders
Space War (U) - w/inst $0.50 anders
Outlaw (U) - w/inst $0.50 anders
Slot Racers (U) - w/inst $0.50 anders
Canyon Bomber (C) - w/inst $0.50 anders
Super Breakout (U) - multi lang, complete $0.50 anders
Defender (C) - w/inst $0.50 anders
Warlords (U) - shrinkwrapped $2.00 jim
Indy 500 (U) - w/inst $0.50 anders
Street Racer (U) - w/inst $0.50 anders
Adventure (C) - w/inst $2.00 jim
Demons To Diamonds (U) - shrinkwrapped $0.50 anders
Pele's Soccer (C) $1.00 patman
Championship Soccer (C) $0.50 anders
Basic Programming (R) - w/inst $1.00 patman
Video Olympics (C) - w/inst $0.50 anders
Breakout (C) - complete, rare white box $1.00 anders
Home Run (C) - w/inst $0.50 anders
Basketball (C) - w/inst $0.50 anders
Football (C) - w/inst $0.50 anders
Miniature Golf (U) $0.50 anders
Human Cannonball (U) $0.50 anders
Bowling (C) $0.50 anders
Sky Diver (pic) (U) $0.50 anders
Circus Atari (C) - complete $1.00 anders
Superman (C) - w/inst $0.50 anders
Space Invaders (C) - complete $1.00 anders
Night Driver (C) - w/inst $0.50 anders
Golf (C) - w/inst $0.50 anders
Maze Craze (U) - w/inst $0.50 anders
Video Checkers (R) $0.50 anders
Dodge 'Em (U) - w/inst $0.50 anders
Missile Command (C) - w/inst $0.50 anders
Othello (R) - complete, rare white box $1.00 anders
RealSports Baseball (U) - w/inst $0.50 anders
Surround (C) - w/inst $0.50 anders
Hunt & Score (U) $0.50 anders
Code Breaker (U) $0.50 anders
Flag Capture (pic) (U) - w/inst $0.50 anders
Video Chess (U) $0.50 anders
Pac-Man (C) - w/inst $0.50 anders
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Video Pinball (U) - w/inst $0.50 anders
Asteroids (C) - w/inst $0.50 anders
Bezerk (C) - w/inst $0.50 anders
Blackjack (R) - complete $1.00 anders
Casino (U) - complete,special edition box $1.00 anders
Slot Machine (R) $0.50 anders
Haunted House (C) - w/inst $0.50 anders
Yars Revenge (C) - w/inst & comic $0.50 anders
Yar's Revenge (red lbl) (R) $2.00 jim
Swordquest: Earthworld (C) $0.50 anders
Swordquest: Fireworld (C) - complete $1.00 anders
Math Grand Prix (C) $0.50 anders
Raiders Of The Lost Ark (C) - w/instr $0.50 anders
Star Raiders (U) - w/inst & touch pad $2.00 anders
Basic Math (U) $0.50 anders
Hangman (U) $0.50 anders
Brain Games (U) - w/inst $1.00 bones
RealSports Volleyball (U) - w/inst $0.50 anders
Football RealSports Soccer (U) - Euro $0.50 anders
RealSports Football (C) - w/inst $0.50 anders
Vanguard (C) - w/inst $0.50 anders
Swordquest: Waterworld (UR) -(thanks PBag)$0.50 anders
Phoenix (C) - complete $1.00 anders
E.T. (C) - shrinkwrapped $0.50 anders
Ms. Pac-Man (C) - w/inst $0.50 anders
Centipede (C) - w/inst/comic book/poster $0.50 anders
Dig Dug (U) - w/multi lang inst $0.50 anders
RealSports Tennis (U) - w/inst $0.50 anders
Battlezone (U) $0.50 anders
Krull (R) - complete $1.00 anders
Galaxian (U) $0.50 anders
Jungle Hunt (U) - w/inst $0.50 anders
Kangaroo (U) - complete $1.00 anders
Pengo (ER) $2.00 patman
Joust (C) - w/inst $0.50 anders
Moon Patrol (U) - w/multi lang inst $0.50 anders
Pole Position (C) - w/inst $0.50 anders
Pole Positn (end lbl error) (C) - w/inst $0.50 anders
Mario Bros. (U) - w/inst $0.50 anders
Taz (R) $0.50 anders
Crystal Castles (U) - w/inst $0.50 anders
Pigs In Space (ER) $2.00 wantatari
Millipede (R) - w/inst $0.50 anders
Defender II (R) - complete $1.00 anders
Jr. Pac-Man (U) - w/inst $0.50 anders
Midnight Magic (R) - w/inst $0.50 anders
RealSports Boxing (U) - w/inst $0.50 anders
Solaris (U) - complete $1.00 anders
Crossbow (U) - w/inst $1.00 anders
Desert Falcon (C) - complete $1.00 chrisw

Donkey Kong (U) $0.50 anders
Donkey Kong Jr. (R) - w/inst $1.00 chrisw
Q*Bert (R) - w/inst $0.50 anders
Dark Chambers (U) - w/inst $0.50 anders
Super Baseball (U) $1.00 bones
Super Football (U) $0.50 anders
Sprint Master (R) - w/inst $1.00 bones
Secret Quest (R) $1.00 bones
Klax (PAL) (ER) $1.50 wantatari

Sears

Target Fun (C) - w/inst $0.50 anders
Blackjack (pic) (R) - w/inst $0.50 anders
Breakaway IV (pic) (C) $0.50 anders
Memory Match (U) - top lbl damage $1.00 chrisw
Baseball (C) $0.50 anders
Maze (pic) (C) $0.50 anders
Basketball (U) $0.50 anders
Bowling (R) $0.50 anders
Dare Diver (ER) $2.00 wantatari
Superman (ER) $1.50 bones
Night Driver (U) $1.00 chrisw
Golf (C) $1.00 bones
Circus (C) $1.00 bones
3-D Tic-Tac-Toe (ER) $1.00 anders
Steeplechase (R) $1.00 bones
Submarine Commander (ER) $2.00 wantatari
Space Invaders (C) $0.50 anders
Adventure (pic) (U) - w/inst $0.50 anders
Soccer (U) $0.50 anders
Checkers (ER) $1.00 anders
Dodger Cars (ER) - lbl wear $0.50 anders
Arcade Pinball (R) $1.00 chirsw
Asteroids (U) $0.50 anders
Super Breakout (C) - w/inst $0.50 anders
Missile Command (R) $0.50 anders
Defender (C) $0.50 anders

Absolute

Skateboardin' (R) - w/inst $1.00 chrisw

Activision

Dragster (U) $0.50 anders
Boxing (U) - w/inst $0.50 anders
Checkers (ER) - w/inst $1.50 wantatari
Fishing Derby (U) - w/inst $0.50 anders
Skiing (U) - w/inst $0.50 anders

Bridge (R) $0.50 anders
Tennis (C) $0.50 anders
Laser Blast (C) - w/inst $0.50 anders
Freeway (U) - w/inst $0.50 anders
Kaboom! (U) - w/inst $0.50 anders
Stampede (U) - w/inst $0.50 anders
Ice Hockey (U) - (blue lbl) $0.50 anders
Barnstorming (U) - w/inst $0.50 anders
Grand Prix (U) - w/inst $0.50 anders
Chopper Command (U) - complete $2.00 jim
Chopper Command (blue lbl) (ER) - w/inst $2.00 anders
Megamania (U) - shrinkwrapped $0.50 anders
Starmaster (U) $0.50 anders
Pitfall! (blue lbl) (ER) - w/inst $2.00 jim
Sky Jinks (R) - w/inst $0.50 anders
River Raid (U) $0.50 anders
Spider Fighter (U) $0.50 anders
Seaquest (R) - w/inst $0.50 anders
Oink! (R) - w/inst $0.50 anders
Dolphin (R) $0.50 anders
Keystone Kapers (U) - (blue lbl) $0.50 anders
Enduro (blue lbl) (U) - w/inst $0.50 anders
Plaque Attack (R) $0.50 anders
Robot Tank (R) - w/inst $1.00 patman
Crackpots (R) $0.50 anders
Decathalon (R) $1.00 patman
Pressure Cooker (R) - complete $0.50 anders
Space Shuttle (blue lbl) (ER) $1.00 patman
Pitfall II: Lost Caverns (R) $1.00 patman
H.E.R.O. (R) $0.50 anders
Beamrider (R) $1.00 bones
Cosmic Commuter (R) $1.00 bones
Kung-Fu Master (R) - w/inst $0.50 anders
Commando (R) - complete $0.50 anders
Rampage (R) $1.00 chrisw
Double Dragon (R) $0.50 zazoo
Ghosbusters (R) $0.50 anders

Amiga

Mogul Maniac (ER) $2.00 anders

Apollo

Skeet Shoot (R) - complete $1.50 bones
Space Cavern (red lbl) (U) $0.50 anders
Racquetball (orange lbl) (U) $0.50 anders
Lost Luggage (blue lbl) (U) - w/inst $1.00 bones
Shark Attack (blue lbl) (U) $0.50 anders
Infiltrate (blue lbl) (U) - w/inst $0.50 anders

CBS Electronics

Wizard Of Wor (R) $0.50 anders
Gorf (U) - w/inst $0.50 anders
Blueprint (writing on lbl) (U) $0.50 anders
Solar Fox (U) $0.50 anders
Omega Race (U) - w/inst $1.00 chrisw
Mountain King (R) $0.50 anders

Coleco

Donkey Kong (C) - w/inst $0.50 anders
Zaxxon (U) $0.50 anders
Venture (C) - w/inst $0.50 anders
Mouse Trap (U) - w/inst $0.50 anders
Smurfs: R.I.G.C. (U) - w/inst $0.50 anders
Donkey Kong Jr. (R) $0.50 anders
Front Line (R) $1.00 chrisw

Cooper Black

Dragon Treasure (ER) $1.00 wantatari

Data Age

Encounter At L-5 (U) - w/inst $0.50 anders
Warplock (C) $1.00 chrisw
Sssnake (C) $0.50 anders
Airlock (C) $0.50 anders
Bugs (U) - w/inst $0.50 anders
Journey Escape (C) - w/inst $0.50 anders
Bermuda Triangle (R) - w/inst $0.50 anders

Epyx

Summer Games (R) $0.50 anders
Winter Games (R) - w/inst $0.50 anders
California Games (R) $0.50 anders

Froggo

Task Force (R) - complete $1.00 bones
Sea Hawk (R) $1.00 bones

Imagic

Trick Shot (R) - w/inst $0.50 anders
Demon Attack (blue lbl) (ER) - w/inst $1.00 anders
Star Voyager (C) - w/inst $0.50 anders

Atlantis (U) - complete $1.00 anders
Cosmic Ark (U) - w/inst $0.50 anders
Fire Fighter (R) $0.50 anders
Shootin' Gallery (ER) $10.00 kenny
Riddle of the Sphinx (U) - w/ inst $0.50 anders
Dragonfire (C) - w/inst $0.50 anders
Fathom (R) $0.50 anders
Solar Storm (R) $1.00 bones
Moonsweeper (U) $0.50 anders
Laser Gates (R) $1.00 bones

Konami

Pooyan (end quarter lbl missing) (ER) $2.00 anders

M Network

Adven of Tron (white lbl) (U) - w/inst $0.50 anders
Masters Of The Universe (R) $1.00 bones
Burgertime (R) - w/inst $0.50 anders
Kool-Aid Man (U) $1.00 chrisw
S.C. Football (white lbl) (C) - w/inst $0.50 anders
Space Attack (C) - complete $1.00 anders
Armor Ambush (C) - w/inst $0.50 anders
Tron Deadly Discs (U) $0.50 anders
Lock 'n Chase (C) - w/inst $0.50 anders
Frogs and Flies (U) - w/inst $2.00 jim
Super Challenge Baseball (C) - w/inst $0.50 anders
Astrosmash (U) - w/inst $0.50 anders
Dark Cavern (U) - w/instructions $0.50 anders
International Soccer (U) - w/inst $0.50 anders
Bump 'n' Jump (R) - w/inst $1.00 bones

Milton Bradley

Survival Run (R) $1.00 chrisw
Spitfire Attack (U) $0.50 anders

Mythicon

Sorcerer (R) $0.50 anders
Fire Fly (R) $0.50 anders
Star Fox (R) $0.50 anders

Panda

Space Canyon (R) $1.00 bones

Parker Brothers

Star Wars: Jedi Arena (R) - w/inst $1.00 mro
Star Wars: Empire Strikes Back (C) $0.50 anders
S.W.:R.O.T.J.:D.S.B. (R) - w/sticker on lbl & inst $1.00 mro
Frogger (C) - w/inst $0.50 anders
Amidar (U) - w/inst $0.50 anders
Super Cobra (end lbl missing) (U) $0.50 anders
Reactor (U) $0.50 anders
Tutankham (U) - w/inst $0.50 anders
Sky Skipper (R) - end lbl missing $0.50 anders
Q*Bert (C) - w/inst $0.50 anders
Spider-Man (R) $0.50 anders
Strawberry Shortcake: Musical Match-ups (R) - complete $1.00 anders
G.I. Joe Cobra Strike (U) $0.50 anders

Sega

Tac-Scan (U) $0.50 anders
Star Trek S. O. S. (R) $1.00 mro
Buck Rogers: Planet Zoom (U) - w/inst $1.00 chrisw
Congo Bongo (R) $0.50 anders

Spectravision

Gangster Alley (end lbl wear) (R) $1.00 chrisw
Planet Patrol (R) $0.50 anders
Tapeworm (R) $1.00 chirsw

Telegames

Super Challenge Football (U) $1.00 bones

Telesys

Coco Nuts (fancy cart) (R) - w/inst $0.50 anders
Fast Food (fancy cart) (R) $0.50 anders

Tigervision

Threshold (R) $1.00 bones
Polaris (ER) $13.00 zazoo

20th Century Fox Video Games

Worm War I (Sirus) (U) $1.00 chrisw
Beany Bopper (Sirus) (R) $0.50 anders
Deadly Duck (R) $0.50 anders
Mega Force (R) $0.50 anders
Alien (R) - w/inst $1.00 mro
Turmoil (U) $0.50 anders
Crypts Of Chaos (R) - w/inst $1.00 bones

M*A*S*H* (U) $0.50 anders
Porky's (R) - w/inst $1.00 mro
Revenge Of The Beefsteak Tomatoes (R) $1.00 bones

U.S. Games

Space Jockey (C) - w/inst $0.50 anders
Sneak 'n Peek (R)
Word Zapper (U) - w/inst $0.50 anders
Commando Raid (R) - w/inst $0.50 anders
Name This Game (R) - w/inst $0.50 anders
Towering Inferno (U) - w/inst $0.50 anders
M.A.D. (R) $1.00 chrisw
Gopher (R) - w/inst $0.50 anders
Squeeze Box (ER) - w/inst $1.00 anders
Eggomania (R) - w/instructions $0.50 anders
Picnic (fancy cart) (ER) $1.50 bones
Piece O' Cake (fancy cart) (ER) - w/inst $1.00 anders
Raft Rider (fancy cart) (ER) $1.00 anders
Entombed (fancy cart) (ER) $1.00 anders

Xonox

Chuck Norris Superkicks (ER) $12.50 bones
Sir Lancelot (ER) $10.00 kenny

Zellers

Ocean City Defender (ER) $1.00 anders

Zimag

Tanks But No Tanks (R) $10.00 kenny

Systems & Peripherals

Atari 2600: Four switch, wood front panel in orignal box
w/two joysticks, set of paddles, power supply, R/F modulator,
owners manual and the following loose games: Combat, Defender,
Space Invaders, Missle Command, Pac-Man, Asteroids,
Swordquest Fireworld, Raiders Of The Lost Ark, E.T., Pole Position,
RealSports Football, Vanguard, Ms. Pac-Man, Target Fun, Laser Blast,
Kaboom!, Chopper Command, Pitfall!, Donkey Kong, Cosmic Ark,
Astrosmash, M*A*S*H*, Star Wars: Jedi Arena, Mega Force, and M.A.D.
$15.00 anders

Sears Video Arcade: Six switch, wood front panel w/two joysticks,
power supply, R/F modulator and the following loose Sears games: Space
Invaders, Night Driver, Bowling, and Asteroids
$5 min

Remote Control Joysticks - complete in orignal box
$5.00 chrisw
Atari 2600 Manual Package:
Air-Sea Battle, Outlaw, Slot Racers, Canyon Bomber, Super Breakout,
Street Racer, Backgammon, 3-D Tic-Tac-Toe, Video Olympics, Breakout,
RealSports Baseball, Swordquest: Fireworld, RealSports Volleyball,
RealSports Football, Centipede, Millipede, 1981 Green Catalog,
1981 Red Catalog, 1982 Red Catalog, 1983 Fold-Out Catalog,
The Atari Advantage 7800 Collectors Poster, Barnstorming,
Spider Fighter, Activision Spring 1982 and Acti Summer 1982 Catalog
$1.00 mro
Track & Field controller for 2600 $4.00 anders
2600 Joystick
2600 Joystick
Video Touch Pad $4.00 anders
Touch Me Handheld (SC) $4.00 anders
Stuntcycle stand alone unit $5.00 mro
Atari Video Pinball stand alone unit $4.00 anders
Atari Game Center (no cover) $4.00 anders
Telegames Center $4.00 anders
Vid-Lid Plus (holds 10 games + inst) $4.00 anders
Wood Game Holder (hold 16 games) $4.00 anders

Atari 7800

Atari

Centipede (R) - w/inst $0.50 anders
Asteroids (R) - complete $1.00 anders
Dig Dug (R) - w/inst $0.50 anders
Food Fight (R) $0.50 anders
Galaga (R) $0.50 anders
Ms. Pac-Man (U) - w/inst $0.50 anders
Pole Position II (C) - w/inst $0.50 anders
Xevious (U) - w/inst $0.50 anders
Choplifter! (U) - w/inst $0.50 anders
Karateka (U) - w/inst $1.00 bones
Crack'ed (R) $0.50 anders
Dark Chambers (U) - w/inst $0.50 anders
Mat Mania Challenge (R) - shrinkwrapped $0.50 anders
Scrapyard Dog (R) - shrinkwrapped $0.50 anders

Absolute

Tomcat F-14 Flight Simulator (R) $0.50 anders

System & Misc.

Atari 7800: w/owners manual, two joysticks, power supply, R/F modulator
and Pole Position II

$11.00 james s
Atari 7800 instruction package:
Centipede, Asteroids,Dig Dug, Joust, Robotron 2084, Desert Falcon,
Ballblazer, Touchdown Football, One-On-One Basketball, Hat Trick,
Impossible Mission, Crossbow, Ace Of Aces, Donkey Kong,
Donkey Kong Junior, Tower Toppler and Jinks
$1.00 mro
Atari 5200

Atari

Centipede (C)
Defender (C) $0.50 anders
Football (C) $1.00 danz
Galaxian (C) $1.00 danz
Joust (U-) $1.00 danz
Jungle Hunt (U-) $1.00 danz
Kangaroo (writing on lbl) (C+) $1.00 danz
Missle Command (C+) $0.50 anders
Ms. Pac-Man (lbl fade) (U-) $1.00 danz
Pac-Man (C-) $1.00 danz
Pengo (writing on lbl) (R-) $1.00 danz
Pole Position (C+) - w/inst $1.00 danz
Soccer (C) $0.50 anders
Space Invaders (C) $1.00 danz
Star Raiders (C+) $0.50 anders
Super Breakout (C-) - w/inst $1.00 danz
Vanguard (U-)

Activision

H.E.R.O. (R) $0.50 anders
River Raid (U) $2.00 archangel

CBS Electronics

Blue Print (R-) $0.50 anders
Gorf (R-) $0.50 anders

Parker Brothers

Frogger (writing on lbl) (C+) $1.00 mro
Popeye (writing on lbl) (C+) $0.50 anders
Q*Bert (C+) $2.00 archangel
Star Wars: The Arcade Game (writing on end lbl) (R+) $1.00 mro
Super Cobra (writing on lbl) (R) $1.00 smitty

Sega

Congo Bongo (R-) $0.50 anders

System & Peripherals

Atari 5200: Four port model in orignal box w/power supply, switchbox,
one working controller, and the following loose games:
Defender, Galaxian, Joust, Pac-Man, Pole Position, Super Breakout, and
Vanguard
$16.00 danz
Working 5200 Joystick $1.00 anders
Broken 5200 Joystick
Broken 5200 Joystick

Atari 400/800

Activision

Kaboom! (U) $2.00 smitty
MegaMania (U) $2.00 smitty
River Raid (U) - w/inst $2.00 smitty

Atari

Ace of Aces (C) $2.00 smitty
Asteroids (C) $0.50 anders
Barnyard Blaster (U) $1.00 mro
Basic (1985 version) (R) $1.00 james s
Basketball (C) $0.50 anders
Bug Hunt (U) $2.00 smitty
Centipede (C) $0.50 anders
Defender (C) $0.50 anders
Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Junior (C) $1.00 jeffd
Fight Night (U) $2.00 smitty
Flight Simulator II (C) $2.00 smitty
Hardball (U) - w/inst $2.00 smitty
Jungle Hunt (U) - w/inst $2.00 smitty
Missle Command (C) $0.50 anders
Necromancer (U) $2.00 smitty
Pac-Man (C) $0.50 anders
Pengo (U) $2.00 smitty
Pilot (U) $0.50 anders
Pole Position (C) $0.50 anders
Qix (C) $1.00 james s
RealSports Football (C) $0.50 jaguar
Skywriter (U) - w/inst $2.00 smitty
Star Raiders (C) $0.50 anders
Super Breakout (C) - complete $0.50 anders
Typo Attack (U) $2.00 smitty

Big Five

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Miner 2049er (C) $2.00 smitty
----
Epyx
----
Gateway to Apshai (U) - w/inst $0.50 anders
Pitstop (U) - w/inst $2.00 smitty
Silicon Warrior (C) $2.00 smitty
----
IDSI
----
Pool 400 (R) $2.00 smitty
---------------
Parker Brothers
---------------
James Bond 007 (R) $2.00 jeffd
Q*Bert (C) $0.50 anders
------
Roklan
------
Deluxe Invaders (C) - w/inst $2.00 smitty
Gorf (C) $2.00 smitty
Wizard Of Wor (C) $0.50 anders
-----
Romox
-----
Princess and Frog (R) $2.00 smitty
----
Sega
----
Buck Rogers: Planet of Zoom (U) $0.50 anders
---------
Spinnaker
---------
Alphabet Zoo (U) - complete $1.00 james s
Delta Drawing (U) - w/ inst $2.00 smitty
Facemaker (U) - complete $1.00 james s
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Synapse
-------
Shamus (C) $0.50 anders
-----------
TG Software
-----------
Droids (ER) $2.00 smitty
---------
Thorn EMI
---------
Kickback (U) $2.00 smitty
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Systems & Periphrals
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130 XE - tested w/power supply, two joysticks, and the following loose games
:Donkey Kong, Flight Simulator II, Pac-Man, Star Raiders, and Skywriter.

65 XE - tested w/power supply and owners manual

Atari 400 "The Educator" - complete in orignal box w/power supply and broken 410 program recorder
$5.00 anders
Atari 800 - w/power supply and Atari service contract
$6.00 wills
800 XL - w/power supply and owners manual
$5.00 anders
1050 Disk Drive - untested w/power supply
$5.00 anders
XM 301 modem - untested

Suncom Animation station - untested w/owners manual
$3.00 anders

This auction is dedicated to the Old Lady. Without her a lot of this would have been impossible. Thank You

2921. Dont Fears 3rd Auction Part 2 (update 2)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Stash Man <ratst18@pop.pitt.edu>
Message-ID: <3456A9E1.862C6B94@pop.pitt.edu>
Source record: 69105
Cross-posted to: rec.games.video.classic,rec.games.video.misc,rec.games.video.marketplace,rec.games.vectrex,rec.games.video.nintendo,comp.sys.atari.8bit

Don't Fear's Huge 3rd Auction Part 2: (Update 2)

1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check all in U.S. funds. If you choose to send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of the item.
10. Email me if you are looking for a specific label varaition, I might have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th Once an item has reached the G2 stage, only those on the update list may bid.
14. All orders over $100 will recieve as an added bonus my Freshman video project. You'll get a chance to play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features the following:

Aquarius - 8 Items Arcadia 2001 - 8 Items
Farichild - 6 Itmes Colecovision - 38 Items
Intellevision - 132 Items Vectrex - 21 Items
Nintendo - 4 Items TI-994A - 19 Items
TRS-80 - 3 Items Vic-20 - 9 Items
Commodore - 22 Items Bally Astrocade - 1 Item
Odyssey 2 - 27 Items Handhelds - 15 Items
Misc - 12 Items Timex Sinclair - 1 Item

Intellivision

Mattell

Demo Cart $5.00 acro
Auto Racing (U) - complete
NHL Hockey (C) - complete
Las Vegas Roulette (U) - complete $1.00 acro
ABPA Backgammon (R) - complete $2.00 smitty
Checkers (R) - complete $1.00 acro
Armor Battle (C) - shrinkwrapped
The Electric Company Word Fun (R) - complete
Horse Racing (U) - complete $1.00 pete
NASL Soccer (U) - complete
Tennis (C) - complete
PGA Golf (C) - complete $1.00 pete
U.S. Ski Team Skiing (C) - shrinkwrapped $1.00 stevem
Sea Battle (C) - complete
Boxing (U) - complete
NFL Football (C) - complete
L.V. Poker & Blackjack (C) - complete
Space Battle (U) - complete
The Electric Company Math Fun (R) - complete
Major League Baseball (C) - complete $1.00 pete
NBA Basketball (U) - complete $1.00 stevem
PBA Bowling (C) - complete $1.00 pete
Sub Hunt (C) - w/inst & overlays
Advanced Dungeons & Dragons (U) - shrinkwrapped
Motocross (white lbl) (U) - w/box & overlays
USCF Chess (R) - complete $2.00 smitty
Space Spartans (U) - complete $0.50 AlmnSiren
Astrosmash (U) - complete
Snafu (C) - complete
Space Armada (C) - complete
Triple Action (C) - complete
Bomb Squad (U) - complete $1.00 stevem
B-17 Bomber (U) - complete $1.00 pete
Mission X (U)complete $1.00 stevem
Buzz Bombers (R) - complete $1.00 acro
Loco-Motion (U) - complete
Thunder Castle (ER) - complete $3.00 nigefan
Mind Strike (ER) - complete $2.00 smitty
Scooby Doo's Maze Chase (ER) - w/inst & overlay $2.50 stevem
Mr. Basic Meets Bits 'n Bytes (ER) - complete $1.00 acro
Melody Blaster (ER) - shrinkwrapped $2.00 smitty
The Jetsons' Way With Words (ER) - complete $20.00 dblitz
Burgertime (U) - complete
Kool-Aid Man (R) $3.00 nigefan
Bump 'n' Jump (U) - complete $2.00 nigefan
M.O.T.U.: Power Of He-Man (U) - complete $1.00 acro
Space Hawk (U) - complete

Utopia (C) - complete
Star Strike (C) - complete
AD&D: Treasure of Tarmin (U) - shrinkwrapped $1.00 acro
Frog Bog (U) - shrinkwrapped $1.00 nigefan
Royal Dealer (C) - complete $1.00 acro
Reversi (U) - shrinkwrapped
Night Stalker (C) - shrinkwrapped
Pinball (U) - complete
Shark! Shark! (R) - complete
Tron Deadly Discs (C) - shrinkwrapped $7.00 dblitz
Tron Maze-A-Tron (R) - complete $1.00 pete
Tron Solar Sailer (R) - complete $1.00 acro
Lock 'n' Chase (C) - complete
Sharp Shot (R) - complete $1.00 acro
Vectron (R) - complete
World Champ Baseball (U) - w/olays & inst $2.00 smitty

INTV Corporation

Pac-Man (ER) - complete $2.00 smitty
World Cup Soccer (ER) - complete $1.00 acro
Championship Tennis (ER) - shrinkwrapped $2.00 smitty
Thin Ice (ER) - complete $2.00 smitty
Super Pro Football (ER) - w/inst $1.00 acro
Hover Force (ER) $2.00 smitty
Tower Of Doom (ER) $8.00 nigefan
Diner (ER) - complete $2.00 smitty
Chip Shot Super Pro Golf (ER) - complete $12.00 dblitz
Commando (ER) - w/instructions $1.00 acro
Slam Dunk Super Pro Basketball (ER) - complete $2.00 smitty
Learning Fun Album I (ER) - w/instructions $10.00 shrink
Slap Shot Super Pro Hockey (ER) - complete $2.00 smitty
Pole Position (ER) - complete $2.00 smitty
Dig Dug (ER) - complete $1.00 acro
Learning Fun Album II (ER) - w/box $10.50 jaguar
Mountain Madness Super Pro Skiing (ER)-shrinked $2.00 smitty
Body Slam Super Pro Wrestling (ER) $2.00 smitty

Activision

Stampede (U) - w/box & inst
Pitfall! (U) - w/box & overlays
Happy Trails (R) - w/overlays $1.00 acro
The Dreadnaught Factor (R) - shrinkwrapped $1.00 acro
Beamrider (R) - complete $1.00 acro
Worm Whomper (R) - shrinkwrapped $2.00 smitty
River Raid (R) $1.00 acro

Atarisoft

Pac-Man (R) $1.00 acro
Defender (R) - complete $2.00 smitty
Centipede (R) - complete $1.00 acro

Coleco

Donkey Kong (C) - complete
Venture (C) - complete
Mouse Trap (R) - complete
Lady Bug (U)
Zaxxon (R) - complete $1.50 jaguar
Carnival (C) - complete
Donkey Kong Jr. (R) $2.00 smitty

Imagic

Demon Attack (U) - complete
Atlantis (U) - complete
Beauty & The Beast (U) - shrinkwrapped $1.00 acro
Swords & Serpents (ER) - w/inst $1.00 acro
Dragonfire (U) - complete
Microsurgeon (U) - w/overlays
Tropical Trouble (ER) - w/inst $2.00 smitty
Dracula (ER) - w/one overlay $1.00 acro
Nova Blast (U) - w/inst $1.00 acro
Truckin' (ER) - complete $3.00 nigefan
White Water! (ER) $1.00 acro
Safecraker (R) $1.00 acro
Fathom (ER) - complete $50.00 dblitz

Interphase

Blockade Runner (R) - w/box & inst $1.00 acro
Sewer Sam (R) - w/box $1.00 acro

Parker Brothers

Star Wars: the Empire Strikes Back (U) - w/box $2.50 stevem
Frogger (C) - shrinkwrapped
Q*Bert (C) - complete $1.00 acro
Popeye (ER) - complete $2.00 smitty

Sears

Bowling (R) - complete $1.00 acro
Boxing (R) - w/box, inst & overlay $2.00 smitty
Frog Bog (U) - w/box $3.00 smitty
Roulette (U) - shrinkwrapped $2.00 smitty
Space Armada (R) - complete $2.00 smitty
Space Battle (R) - complete $2.00 smitty

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Systems & Periphals
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Intellevision w/two working controllers, power supply, R/F modulator and
the following games: Auto Racing,
Armor Battle, NFL Football, L.V. Poker & Blackjack, Major League
Baseball, Advanced Dungeons & Dragons,
Astrosmash, Triple Action, Burgertime, Star Strike, Night Stalker, and
Lock 'n' Chase
$20.00 darren

Intellevision II w/two controllers and power supply
$20.00 darren

INTV System III w/two working controllers, power supply and owners
manual
$20.00 darren

Intellivoice Voice Synthesis Module in box w/loose B-17 Bomber
$5.00 nigefan

Intellivision Computer Module (ECS) w/power supply and owners manual
$40.00 dblitz

Intellevision System Changer
$5.00 acro

Sears Super Video Arcade w/two controllers and power supply
$4.00 acro

Plastic Game Center for Intellevision (w/cover)
$1.00 acro

Vectrex
-------
GCE
---
Armor Attack (complete) $6.00 anders
Comic Chasm (complete) $6.00 anders
Fortress Of Narzod (complete) $6.00 andersk
Hyperchase (complete) $6.00 anders
Rip Off (w/inst & overlay) $3.00 anders
Scramble (w/overlay) $3.00 anders
Solar Quest (w/inst & overlay) $5.00 anders
Spike (complete) $6.00 anders
Spin Ball (complete) $6.00 anders
Star Trek (complete) $6.00 anders
Starhawk (w/inst & overlay) $4.00 anders
Web Wars (w/overlay) $5.00 anders
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Milton Bradley
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Clean Sweep (complete) (PAL) $6.00 anders
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System & Misc
-------------
Vectrex w/working controller and no screen burn
$55.00 cmoore

Vectrex owners manual $1.50 anders
Minestorm instructions $3.00 cmoore
Cosmic Chasm instruction $1.50 anders
Armor Attack instructions $1.50 anders
Minestorm overlay $1.50 anders
Cosmic Chasm overlay $1.50 anders
Armor Attack overlay $1.50 anders

Odyssey 2
---------
Magnavox
--------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete
Las Vegas Blackjack! (R) - complete
Football! (U)
Bowling!/Basketball! (U) - complete
Math-a-Magic!/Echo! (R) - complete $1.00 acro
Computer Intro! (U)
Baseball! (C)
Computer Golf! (U)
I've Got Your Number! (R) $2.00 smitty
Invaders From Hyperspace! (C)
Thunderball! (R)
Showdown in 2100 A.D. (C) - complete $1.00 acro
War Of Nerves! (U) - complete $1.00 acro
Hockey!/Soccer! (U)
Dynasty! (U)
Alien Invaders Plus! (C) - complete $1.00 acro
Quest for the Rings! (U) - complete $1.00 acro
UFO! (U)
Conquest of the World! (U) - complete $1.00 acro
Keyboard Creations (ER) $1.00 acro
The Great Wall Street Fortune Hunt (R) - complete $2.00 smitty
K.C. Munchkin! (C)
Freedom Fighters! (C)
Pick Axe Pete! (U)
K.C. Krazy Chase! (voice) (U)
P.T. Barnum's Acrobats (voice) (ER) -w/inst $1.00 acro
Attack Of The Timelord! (ER) $1.00 acro
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System
------
Odyssey 2 in orignal box w/two detachable joysticks, power supply, R/F
modulator owners manual, and the
following loose games: Speedway!/Spin-out!/Crypto-Logic!, Football!,
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Bowling!/Basketball!, Alien Invaders
Plus!, Quest For The Rings!, and K.C Munchkin!
$10.00 briang
Nintendo

Activision

Super Pitfall (U+)

Nintendo

Super Mario Bros/Duck Hunt (C)

Enix

Dragon Warrior II (U+) $10.00 chuckd
Dragon Warrior IV (R) $10.00 chuckd

Misc.

Donkey Kong Circus (G&W Panoramic) (IR) - w/inst $5.00 ObiJanShinobi
Nintendo Game & Watch Catalog $1.00 acro
Two NES Controllers in orignal box $2.00 marshall

Aquarius

Tron Deadly Discs (U) - complete $2.00 smitty
Astrosmash (R) - complete $2.00 smitty
Night Stalker (R) - missing 1 controller overlay $2.00 smitty
Utopia (U) - complete $2.00 smitty
Biorhythms (ER) - complete $2.00 smitty

System & Periphals

Aquarius complete in orignal box w/keyboard box and Mini Expander box
and all kinds of documentation and
bonuses. The complete package!
$10.00 johnt

Aquarius Mini Expander w/instructions
$2.00 smitty
Aquarius Data Recorder
$7.00 dblitz

Arcadia 2001

#1: Cat Trax (complete) $3.00 smitty
#2: Space Attack (complete) $3.00 smitty
#3: Escape (complete) $2.00 anders
#5: Space Raiders (complete) $2.00 anders
#10: Missle War (complete) $3.00 smitty

#15: Baseball (complete) $3.00 smitty
#20: Tanks A Lot (shrinkwrapped) $3.00 smitty

System

Arcadia 2001 w/power supply, controllers and the following games:
Escape and Baseball (complete)
$10.00 anders

Bally Astrocade

System

Bally Astrocade w/power supply, controllers, plastic cover and Tornado
Baseball, Hockey, Tennis, Handball
$10.00 anders

Channel F

Fairchild

#9 Drag Race (U) $2.00 andres
#13 Robot War/ Torpedo Alley (U) - complete $3.00 smitty
#16 Dodge It (U) $3.00 smitty

Zircon

#12 Baseball (C) - w/box $2.00 anders
#23 Galatic Space Wars/ Lunar Lander (R) - w/box $5.50 anders
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System

Fairchild Channel F in orignal box w/two controllers, plastic cover,
power supply and the following games: #13
(complete) and #12 (no end lbl)
$10.00 anders
Colecovision

Activision

Keystone Kapers (R) $1.00 alfredo

Atarisoft

Centipede (U) $0.50 anders
Defender (R) $1.00 acro

Coleco

Burgertime (U) $1.00 alfredo
Cosmic Avenger (C) $0.50 anders

Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Jr. (C) -w/inst $0.50 anders
Gorf (C) $0.50 anders
Illusions (R) $1.00 alfredo
Ken Uston Blackjack/Poker (U) $1.00 alfredo
Looping (C) $0.50 anders
Mr. Do! (C) $1.00 acro
Mouse Trap (C) - w/overlay $0.50 anders
Pepper II (U) - w/inst $1.00 alfredo
Roc 'n' Rope (U) $0.50 anders
Rocky Super Action Boxing (C) $0.50 anders
Smurfs R.I.G.C. (C) - w/inst $1.00 alfredo
Space Panic (C) $0.50 anders
Subroc (U) - w/inst $1.00 alfredo
Super Action Baseball (C) $0.50 anders
Super Action Football (C) $1.00 alfredo
Tarzan (R) $1.00 acro
Time Pilot (U) - w/inst $1.00 alfredo
Turbo (C) $0.50 anders
Victory (U) - sealed $1.00 acro
Zaxxon (C) $0.50 anders

Epyx

Jumpman Junior (R) $1.50 alfredo

Micro Fun

Miner 2049er (U) $1.00 acro

Spinakker

Alphabet Zoo (R) $6.50 joelie
Facemaker (R) $2.00 smitty
Juke Box (R) - complete $10.00 csb

Sunrise

Gust Buster (ER) - complete $10.50 jaguar

Parker Brothers

Popeye (C) $0.50 anders
Q*Bert (C) $0.50 anders

Xonox

Slurpy (ER) - lbl wear $8.00 csb
Word Feud (ER) - complete $10.50 jaguar

System & Misc

Colecovision in orignal box w/owners manual, two controllers, power
supply, R/F modulator, Expansion Module
#1 and the following loose games: Donkey Kong, Gorf, Looping, Pepper
II, Smurfs R.I.G.C, Super Challenge
Baseball, Subroc, and Zaxxon
$15.00 boaz

Colecovision Expansion Module #2 w/loose Turbo $4.00 anders
Two Broken Super Action Controllers
Colecovision Brown Dust Cover
Donkey Kong Jr. Tabletop Game (ER++)
$5 min
Head to Head Baseball (SC)

Commodore 64

Activision

Decathalon $1.00 smitty

Atarisoft

Centipede (complete) $0.50 alfredo
Galaxian

Broderbund Software

Choplifter! $1.00 smitty

CBS Software

Coconotes (complete) $1.00 alfredo
Movie Musical Madness $1.00 smitty

Commodore

International Soccer $0.50 alfredo
Super Expander $0.50 alfredo

Epyx

Fast Load $0.50 alfredo
Gateway To Apshai $0.50 alfredo
Jumpman Junior $0.50 alfredo

Fisher Price

Sea Speller $0.50 alfredo

HES
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64 Fourth $1.00 smitty
HES Mon 64 $0.50 alfredo
Rootin' Tootin' $0.50 alfredo

Parker Brothers

Frogger (complete) $0.50 jaguar
Q*Bert (complete)

Reston Software

Miner 2049er (complete) $1.00 smitty

Sega

Congo Bongo $0.50 alfredo
Tapper $0.50 alfredo

Misc.

C-16 w/power supply and tutorial cart
$5.00 anders
Commodore Magic Voice Speech Module complete in orignal box
$5.00 jaguar

Timex Sinclair

Timex Sinclair 1000 with add on with the following
loose tapes: Loan Morgage Amortizer, Gambler, Computer Coach
Super Math, Vu-calc, Flight Sim, Statistics, Stamp Collector
Backgammon

TI-994A

Atarisoft

Donkey Kong (VR) $0.50 patman
Moon Patrol (VR) $1.00 smitty
Pole Position (VR) $0.50 patman
Protector (VR) $1.00 smitty

Mechatronic

Extended Basic II Plus (German cart) (UR) $1.00 smitty

Texas Instruments

Alligator Mix (R)
Alien Addition (R)

Burgertime (R) - w/inst $0.50 patman
Early Reading (R)
Hunt The Wumpus (C)
Minus Mission (R)
Munch Man (C)
Number Magic (U)
Numeration 1 (R) $1.00 smitty
Parsec (C)
Scholastic Spelling - Level 3 (R)
TI Extended BASIC (U)
Video Graphs (R)

System

Two TI-994a's in original boxs w/power supplys, R/F modulators and the
following games: Early Reading and
Parsec

Super Cart: some leggy cart I found with a red light built into it,
possibly homemade
$1.00 smitty
Handhelds

Electronic Readout Systems Inc.

Football $1.00 acro

Entex

Baseball 2 (SC) $1.00 acro

Epoch

Baseball (SC) $1.00 acro

Konnami

Blades Of Steel (RA)

Radio Shack/Tandy

Sky Duel 3-D $2.00 acro

Tiger

Head To Head Talking Baseball (ER+)
All-Pro Basketball (R--)
Copycat (CS) - no battery cover
Dragon (ER)
Speedboat (R)

```
----
Tomy
----
3-D, Thundering Turbo (ER++) $5.00 acro
Scramble (battery cover doesn't stay closed) (ER++) $4.00 acro

Vic-20
------
Academy Software
----------------
Typing Tutor/Word Invaders (cassette) - complete
---------
Atarisoft
---------
Pac-Man (C) - complete
---------
Commodore
---------
The Count (C) - complete
An Introduction To Basic: Part 1 (cassette) - complete
An Introduction To Basic: Part 2 (cassette) - complete
------
Imagic
------
Demon Attack (C) - complete $1.00 smitty
Atlantis (C) - complete
Dragonfire (U) - complete $1.00 smitty
----
Sega
----
Star Trek S.O.S. (C) - complete $1.00 smitty

TRS-80
------
Radio Shack
-----------
Canyon Climber min bid free
Shooting Gallery min bid free
Mystery Cart (no lbl) min bid free

Misc.
-----
Atari Force Full Size #3,5,7,9,12,16,17,18,19,20 $5 min
Atari Age Sept/Oct 1982 Vol 1 Num 3 $3.00 smedley
Atari Age July/Aug 1983 Vol 2 Num 2 $3.00 smedley
Hi-Res 1983 Premiere Issue
Analog Computing July/Aug 1983 Num 12
Power Play Computing Winter 1982 Vol 1 Num 3
Pac-Man Puzzle Game by MB (complete, box wear) $1.00 smitty
Pac-Man "Rubik's Cube" (a few faded stickers) $1.00 smitty
Donkey Kong Puzzle by MB (missing one piece)
```

Frogger Puzzle by MB (complete) $2.00 shrink
Frogger Board Game by MB (complete) $0.50 shrink
Q*Bert Colorforms (missing one, box wear)

This auction is dedicated to the Old Lady. Without her a lot of this would have been impossible. Thank You

2922. Please Ignore Stash Man's Post

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <3456AB5E.D0D714FA@prodigy.com>
Source record: 69106
Cross-posted to:
rec.games.video.classic,rec.games.video.misc,rec.games.video.marketplace,rec.games.video.nintendo,comp.sys.atari.8bit

I had to post my auction from someone else's account. Please send bids
to WQQT56A@prodigy.com Don't send them to Stash Man. Thank You!

2923. Shogun

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Paul Welbourn <donnahw@ix.netcom.com>
Message-ID: <636did$iud@sjx-ixn9.ix.netcom.com>
Source record: 69107

Could anybody please help me in finding a disk image of Infocom's Shogun.
I'd be very
grateful to the person who can let me lay my hands on this adventuring gem.
Thanks in advance.

2924. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: James Coupe <james@obeah.demon.co.uk.SPAMSPAMSPAMSPAMEGGSCHIPSSPAM>
Message-ID: <BPb41CAIAIV0EwQt@obeah.demon.co.uk>
Source record: 69108
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

In article <34520B3B.41C6@jhu.edu>, Ernst Stavro Blofeld
<SPECTRE@jhu.edu> writes
>Brian Watson wrote:
>> Am I the only one to be worrying about a HAL that will be ready by 2001?
>
>Probably. We passed his birthday at the beginning of the year (April
>1997 I think). I wouldn't be surprised if IBM, in some secret back
>laboratory, put together a supercomputer they named HAL...and nobody
>will never know.

But did you know that Arthur C. Clarke has actually told us what HAL's
first words were?

They were to the effect of:

"Good morning doctors. I am taking this opportunity to inform you that
I have just wiped Windows '95 from my hard drive."

And that's not a lie.

--

James Coupe (remove items of food to reply via e-mail)

Dick: I lost your number....
Lucy: I work at the sheriff's office! You could have dialed 911!

2925. Re: Favorite Infocom text adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6gjuUtmKzHB@peter.soemtron.sb.sub.de>
Source record: 69109

In article <Re: Favorite Infocom text adventure?>, bsturk@nh.ultranet.com (Brian Sturk) wrote:

Howdy Brian!

> Hitchhiker's Guide to the Galaxy is my fav, Leather Goddess of Phobos wasn't
> too bad. What was that one with the graphics??? :]

fooblitzky?
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2926. Re: hardware questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <34552694.711D@kawo2.rwth-aachen.de>
Source record: 69110

Brad Rogers wrote:

> >2) an XF551 disk drive ...my question on this one is what voltage is the
> > power supply & is compatable with my 130 XE's...

They need the standard 9 V AC power supplies handled with a lot of Atari Hardware.

Try those of your 800 (but be sure to have the big ones, somme 800 have only 1,5 A supplies, some 3 A, I tihnk you will need the 3 A ones)

Matt

2927. 1400XL Production Run Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <633h05$l7d@dfw-ixnews4.ix.netcom.com>
Source record: 69111

I recently added a 1400XL Engineer prototype to my collection. I was under the impression that 1400XL's used a 1450XL motherboard. Well, the side cartridge piece on this 1400XL doesn't fit my 1450XL boards very well. The 1400XL board is cut differently from the 1450XL board.

To make things even stranger, the 1400XL motherboard is marked "1400XL". It is a almost completely hand soldered, and the modem is a perf/wirewrap board.

It is interesting to note how they went from the "1400XL" to the "1450XL" boards. However, for the record, did the production run of 1400XL's use 1450XL boards and what is the part number of the side plastic that is used on those same machines?

Karl

2928. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: hofman@ats.nld.alcatel.nl.nospam
Message-ID: <63427r$8d3$1@nlsun1.ats.nld.alcatel.nl>
Source record: 69112
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

In article <62o7lh$lfk@alexander.INS.CWRU.Edu>, he110@cleveland.Freenet.Edu (Bill R. Core) writes:
>>
>>I didn't catch the whole thread here. Is G-OS going to be a
>>universal GUI for all 8-bit computers? What existing GUI (if any)
>>will it resemble? If it were up to me, I would design a GUI
>>with the best features of GEM (Atari ST), Intuition (Amiga), and
>>NeXTSTEP (NeXt Computer). Namely, the Object-oriented nature
>>of NeXTSTEP, combined with the Multitasking and extensibility
>>of Intuition, along with the straightforwardness of GEM.
>>One feature absolutely needed for any future GUI would be
>>some sort of Slip or PPP stack. This would enable a WWW browser,
>>IRC client, and Mail client to be written, which would
>>increase the ability of the individuals involved to
>>communicate easily and quickly. These would be the 'killer apps'
>>that any new OS needs to gain acceptance.
>>
Ever heard of GEOS (PC version)?

2929. Sample and Analyse Tape SW

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Anders Skelander <Anders.Skelander@uab.ericsson.se>
Message-ID: <3455D52B.7CE@uab.ericsson.se>
Source record: 69113
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I have plenty of tape software for the Atari 400/800/XL/XE
and the Commodore C64/128 computer series.

Does anybody know if the idea presented below should be
theoretically possible to implement?

I want to convert tape software to MS-DOS files, for
use in emulators available for IBM PC compatible computers.

If I sample the sound from the tape software with my
PC computer, I will get a sound file on the MS-DOS
computer's hard disk.

Now if i had a program that analysed the sound file
and converted it to a byte stream (a file in memory) the
same way the old home computers did it while loading, I would
consider it being a convenient method for this task.

The advantage with this method is that it could be
implemented without special hardware. The extra
effort has to be spent on developing the software
for the analysis/conversion task.

Anders

2930. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3456078B.DF32E5F4@ix.netcom.com>
Source record: 69114

Bill R. Core wrote:

> I suggest that all new software being written for the A8 be
> written in such a way that it fails to run on an emulator.
> If people want to run something for the Atari computer, they
> should just get a REAL Atari computer. To do this for the
> Xformer is not that hard. just check a couple of locations for
> impossible values on a real system.
>
> ////Pakrat

Bill,
Is that really nice!? I use both and am glad I can. The 130XE,MI/O,
XF551, modem, hard drive, not to mention all the power supplies would be
a mess moving to<>from work. Hense I use PCXf3.60 at work AND on my home
PC (Pentium 133). This allows me to use programs at home and at work. I
can move file easily from one platform to the other.
I, for one, am glad there are emulators. Thanx to the emulator
programmers!!!

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2931. driver software available?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: marty paulin <tmscc.bell@sympatico.ca>
Message-ID: <34565BEC.2903@sympatico.ca>
Source record: 69115

Brad Rogers wrote:
>
> marty paulin wrote something interesting,
>
> Hello marty,
>
> >1) a TEXP80 - it has a cable attached with the 9 pin atari joystick
>
> XEP80, surely? Yes, it's for any A8. It's an 80 colum card that plugs into
> a joystick port. The DB25 connector is a printer port, for any standard
> parallel printer, and the RCA jack is for a composite video o/p.
>
> To actually use the the thing you need driver software.
>
> >2) an XF551 disk drive ...my question on this one is what voltage is the
> > power supply & is compatable with my 130 XE's...
>
> Off-hand I can1t tell you the power requirements, but the XF551, like all
> the other drives, can be used on any A8.
>
> --
> _
> Regards, /_) 2:251/18.14 39:139/33.14
> / _)rad brad@pianosa.demon.co.uk Team *AMIGA*
>
> Don't fight it with crime. - Crime; 999
thanks to those who responded...my next logical question of course,
where can I get the afforementioned driver software...anybody willing to
send me a copy for the cost of disk(s) & postage?

2932. Re: Atari BBS List

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: dlicht@ccc.at
Message-ID: <345664ed.3560348@news.ccc.at>
Source record: 69116

On 26 Oct 1997 17:15:00 +0200, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>
>what's the bbs number of abbuc?

Hi Peter!

The number is:

+49 (0)5439 92592
online Mo - Fr 17:00 - 18:45
Sa+So 12:00 - 14:45
(Middle European Time)

Sysop: Heiko Bornhorst
Running: BBS PRO!

Hope it's help.

Dieter

2933. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-28 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971028235001.SAA28911@ladder01.news.aol.com>
Source record: 69117

I like the emulators too. As far as the artifacting, I was wondering if one of those VGA to TV cards would put artifacting back into Conan and those other games that depended on it. It seems like as long as the TV had only the standard 160 color clocks where the 320 pixels go, artifacting should occur.

bostone

Bostone1@aol.com

2934. Atari Auction Update

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971029012701.UAA08821@ladder02.news.aol.com>
Source record: 69118

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
-------------------------------------------------
Atari 800 XL with power supply----------kseiner@edu.uni-klu.ac.at $16
Atari 400 with power supply----------kseiner@edu.uni-klu.ac.at $16
Atari 1050 with power supply----------malyszka@dreamscape.com $23
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer--minimum bid $10
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box--minimum bid $5
Atari paddles new in box--minimum bid $3
Atari joystick new condition----------malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
-------------------------------------------------
-------------------------------------------------

Cartridges--minimum bid $3--carts only
-------------------------------------------------
pac man
ms. pac man----------jandc@ccnet.com $4
computer chess----------jeep@tc.fluke.com $5
basic computing language----------malyszka@dreamscape.com $3
donkey kong----------jandc@ccnet.com $4
galaxian
joust----------malyszka@dreamscape.com $3
star raiders----------malyszka@dreamscape.com $3
defender----------malyszka@dreamscape.com $3
pole position----------darkroom@ix.netcom.com $4
```

pengo----------jklein@isd.net $3
eastern front 1941----------jklein@isd.net $3
atari artist
et phone home
atari writer
music composer
centipede----------jklein@isd.net $3
video easel
qix----------dbetz@xlisper.mv.com $3
kickback
congo bongo
kids on keys
pitstop----------jklein@isd.net $5
river raid----------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------jandc@ccnet.com $5
jumpman jr.----------jklein@isd.net $3
zenji----------jandc@ccnet.com $4
the designers pencil
miner 2049er----------jandc@ccnet.com $4
adventure creator----------jklein@isd.net $5
computer war
smart terminal
rally speedway----------jklein@isd.net $3
mountain king----------jklein@isd.net $3
mastertype
protector 2----------krieg@execpc.com $7
fun with art
qbert----------jeep@tc.fluke.com $5
jumbo jet pilot
zaxxon----------jklein@isd.net $5
wizard of wor----------jandc@ccnet.com $5

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------malyszka@dreamscape.com $2
chessmaster 2000----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti
curse of ra

atari timewise
typing tutor
forbidden forest
paper clip----------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae----------cthompso@as.arizona.edu $5
sands of egypt
atari macro assembler----------darkroom@ix.netcom.com $2
printshop
syncalc----------malyszka@dreamscape.com $2

special
----
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.
minimum bid----------alan.diaz@snet.net

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

2935. Re: S:computer+videogames

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6364ug$9f0@alexander.INS.CWRU.Edu>
Source record: 69119
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.atari,comp.sys.cbm,it.comp.giochi,alt.atari.2600vcs

I went to a garage sale a few months ago and found what was one
of my holy grails of a videogame find: a Fairchild Channel F!
Complete with about 15 games! There is no was I'll sell it.
I also have a vectrex with about 4 games. Just wish I could
have the cellophane overlays for it...

////Pakrat

2936. **** FOR SALE: ATARI 2600 BASE UNIT*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <34578906.11622367@news.erols.com>
Source record: 69120
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplacealt.atari.2600

```
USED but not "abused . " In working condition.
Not supplied with joy sticks.
Asking price $10.00 Plus Shipping.
Contact happyman at erols.com (when emailing replace the "at" with the @)
```

2937. Re: S:computer+videogames

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: nrw20@csc.canterbury.ac.nz
Message-ID: <1997Oct29.190148@cantva>
Source record: 69121
Cross-posted to: comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.atari,comp.sys.cbm,alt.atari.2600vcs

In article <6364ug$9f0@alexander.INS.CWRU.Edu>, he110@cleveland.Freenet.Edu (Bill R. Core) writes:
>
> I went to a garage sale a few months ago and found what was one
> of my holy grails of a videogame find: a Fairchild Channel F!
> Complete with about 15 games! There is no was I'll sell it.
> I also have a vectrex with about 4 games. Just wish I could
> have the cellophane overlays for it...

Okay, you've got me curious... what the hell's a Fairchild Channel F? Details please... I just love to hear about old videogame stuff.

Is there a web-site around with pics. anywhere?

No idea what a vectrex is either... hmmmmm... should I feel naiive?

Nathan.

2938. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <636k2s$90j@freenet-news.carleton.ca>
Source record: 69122

Bostone1 (bostone1@aol.com) writes:
> I like the emulators too. As far as the artifacting, I was wondering if
> one of those VGA to TV cards would put artifacting back into Conan and
> those other games that depended on it. It seems like as long as the TV had
> only the standard 160 color clocks where the 320 pixels go, artifacting
> should occur.

I'm by no means an expert on video, but as I recall the artefacting
present in the NTSC computers is a result of the nature of the
video signal generated by the hardware. i.e. I believe w/ a good
monitor its possible to tweak it till the artefacting disappears.

I've also heard PAL systems dont have artefacting like US systems do.

Since the video section of the VGA/TV card probably wouldnt share
the unique qualitys that made artefacting possible on the real thing, it
might not work.

Seems best to do it in software. Trivial code, but adding even a few extra
and/or branches to a part of the emulator that gets so heavily used
probably drags down the speed.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2939. Re: Textpro and Mydos

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <636p5ipgt8@triglav.iwaynet.net>
Source record: 69123

On 1997-10-23 olavese@online.no said:
>Anybody using Textpro with Mydos ? I am using Textpro 4.0x and like
>it a lot, but the Control+M (menu) command doesn't work right! Any
>fixes ? Any suggestions ? I like this Word Processor and Mydos is
>the only DOS that works with my HD and AMAC assembler! Take Atarian
>care everybody!

This odd since TextPro is made to work with MyDOS and SpartaDOS.
(you'll even be able to tell what DOS you're using when you goto the ^M menu)
Maybe you should try different versions of MyDOS.Many people aren't using the
real MyDOS any more but a hacked one.

Net-Tamer V 1.09 - Test Drive

2940. Re: Ultima II help wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <636p5kpgt9@triglav.iwaynet.net>
Source record: 69124

On 1997-10-23 smrgoodw@reading.ac.uk said:
>I've explored all the time doors I can reach and as many towns

You should be able to reach all 5 time zones by land.

Net-Tamer V 1.09 - Test Drive

2941. Re: Ultima II help wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <636p5opgt10@triglav.iwaynet.net>
Source record: 69125

On 1997-10-25 fseipel@freenet.columbus.oh.us(FrankSeipel) said:
>The Blue Tassles are to be found in the Dungeons.
>However, there was a bug in an early version of the Atari
>8-bit version of Ultima II. There were no blue tassles in this
>version.

This must've been before they invented play-testing!

Does the version up on Yogi's site have this bug?
(I was able to beat my version without cheating)

>To remedy this, one would run a special character editor that
>permitted one to edit the statistics and items for their party.
>Someone could probably upload one to you, or I could dig it up.
>It's been years.

But that's kind've cheating.

>Many, many moons ago I wrote up a textfile which defined the
>character set for Ultima II (you could make your own landscapes
>with it or place fixed boats, spaceships, or horses by using a hex
>editor such as Archiver II). Each character is comprised of a 16 x
>16 square matrix. I believe it used Graphics mode 0 with two
>character sets, but I might be mistaken on that point.

I thought so too but remember that the Apple does it with ordinary 320x200
graphics (plus the high-bit palette thingy,and minus some of the screen).
And the Atari runs faster than the Apple.
Then again,maybe Ultima 2 looks really crappy on the Apple.
(though it weould be more colourful)

Net-Tamer V 1.09 - Test Drive

2942. Re: Gary Gilbertson music

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: deletethis_lashower@netcom.com
Message-ID: <3456e129.11574459@10.0.2.1>
Source record: 69126

On 25 Oct 1997 13:46:31 GMT, "Vidar Olavesen" <olavese@online.no>
wrote:

>Anybody remember the old games, Tail of Beta Lyrae and Alternate Reality ?
>The music is sooo excellent and I would like to know if anybody has any of
>his music pieces still ? I would like to have the composer they used and
>music files and players! Can anybody track down anything ? I asked Mr.
>Gilbertson himself and he didn't have any of it anymore :-(He was a nice
>guy though! Hope anybody can help. Take Atarian care everybody!

The software used was called the Advanced Music Processor, written by
Phillip Price. The tools used to create the songs were never
released to the public. If I remember what Phillip told me correctly,
Gary had used the Atari Macro Assembler to create the songs using a
set of macros. So there realy is no "editor" used to create Advanced
Music Processor files. I do have two discs of tunes that Gary sent
me. But I am hesitant on giving any of those songs out without Gary's
permission. There's also a couple of other Datasoft games (one for
sure) that used some of Gary's tunes.

If you are looking for a good music composer and player for the Atari
8-bit, check out the Antic Music Processor 2.0 (sorry, folks,
shameless plug, here) or Lee Actor's Advanced Music System. You
should find both it in the Atari archives.

Hope this helps
Steve

lashower@netcom.com
www.geocities.com/SoHo/1354

2943. Re: scsi drives with the MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <878139948.5284@dejanews.com>
Source record: 69127

Barry Gordon wrote:

>On Mon, 27 Oct 1997 cowpoke1@hotmail.com wrote:
>
>> To anyone with an MIO or who understands the MIO:
>>
>> I have a 256K MIO and I want to hook up a SCSI hard drive to it.
>> I know I can get a ACB-4000A or ACB-4070A Bridge Controller and hook
>> up a RLL drive to it, but this is not my goal.
>>
>> I thought the port on the MIO was a SCSI port and therefore, I could
>> hook up a SCSI drive to it. Is this not correct? If not, then why not?
>
>If you have a drive with an "embedded controller" then you can connect it
>directly to your MIO. Basically that drive would have the equivalent of an
>Adaptec 4000/4070 onboard. These drives do not have the ST-506 style
>connectors (one 34-pin and one 20?-pin) like we're used to in the Atari
>world.

Is there a list of drives that contain the controller onboard as Barry
writes above?

>> If I am forced to go down the route of getting an RLL drive, how can
>> I tell if a drive is RLL? I don't even know what RLL stands for.
>
>The Adaptec 4000/4000a is an MFM (Modified Frequency Modulation)
>controller. The 4070 is an RLL (Run Length Limited) controller. Those have
>to do with how the data is encoded on the hard drive surface. Basically it
>boils down to the fact that you should only use an RLL certified drive
>with a 4070 controller.

cowpoke

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2944. Re: Ultima II help wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <34572AD0.6ECA@reading.ac.uk>
Source record: 69128

Tim Irvin wrote:
>
> In article <fseipel-2410972046250001@ts5-9.homenet.ohio-state.edu>,
> fseipel@freenet.columbus.oh.us (Frank Seipel) wrote:
>
> > In article <344F4C3D.1EBC@reading.ac.uk>, "J. F. Goodwin"
> > <smrgoodw@reading.ac.uk> wrote:
> > > Have I missed the obvious location of the Blue Tassles or
> > > am I going in the wrong direction altogether?
>
> >
> > The Blue Tassles are to be found in the Dungeons.
> >
> > However, there was a bug in an early version of the Atari
> > 8-bit version of Ultima II. There were no blue tassles in this
> > version.
>
> Hmmm. I never found them there. All I ever did is keep killing
> thieves; just as they can steal from you, you receive a random item
> when you kill them. As soon as I'd kill a thief who gave me blue
> tassles, I saved and looked for a boat.

Well I've been playing for some time now. I'm not strong enough
to last very long in the towers at present (I can't reach any
dungeons) so I cannot validate the dungeon theory.
As for the thief approach, I thought this was where I would get
them from. I have killed countless thieves (and some boats too)
and not one has left me with the Blue Tassles.

I did think it was odd that amongst all the Ultima 2 hints I found,
no-one mentioned how difficult it was to obtain Blue Tassles. It
sounds like I have a bugged version... =(

Not only do I not have the Phantasie docs but now I can't even
play Ultima 2... *sheesh*

- Joel

2945. Re: Ultima II help wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <34574788.C4D0AAC1@erols.com>
Source record: 69129

Hmmm,

I never spent any time in the Dungeons and got the Blue Tassles. I
didn't buy the original 1st cut version for the 8-bit, but I got Blue
Tassles, Brass Buttons, Boots, etc.. all from Thieves.

Later,
Steve

Frank Seipel wrote:

> In article <344F4C3D.1EBC@reading.ac.uk>, "J. F. Goodwin"
> <smrgoodw@reading.ac.uk> wrote:
>
> > I've been playing Ultima II for the past few weeks and have got
> > totally stuck...!
> >
> > Can anyone help me out?
> >
> > I've got a Level 13 character now, I know how to get healed and
> > I also have a horse. I know how to get keys (painful it can be).
> > However, I've got nowhere fast.
> >
> > I've explored all the time doors I can reach and as many towns
> > as possible. I've also found 2 towers. I cannot, as yet, board
> > a ship. I've searched everywhere for the mysterious Blue
> > Tassles but haven't a clue where to find them. Without a ship
> > I don't think I can proceed. I cannot get too far down into the
> > dunegeons without getting killed (by combat or trap).
> >
> > Have I missed the obvious location of the Blue Tassles or
> > am I going in the wrong direction altogether?
> >
> > Any help (short of the whole solution, please!) would be
> > welcomed.
> >
> > - Joel
>
> The Blue Tassles are to be found in the Dungeons.
>
> However, there was a bug in an early version of the Atari
> 8-bit version of Ultima II. There were no blue tassles in this
> version.
>
> To remedy this, one would run a special character editor that

> permitted one to edit the statistics and items for their party.
> Someone could probably upload one to you, or I could dig it up.
> It's been years.
>
> Many, many moons ago I wrote up a textfile which defined the
> character set for Ultima II (you could make your own landscapes
> with it or place fixed boats, spaceships, or horses by using a hex
> editor such as Archiver II). Each character is comprised of a 16 x
> 16 square matrix. I believe it used Graphics mode 0 with two
> character sets, but I might be mistaken on that point.
>
> --
> Frank Seipel
> fseipel@freenet.columbus.oh.us

2946. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: Marcel Devoe <mdevoe@shore.net>
Message-ID: <637vdt$34n@fridge.shore.net>
Source record: 69130
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

In comp.sys.amiga.emulations James Coupe
<james@obeah.demon.co.uk.SPAMSPAMSPAMSPAMEGGSCHIPSSPAM> wrote:
> "Good morning doctors. I am taking this opportunity to inform you that
> I have just wiped Windows '95 from my hard drive."

> And that's not a lie.

Ya, ya, sure!

FWIW, Auther C. Clark at one time DID have an Amiga.

--
Marcel DeVoe
A4000/060/50 CSMKII CV64 44megs
Emplant/FUSION CDROM M1764 17" monitor

2947. Atari Fidonet message base - alive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: DavidDayton@bigfoot.com
Message-ID: <878163684.31314@dejanews.com>
Source record: 69131

I used to be active on the FidoNet Atari 8-bit message echo. Does anyone here still use the FidoNet message bases, or have any idea if they are still supported? Also, are any of the Atari 8-bit BBS message networks still running, and would there ever be a way to link the Usenet bases, the Fidonet, and the BBS boards together for one large message base?

- DavidDayton@bigfoot.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

2948. Re: ATR 8000 ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3457B5A7.47813FAD@aol.com>
Source record: 69132

Hi Jay,

I use the ATR8000, what type of help do you need? Making cables for
disk drives, printer and serial or info on the jumpers? Let me know.

Curt

2949. *** Anyone here 6502C in the Silicon Valley? ***

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: Matthias Schwarz <matthias.schwarz@writeme.com>
Message-ID: <3457fea4.0@news1.ibm.net>
Source record: 69133
Body handling: Inline uuencoded payload not displayed: Matthias Schwarz.vcf

Hi everybody -

I'm trying to get some of the good old fun days back into my life. Just started my job here in the Southern Bay Area and would like to meet people for some a8 chat.

It's been too long since I've developed something in assembly language (and I'm sure I wouldn't have the time these days) but I think I could still help out with some tips. My specialty used to be the analysis of Polish copy protections, mainly to help out friends who are Happy/Speedy drive owners (don't even think about asking if you didn't BUY your copy).

Let me know via e-mail if you would like to talk over a beer (or two).

Happy 8bitting -
Kermit "FlyFrog" *mcs.

--
>>
M A T T H I A S S C H W A R Z
voice (NetMeeting 2.0 when on-line): +1 (408) 735-1718
WWW: http://www.orst.edu/~schwarma
E-mail: matthias.schwarz@writeme.com (to all my accounts)
>>

[Inline uuencoded payload not displayed: Matthias Schwarz.vcf]

end

2950. Don't Fear's 3rd Auction Part 1 (update 3)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <3457F349.AA560BC8@prodigy.com>
Source record: 69134
Cross-posted to: rec.games.video.classic,rec.games.video.misc,rec.games.video.marketplace,rec.games.vectrex,rec.games.video.nintendo,comp.sys.atari.8bit

Don't Fear's Huge 3rd Auction Part 1 (update 3)

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check all in U.S. funds.
If you choose to send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of the item.
10. Email me if you are looking for a specific label varaition, I might have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may bid.
14. All orders over $100 will recieve as an added bonus my Freshman video project. You'll get a chance to play can you spot the two classic game collectors.
Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features:
Atari 2600 - 308 Items Atari 5200 - 31 Items
Atari 7800 - 17 Items Atari Comp - 54 Items

Atari 2600

Prototypes

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----------
Stampede $12.50 marc
Dolphin $12.50 marc
Name This Game $12.50 marc
Eggomania $12.50 marc

Atari
-----
Combat (C) - complete $1.00 anders
Air-Sea Battle (U) - w/inst $0.50 anders
Space War (U) - w/inst $0.50 anders
Outlaw (U) - w/inst $0.50 anders
Slot Racers (U) - w/inst $0.50 anders
Canyon Bomber (C) - w/inst $0.50 anders
Super Breakout (U) - multi lang, complete $0.50 anders
Defender (C) - w/inst $0.50 anders
Warlords (U) - shrinkwrapped $2.00 jim
Indy 500 (U) - w/inst $0.50 anders
Street Racer (U) - w/inst $0.50 anders
Adventure (C) - w/inst $3.00 anders
Demons To Diamonds (U) - shrinkwrapped $0.50 anders
Pele's Soccer (C) $1.00 patman
Championship Soccer (C) $0.50 anders
Basic Programming (R) - w/inst $2.00 anders
Video Olympics (C) - w/inst $0.50 anders
Breakout (C) - complete, rare white box $1.00 anders
Home Run (C) - w/inst $0.50 anders
Basketball (C) - w/inst $0.50 anders
Football (C) - w/inst $0.50 anders
Miniature Golf (U) $0.50 anders
Human Cannonball (U) $0.50 anders
Bowling (C) $0.50 anders
Sky Diver (pic) (U) $0.50 anders
Circus Atari (C) - complete $1.00 anders
Superman (C) - w/inst $0.50 anders
Space Invaders (C) - complete $1.00 anders
Night Driver (C) - w/inst $0.50 anders
Golf (C) - w/inst $0.50 anders
Maze Craze (U) - w/inst $0.50 anders
Video Checkers (R) $0.50 anders
Dodge 'Em (U) - w/inst $0.50 anders
Missile Command (C) - w/inst $0.50 anders
Othello (R) - complete, rare white box $1.00 anders
RealSports Baseball (U) - w/inst $0.50 anders
Surround (C) - w/inst $0.50 anders
Hunt & Score (U) $0.50 anders
Code Breaker (U) $0.50 anders
Flag Capture (pic) (U) - w/inst $0.50 anders
Video Chess (U) $0.50 anders
Pac-Man (C) - w/inst $0.50 anders
```

Video Pinball (U) - w/inst $0.50 anders
Asteroids (C) - w/inst $0.50 anders
Bezerk (C) - w/inst $0.50 anders
Blackjack (R) - complete $1.00 anders
Casino (U) - complete,special edition box $1.00 anders
Slot Machine (R) - (some cart damage) $0.50 anders
Haunted House (C) - w/inst $0.50 anders
Yars Revenge (C) - w/inst & comic $0.50 anders
Yar's Revenge (red lbl) (R) $2.00 jim
Swordquest: Earthworld (C) $1.00 cartman
Swordquest: Fireworld (C) - complete $1.00 anders
Math Grand Prix (C) $0.50 anders
Raiders Of The Lost Ark (C) - w/instr $0.50 anders
Star Raiders (U) - w/inst & touch pad $2.00 anders
Basic Math (U) $0.50 anders
Hangman (U) $0.50 anders
Brain Games (U) - w/inst $1.00 bones
RealSports Volleyball (U) - w/inst $0.50 anders
Football RealSports Soccer (U) - Euro $0.50 anders
RealSports Football (C) - w/inst $0.50 anders
Vanguard (C) - w/inst $0.50 anders
Swordquest: Waterworld (UR) - $0.50 anders
Phoenix (C) - complete $1.00 anders
E.T. (C) - shrinkwrapped $0.50 anders
Ms. Pac-Man (C) - w/inst $0.50 anders
Centipede (C) - w/inst/comic book/poster $0.50 anders
Dig Dug (U) - w/multi lang inst $0.50 anders
RealSports Tennis (U) - w/inst $0.50 anders
Battlezone (U) $0.50 anders
Krull (R) - complete $1.00 anders
Galaxian (U) $0.50 anders
Jungle Hunt (U) - w/inst $0.50 anders
Kangaroo (U) - complete $1.00 anders
Pengo (ER) $5.00 kenny
Joust (C) - w/inst $0.50 anders
Moon Patrol (U) - w/multi lang inst $0.50 anders
Pole Position (C) - w/inst $0.50 anders
Pole Positn (end lbl error) (C) - w/inst $0.50 anders
Mario Bros. (U) - w/inst $0.50 anders
Taz (R) $0.50 anders
Crystal Castles (U) - w/inst $0.50 anders
Pigs In Space (ER) $3.00 anders
Millipede (R) - w/inst $0.50 anders
Defender II (R) - complete buyout
Defender II (R) - w/inst
Jr. Pac-Man (U) - w/inst $0.50 anders
Midnight Magic (R) $0.50 anders
RealSports Boxing (U) - w/inst $0.50 anders
Solaris (U) - complete $1.00 anders
Crossbow (U) - w/inst $2.00 chrisw

Desert Falcon (C) - complete $1.00 chrisw
Donkey Kong (U) $0.50 anders
Donkey Kong Jr. (R) - w/inst $2.00 anders
Q*Bert (R) - w/inst $0.50 anders
Dark Chambers (U) - w/inst buyout
Super Baseball (U) $2.00 chrisw
Super Football (U) $0.50 anders
Sprint Master (R) - w/inst $2.00 chrisw
Secret Quest (R) $2.00 chrisw
Klax (PAL) (ER) $5.00 kenny

Sears

Target Fun (C) - w/inst $0.50 anders
Blackjack (pic) (R) - w/inst $0.50 anders
Breakaway IV (pic) (C) $0.50 anders
Memory Match (U) - top lbl damage $1.00 chrisw
Baseball (C) $0.50 anders
Maze (pic) (C) $0.50 anders
Basketball (U) $0.50 anders
Bowling (R) $0.50 anders
Dare Diver (ER) $2.00 wantatari
Superman (ER) $2.00 chrisw
Night Driver (U) $1.00 chrisw
Golf (C) $1.00 bones
Circus (C) $1.00 bones
3-D Tic-Tac-Toe (ER) $1.00 anders
Steeplechase (R) $1.00 bones
Submarine Commander (ER) $3.00 chrisw
Space Invaders (C) $0.50 anders
Adventure (pic) (U) - w/inst $0.50 anders
Soccer (U) $0.50 anders
Checkers (ER) $1.00 anders
Dodger Cars (ER) - lbl wear $0.50 anders
Arcade Pinball (R) $1.00 chirsw
Asteroids (U) $0.50 anders
Super Breakout (C) - w/inst $0.50 anders
Missile Command (R) $0.50 anders
Defender (C) $0.50 anders

Absolute

Skateboardin' (R) - w/inst $1.00 chrisw

Activision

Dragster (U) $0.50 anders
Boxing (U) - w/inst $0.50 anders
Checkers (ER) - w/inst $2.00 chrisw
Fishing Derby (U) - w/inst $0.50 anders

Skiing (U) - w/inst $0.50 anders
Bridge (R) $0.50 anders
Tennis (C) $0.50 anders
Laser Blast (C) - w/inst $0.50 anders
Freeway (U) - w/inst $0.50 anders
Kaboom! (U) - w/inst $1.00 cartman
Stampede (U) - w/inst $0.50 anders
Ice Hockey (U) - (blue lbl) $0.50 anders
Barnstorming (U) - w/inst $0.50 anders
Grand Prix (U) - w/inst $0.50 anders
Chopper Command (U) - complete $2.00 jim
Chopper Command (blue lbl) (ER) - w/inst $2.00 anders
Megamania (U) - shrinkwrapped $0.50 anders
Starmaster (U) $0.50 anders
Pitfall! (blue lbl) (ER) - w/inst $2.00 jim
Sky Jinks (R) - w/inst $0.50 anders
River Raid (U) $0.50 anders
Spider Fighter (U) $0.50 anders
Seaquest (R) - w/inst $0.50 anders
Oink! (R) - w/inst $0.50 anders
Dolphin (R) $0.50 anders
Keystone Kapers (U) - (blue lbl) $0.50 anders
Enduro (blue lbl) (U) - w/inst $0.50 anders
Plaque Attack (R) $0.50 anders
Robot Tank (R) - w/inst $1.00 patman
Crackpots (R) $0.50 anders
Decathalon (R) $2.00 anders
Pressure Cooker (R) - complete $0.50 anders
Space Shuttle (blue lbl) (ER) $1.00 patman
Pitfall II: Lost Caverns (R) $1.00 patman
H.E.R.O. (R) $1.00 cartman
Beamrider (R) $2.00 chrisw
Cosmic Commuter (R) $2.00 chrisw
Kung-Fu Master (R) - w/inst $0.50 anders
Commando (R) - complete $0.50 anders
Rampage (R) $5.00 kenny
Double Dragon (R) $2.00 chrisw
Ghosbusters (R) $0.50 anders

Amiga

Mogul Maniac (ER) $5.00 kenny

Apollo

Skeet Shoot (R) - complete $5.00 kenny
Space Cavern (red lbl) (U) $0.50 anders
Racquetball (orange lbl) (U) $0.50 anders
Lost Luggage (blue lbl) (U) - w/inst $2.00 chrisw
Shark Attack (blue lbl) (U) $0.50 anders

Infiltrate (blue lbl) (U) - w/inst $0.50 anders

CBS Electronics

Wizard Of Wor (R) $0.50 anders
Gorf (U) - w/inst $0.50 anders
Blueprint (writing on lbl) (U) $0.50 anders
Solar Fox (U) $0.50 anders
Omega Race (U) - w/inst $1.00 chrisw
Mountain King (R) $0.50 anders

Coleco

Donkey Kong (C) - w/inst $0.50 anders
Zaxxon (U) $0.50 anders
Venture (C) - w/inst $0.50 anders
Mouse Trap (U) - w/inst $0.50 anders
Smurfs: R.I.G.C. (U) - w/inst $0.50 anders
Donkey Kong Jr. (R) $0.50 anders
Front Line (R) $1.00 chrisw

Cooper Black

Dragon Treasure (ER) $1.00 wantatari

Data Age

Encounter At L-5 (U) - w/inst $0.50 anders
Warplock (C) $1.00 chrisw
Sssnake (C) $3.00 kenny
Airlock (C) $0.50 anders
Bugs (U) - w/inst $3.00 kenny
Journey Escape (C) - w/inst $0.50 anders
Bermuda Triangle (R) - w/inst $1.00 cartman

Epyx

Summer Games (R) $0.50 anders
Winter Games (R) - w/inst $0.50 anders
California Games (R) $0.50 anders

Froggo

Task Force (R) - complete $2.00 chrisw
Sea Hawk (R) $2.00 chrisw

Imagic

Trick Shot (R) - w/inst $0.50 anders
Demon Attack (blue lbl) (ER) - w/inst $1.00 anders

Star Voyager (C) - w/inst $0.50 anders
Atlantis (U) - complete $1.00 anders
Cosmic Ark (U) - w/inst $0.50 anders
Fire Fighter (R) $1.00 cartman
Shootin' Gallery (ER) $10.00 kenny
Riddle of the Sphinx (U) - w/ inst $0.50 anders
Dragonfire (C) - w/inst $0.50 anders
Fathom (R) $0.50 anders
Solar Storm (R) $1.00 bones
Moonsweeper (U) $0.50 anders
Laser Gates (R) $2.00 chrisw

Konami

Pooyan (end quarter lbl missing) (ER) $2.00 anders

M Network

Adven of Tron (white lbl) (U) - w/inst $0.50 anders
Masters Of The Universe (R) $2.00 chrisw
Burgertime (R) - w/inst $0.50 anders
Kool-Aid Man (U) $1.00 chrisw
S.C. Football (white lbl) (C) - w/inst $0.50 anders
Space Attack (C) - complete $1.00 anders
Armor Ambush (C) - w/inst $0.50 anders
Tron Deadly Discs (U) $1.00 cartman
Lock 'n Chase (C) - w/inst $0.50 anders
Frogs and Flies (U) - w/inst $2.00 jim
Super Challenge Baseball (C) - w/inst $0.50 anders
Astrosmash (U) - w/inst $0.50 anders
Dark Cavern (U) - w/instructions $0.50 anders
International Soccer (U) - w/inst $0.50 anders
Bump 'n' Jump (R) - w/inst $2.00 chrisw

Milton Bradley

Survival Run (R) $1.00 chrisw
Spitfire Attack (U) $0.50 anders

Mythicon

Sorcerer (R) $0.50 anders
Fire Fly (R) $0.50 anders
Star Fox (R) $0.50 anders

Panda

Space Canyon (R) $5.00 kenny

Parker Brothers

Star Wars: Jedi Arena (R) - w/inst $1.00 mro
Star Wars: Empire Strikes Back (C) $0.50 anders
S.W.:R.O.T.J.:D.S.B. (R) - w/sticker on lbl & inst $1.00 mro
Frogger (C) - w/inst $0.50 anders
Amidar (U) - w/inst $0.50 anders
Super Cobra (end lbl missing) (U) $0.50 anders
Reactor (U) $0.50 anders
Tutankham (U) - w/inst $0.50 anders
Sky Skipper (R) - end lbl missing $0.50 anders
Q*Bert (C) - w/inst $0.50 anders
Spider-Man (R) $0.50 anders
Strawberry Shortcake: Musical Match-ups (R) - complete $2.00 chrisw
G.I. Joe Cobra Strike (U) $0.50 anders

Sega

Tac-Scan (U) $0.50 anders
Star Trek S. O. S. (R) $1.00 mro
Buck Rogers: Planet Zoom (U) - w/inst $1.00 chrisw
Congo Bongo (R) $0.50 anders

Spectravision

Gangster Alley (end lbl wear) (R) $1.00 chrisw
Planet Patrol (R) $0.50 anders
Tapeworm (R) $1.50 zazoo

Telegames

Super Challenge Football (U) $1.00 bones

Telesys

Coco Nuts (fancy cart) (R) - w/inst $0.50 anders
Fast Food (fancy cart) (R) $0.50 anders

Tigervision

Threshold (R) $2.00 chrisw
Polaris (ER) $15.00 kenny

20th Century Fox Video Games

Worm War I (Sirus) (U) $1.00 chrisw
Beany Bopper (Sirus) (R) $0.50 anders
Deadly Duck (R) $0.50 anders
Mega Force (R) $0.50 anders
Alien (R) - w/inst $1.00 mro
Turmoil (U) $0.50 anders

Crypts Of Chaos (R) - w/inst $1.00 bones
M*A*S*H* (U) $0.50 anders
Porky's (R) - w/inst $1.00 mro
Revenge Of The Beefsteak Tomatoes (R) $2.00 chrisw

U.S. Games

Space Jockey (C) - w/inst $0.50 anders
Sneak 'n Peek (R)
Word Zapper (U) - w/inst $0.50 anders
Commando Raid (R) - w/inst $0.50 anders
Name This Game (R) - w/inst $0.50 anders
Towering Inferno (U) - w/inst $0.50 anders
M.A.D. (R) $1.00 chrisw
Gopher (R) - w/inst $0.50 anders
Squeeze Box (ER) - w/inst $2.00 chrisw
Eggomania (R) - w/instructions $0.50 anders
Picnic (fancy cart) (ER) $2.00 chrisw
Piece O' Cake (fancy cart) (ER) - w/inst $2.00 chrisw
Raft Rider (fancy cart) (ER) $2.00 chrisw
Entombed (fancy cart) (ER) $2.00 chrisw

Xonox

Chuck Norris Superkicks (ER) $15.00 kenny
Sir Lancelot (ER) $10.00 kenny

Zellers

Ocean City Defender (ER) $8.00 kenny

Zimag

Tanks But No Tanks (R) $10.00 kenny

Systems & Peripherals

Atari 2600: Four switch, wood front panel in orignal box
w/two joysticks, set of paddles, power supply, R/F modulator,
owners manual and the following loose games: Combat, Defender,
Space Invaders, Missle Command, Pac-Man, Asteroids,
Swordquest Fireworld, Raiders Of The Lost Ark, E.T., Pole Position,
RealSports Football, Vanguard, Ms. Pac-Man, Target Fun, Laser Blast,
Kaboom!, Chopper Command, Pitfall!, Donkey Kong, Cosmic Ark,
Astrosmash, M*A*S*H*, Star Wars: Jedi Arena, Mega Force, and M.A.D.
$35.00 jeremy

Sears Video Arcade: Six switch, wood front panel w/two joysticks,
power supply, R/F modulator and the following loose Sears games: Space
Invaders, Night Driver, Bowling, and Asteroids

$5 min
Remote Control Joysticks - complete in orignal box
$7.00 anders
Atari 2600 Manual Package:
Air-Sea Battle, Outlaw, Slot Racers, Canyon Bomber, Super Breakout,
Street Racer, Backgammon, 3-D Tic-Tac-Toe, Video Olympics, Breakout,
RealSports Baseball, Swordquest: Fireworld, RealSports Volleyball,
RealSports Football, Centipede, Millipede, 1981 Green Catalog,
1981 Red Catalog, 1982 Red Catalog, 1983 Fold-Out Catalog,
The Atari Advantage 7800 Collectors Poster, Barnstorming,
Spider Fighter, Activision Spring 1982 and Acti Summer 1982 Catalog
$1.00 mro
Track & Field controller for 2600 $5.00 chrisw
2600 Joystick
2600 Joystick
Video Touch Pad $4.00 anders
Touch Me Handheld (SC) $4.00 anders
Stuntcycle stand alone unit $5.00 mro
Atari Video Pinball stand alone unit $4.00 anders
Atari Game Center (no cover) $4.50 marc
Telegames Center $4.50 marc
Vid-Lid Plus (holds 10 games + inst) $4.00 anders
Wood Game Holder (hold 16 games) $4.50 marc

Atari 7800

Atari

Centipede (R) - w/inst $0.50 anders
Asteroids (R) - complete $1.00 anders
Dig Dug (R) - w/inst $0.50 anders
Food Fight (R) $0.50 anders
Galaga (R) $0.50 anders
Ms. Pac-Man (U) - w/inst $0.50 anders
Pole Position II (C) - w/inst $0.50 anders
Xevious (U) - w/inst $0.50 anders
Choplifter! (U) - w/inst $0.50 anders
Karateka (U) - w/inst $1.00 bones
Crack'ed (R) $0.50 anders
Dark Chambers (U) - w/inst $0.50 anders
Mat Mania Challenge (R) - shrinkwrapped $0.50 anders
Scrapyard Dog (R) - shrinkwrapped $0.50 anders

Absolute

Tomcat F-14 Flight Simulator (R) $0.50 anders

System & Misc.

Atari 7800: w/owners manual, two joysticks, power supply, R/F modulator

and Pole Position II
$14.00 anders
Atari 7800 instruction package:
Centipede, Asteroids,Dig Dug, Joust, Robotron 2084, Desert Falcon,
Ballblazer, Touchdown Football, One-On-One Basketball, Hat Trick,
Impossible Mission, Crossbow, Ace Of Aces, Donkey Kong,
Donkey Kong Junior, Tower Toppler and Jinks
$1.00 mro
Atari 5200

Atari

Centipede (C)
Defender (C) $0.50 anders
Football (C) $1.00 danz
Galaxian (C) $1.00 danz
Joust (U-) $1.00 danz
Jungle Hunt (U-) $1.50 anders
Kangaroo (writing on lbl) (C+) $1.00 danz
Missle Command (C+) $0.50 anders
Ms. Pac-Man (lbl fade) (U-) $1.00 danz
Pac-Man (C-) $1.00 danz
Pengo (writing on lbl) (R-) $1.00 danz
Pole Position (C+) - w/inst $1.00 danz
Soccer (C) $0.50 anders
Space Invaders (C) $1.00 danz
Star Raiders (C+) $0.50 anders
Super Breakout (C-) - w/inst $1.50 anders
Vanguard (U-)

Activision

H.E.R.O. (R) $0.50 anders
River Raid (U) $2.00 archangel

CBS Electronics

Blue Print (R-) $0.50 anders
Gorf (R-) $0.50 anders

Parker Brothers

Frogger (writing on lbl) (C+) $1.00 mro
Popeye (writing on lbl) (C+) $0.50 anders
Q*Bert (C+) $2.00 archangel
Star Wars: The Arcade Game (writing on end lbl) (R+) $1.00 mro
Super Cobra (writing on lbl) (R) $1.00 smitty

Sega

Congo Bongo (R-) $0.50 anders

System & Peripherals

Atari 5200: Four port model in orignal box w/power supply, switchbox,
one working controller, and the following loose games:
Defender, Galaxian, Joust, Pac-Man, Pole Position, Super Breakout, and
Vanguard
$35.00 jeremy
Working 5200 Joystick $5.00 jeremy
Broken 5200 Joystick
Broken 5200 Joystick

Atari 400/800

Activision

Kaboom! (U) $2.00 smitty
MegaMania (U) $2.00 smitty
River Raid (U) - w/inst $2.00 smitty

Atari

Ace of Aces (C) $2.00 smitty
Asteroids (C) $1.00 paulh
Barnyard Blaster (U) $2.00 austin
Basic (1985 version) (R) $1.00 james s
Basketball (C) $0.50 anders
Bug Hunt (U) $2.00 smitty
Centipede (C) $0.50 anders
Defender (C) $0.50 anders
Donkey Kong (C) - w/inst $1.00 paulh
Donkey Kong Junior (C) $2.00 austin
Fight Night (U) $2.00 smitty
Flight Simulator II (C) $2.00 smitty
Hardball (U) - w/inst $2.00 smitty
Jungle Hunt (U) - w/inst $2.00 smitty
Missle Command (C) $0.50 anders
Necromancer (U) $3.00 austin
Pac-Man (C) $0.50 anders
Pengo (U) $2.00 smitty
Pilot (U) $0.50 anders
Pole Position (C) $1.00 austin
Qix (C) $3.00 austin
RealSports Football (C) $0.50 jaguar
Skywriter (U) - w/inst $2.00 smitty
Star Raiders (C) $0.50 anders
Super Breakout (C) - complete $2.00 austin
Typo Attack (U) $2.00 smitty

```
Big Five
--------
Miner 2049er (C) $3.00 austin
----
Epyx
----
Gateway to Apshai (U) - w/inst $0.50 anders
Pitstop (U) - w/inst $2.00 smitty
Silicon Warrior (C) $3.00 cmoore
----
IDSI
----
Pool 400 (R) $3.00 cmoore
---------------
Parker Brothers
---------------
James Bond 007 (R) $3.00 cmoore
Q*Bert (C) $0.50 anders
------
Roklan
------
Deluxe Invaders (C) - w/inst $2.00 smitty
Gorf (C) $3.00 austin
Wizard Of Wor (C) $1.00 austin
-----
Romox
-----
Princess and Frog (R) $3.00 cmoore
----
Sega
----
Buck Rogers: Planet of Zoom (U) $0.50 anders
---------
Spinnaker
---------
Alphabet Zoo (U) - complete $1.00 james s
Delta Drawing (U) - w/ inst $2.00 smitty
Facemaker (U) - complete $1.00 james s
-------
Synapse
-------
Shamus (C) - (very cool clear red cart) $1.00 austin
-----------
TG Software
-----------
Droids (ER) $3.00 austin
---------
Thorn EMI
---------
Kickback (U) $2.00 smitty
```

Systems & Periphrals
---
130 XE - tested w/power supply, two joysticks, and the following loose
games
:Donkey Kong, Flight Simulator II, Pac-Man, Star Raiders, and Skywriter.

$10.00 kenames
65 XE - tested w/power supply and owners manual
$10.00 bill
Atari 400 "The Educator" - complete in orignal box w/power supply and
broken 410 program recorder
$10.00 jeremy
Atari 800 - w/power supply and Atari service contract
$10.00 anders
800 XL - w/power supply and owners manual
$5.00 anders
1050 Disk Drive - untested w/power supply
$5.00 anders
XM 301 modem - untested

Suncom Animation station - untested w/owners manual
$3.00 anders

This auction is dedicated to the Old Lady. Without her a lot of this
would have been impossible. Thank You

2951. Re: Codename GENOS (was Codename G-OS) Mail 3

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: "Keith M. Lucas" <sillywiz@excession_dot.demon_dot.co_dot.uk_no_dot>
Message-ID: <EIu04G.11x@excession_dot.demon_dot.co_dot.uk_no_dot>
Source record: 69135
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

In article <6342dp$8d3$2@nlsun1.ats.nld.alcatel.nl>,
Peter Hofman <hofman@ats.nld.alcatel.nl> wrote:
>
>This has already been tried years ago
>The operating system was called TAOS.
>The project failed.

I'd suggest it didn't as a number of people I know work on the
system. Including the aforementioned Zefram (who is doing work on the
kernel).

You could do a webby search for it, only I seem to recall a rename was
performed after someone found that TAOS was already a
product. taos.co.uk might be a good start.

---
sillywiz at excession . demon.co.uk -"It's not a personality..it's a bulldozer"

"Great boiling hell, Jones, what happened ?" "Er.. I think my pants exploded."
--- Captain Star -------

2952. FS/T: printers [10/28/97]

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <345795fd.3281494@nntp.ix.netcom.com>
Source record: 69136
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

All Video Game Advantage (VGA) FS/T lists are updated weekly and are
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *before*
asking any questions, or placing any orders. Thank you!

This list was last updated on 10/27/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 233 for various 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site,
including 12 for the Commodore Vic-20 computer!

I have the following printers available, for sale or trade. These
were acquired with various computer systems, and while they may work
with more than one type of computer system, I have included the
type of system that they were acquired with, where applicable.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

HARDWARE:

NOTE: The Lots listed below include only what is listed!

Accessories:
$ 6.00 Star SG-10/15 Dot Matrix Printer Users Manual

****

APPLE][COMPUTER:

LOT #1

APPLE IMAGEWRITER II PRINTER with power cord.

$49.00

*****

LOT #2

APPLE IMAGEWRITER PRINTER with power cord.

$24.00

*****

LOT #3

STAR GEMINI 10-X PRINTER, with built-in power cord, and Users Manual
(266 pages). Can be used with the following computers: Apple][,
Atari 8-bit, Commodore 8-bit, IBM PC, Osborne, and TRS-80.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$35.00

****

ATARI 8-BIT COMPUTER:

LOT #1

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$23.00

*****

LOT #3

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #4

EPSON RX-80 PRINTER with built-in power cord.

$14.00

****

COMMODORE 64 COMPUTER:

LOT #1

RITEMAN LQ [model LTR-1] TERMINAL PRINTER (InfoRunner / Japan Electronics Ind., Inc.), with manual and built-in power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 7.00

*****

LOT #2

COMMODORE MPS801 DOT MATRIX PRINTER, with built-in power cord.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 9.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are able to follow through on your order *before* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address (this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 4 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

2953. Re: Yorkshire UK Atari user group

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bce401$b377bbc0$95c2accf@asharkis.erols.com>
Source record: 69137

Not sure about Yorkshire -- not even sure about the geography of England.
The only two groups in that area of the world with which my user group here
has contact are Tyne and Wear AUG and NOSAUG in Scotland. Is Bournemouth
and Poole still in existence?

Nigel P Turton <NPTurton@msn.com> wrote in article
<01bce3e2$b54a7100$dd4195c1@default>...
> If there is an Atari user group out there in the Yorkshire region of the
UK
> please get in touch
>
> I have Atari 8 bits, ST's and Jag
>
> Heres hoping for the best news
>
> Nige
>
>

2954. Re: Sample and Analyse Tape SW

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bce402$1014d700$95c2accf@asharkis.erols.com>
Source record: 69138
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Anders Skelander <Anders.Skelander@uab.ericsson.se> wrote in article
<3455D52B.7CE@uab.ericsson.se>...
> I have plenty of tape software for the Atari 400/800/XL/XE
> and the Commodore C64/128 computer series.
>
> Does anybody know if the idea presented below should be
> theoretically possible to implement?

I believe Ernest and Bo Schreurs of The Netherlands have already done this
and they've made at least one part of the software available at UMICH.
Also, I believe the latest versions of A. P. E. incorporate software to
decode files made by sampling the tapes and make them available to
emulators.

2955. Re: WTB: Composite Monitor for Atari 800? Any Recommendations?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6361lp$sd9@alexander.INS.CWRU.Edu>
Source record: 69139

re: hooking up an A8 to a VGA monitor via an external TV box.
How sharp is the image? is it better than one can get with
Chroma/luma output? (as I have with my 1CM135 Magnavox).
Also, is the Magnavox 8CM515 a 15" monitor? How is its output?
Something else, I was windering if it would be worth it to
start saving for a Faroudja line doubler. At about $1200, it
AIN'T CHEAP!!!

////Pakrat

P.S. My Amiga 1080 monitor was a little bit sharper than my
Magnavox, but it started doing bizarre things, and I got rid
of it. I had bought it refurbished. Sure shows me!

2956. Re: pitfall (not II) 'ending'

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6365s8$bui@alexander.INS.CWRU.Edu>
Source record: 69140

Master Peregrin, you certainly have a large tagline! What sort of thouroughput do you actually get with a T1 going thru a PC to your XEGS? Or does the Net just hardly slow down much? I use a Motorola 28.8 with an MIO 256K (yes the modem is going at 28.8!), while the MIO is at 19.2 using ICE-T with Len Spencer's highly useful HyperSpeed Handler. My problem is that when the Net slows down, I can't do anything about it.

////Pakrat

P.S. Synchronicity? I'm reading 'The Return of The King' after putting it off for about 10 years.

2957. Re: Shogun

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19971029050501.AAA00764@ladder01.news.aol.com>
Source record: 69141

> Could anybody please help me in finding a disk image of
> Infocom's Shogun. I'd be very grateful to the person who
> can let me lay my hands on this adventuring gem.

This title was never released for the 8-bit as the program was one of Infocom's later efforts that employed built-in clues and full color graphics -- far more stuff than the Ataris could handle.

I believe the title is available somewhere for the PC on one of those re-packaged Infocom CD-ROMs somewhere, however.

2958. Re: S:computer+videogames

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: Andrew Boschan <jesson@netcon.net.au>
Message-ID: <3456E8C8.7FD6D939@netcon.net.au>
Source record: 69142
Cross-posted to: comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.atari,comp.sys.cbm,alt.atari.2600vcs

nrw20@csc.canterbury.ac.nz wrote:

> In article <6364ug$9f0@alexander.INS.CWRU.Edu>, he110@cleveland.Freenet.Edu (Bill R. Core) writes:
> >
> > I went to a garage sale a few months ago and found what was one
> > of my holy grails of a videogame find: a Fairchild Channel F!
> > Complete with about 15 games! There is no was I'll sell it.
> > I also have a vectrex with about 4 games. Just wish I could
> > have the cellophane overlays for it...
>
> Okay, you've got me curious... what the hell's a Fairchild
> Channel F? Details please... I just love to hear about old
> videogame stuff.
>
> Is there a web-site around with pics. anywhere?
>
> No idea what a vectrex is either... hmmmmm... should I feel
> naiive?
>
> Nathan.

Visit http://www.videotopia.com I think you'll enjoy it! How's the weather in New Zealand?

2959. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <345751C1.7AE10C85@ix.netcom.com>
Source record: 69143

Bostone1 wrote:

> I like the emulators too. As far as the artifacting, I was wondering if
> one of those VGA to TV cards would put artifacting back into Conan and
> those other games that depended on it. It seems like as long as the TV had
> only the standard 160 color clocks where the 320 pixels go, artifacting
> should occur.
>
> bostone
>
> Bostone1@aol.com

Bostone1,
I'd guess it would, because you'd be back to feeding a TV at TV speeds and
resolutions.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2960. Re: ATR 8000 ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: STDJAT02 <STDJAT02@shsu.edu>
Message-ID: <3457D6AF.FCF9894C@shsu.edu>
Source record: 69144

> I have an ATR8000 that is about to get dusted off.

I am interested in bringing it to life. I have the manuals(2) but no software, cables, drives. Any help is greatly appreciated.

2961. Question to game called "Trains"

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6gnuWFhKzHB@peter.soemtron.sb.sub.de>
Source record: 69145

Howdy!

I just discovered a real amazing game, but I don't know what to do there.
Does anybody played it in here?
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2962. Re: Atari po Polsku

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-29 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <637410$5if$1@sanos.psych.uw.edu.pl>
Source record: 69146

26 Oct 97 11:18:55 GMT Yacko napisal byl w comp.sys.atari.8bit:
> Czy sa tu jeszcze milosnicy malego atari z polski ?

sure they are. try subscribing to atari8pl-l mailing list. you should mail a
message to majordomo@zwieracz.psych.uw.edu.pl with the body:

subscribe atari8pl-l
to subscribe to polish language mailing list about the 8bit atari, or:
subscribe atari8-l
to subscribe english language one. of course you can subscribe to both
lists as well. :)

772
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

2963. Re: Atari BBS List

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Rene Gambke <rega@uriela.in-berlin.de>
Message-ID: <34589232.3555@uriela.in-berlin.de>
Source record: 69032

Hi Folks,

here is my little BBS in Germany:

name: Falcon's Hideout
number: +49-30-77392206
online: 24h/day
rates: 300...28.800bps
hardware: Falcon030, 800MB IDE-HD, USR-Sportster
system: StarCall/StarBox (jeuch...)
support: XL/XE, ST, Falcon, Portfolio, soon more

For more information, please visit my webpages at:

http://www.in-berlin.de/User/powerslam/falcon.html

There may be problems right now, try again later!

--

Rene Gambke

e-mail: rega@powerslam.in-berlin.de (home)
rega@uriela.in-berlin.de (more frequently)
fido: 2:2410/1030

2964. Re: Question to game called "Trains"

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971030162400.LAA00805@ladder02.news.aol.com>
Source record: 69033

On each screen, there is the train with its cars and places to visit. For example, you might have oil wells to visit and oil cars. Line up an oil car with the oil well and press the joystick button. The car fills up with oil. Take the oil to the refinery, press the joystick button to unload the oil. In the same way, move logs to the mill, etc., etc. You make money to operate the train this way. Use the money to add fuel to your train. After a while, a track appears that allows you take your train to the next screen. Fun game.

Bostone1

Bostone1@aol.com

2965. DE RE ATARI - I see there are problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: AsciiRider <notimportant@atall.com>
Message-ID: <3458B985.415B@atall.com>
Source record: 69034

After I posted, I see there are problems with ?carraige returns?

If anybody knows how to correct this, please post it here...

Thanks
Ascii

2966. DE RE ATARI CHAPTERS 1 AND 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: AsciiRider <notimportant@atall.com>
Message-ID: <3458B8C4.6369@atall.com>
Source record: 69035

DE RE ATARI

PREFACE

This manual is about the ATARI Home Computer. It covers both the ATARI 400TM and the ATARI 800TM Computers. These two computers are electrically identical, differing only in mechanical features such as the keyboards and cartridge slots. The purpose of this manual is to explain in detail how to use all the features of the ATARI Computer. Because this is a complex and powerful machine, the explanations are accordingly rather long. Furthermore, they demand some expert Expertise on the part of the reader. This book is not intended for the beginning programmer. The reader should be thoroughly familiar with the BASIC Reference Manual, which is provided with the computer. Familiarity with assembly language is also essential. A glossary in the back defines and explains some of the less commonly encountered jargon. However, this glossary does not include terms that every serious personal computer programmer should already know.

Written as a training manual for professional programmers who use the ATARI Home Computer, this book may be modified for general use at some later date. It does not supplant the technical reference manual (ATARI part number C016555), which is a reference for programmers who already understand the system. This book is intended to be a tutorial that explains ideas and possibilities rather than defining registers and control codes.

The title, DE RE ATARI, is pronounced "Day Ray A tari". It is an obscure -J literary reference. Some Latin manuscripts in Roman and medieval times were entitiled "De Re This" or "De Re That". Thus, "De Re Rustica" was a poem on farm ing and "De Re Metalllica" described metallurgy. Loosely translated, "De Re" means "All About".

Most of the word processing for the book was carried out with Atari computers. A source file editor was used for text editing, and a modified version of FORMS (available from the A tari Program Exchange) was used to format and print the text. A letter-quality printer was used for output. Some sect tons were developed with a conventional word processor.

The Software Development Support Group wrote this book. Chris Crawford wrote Sections 1 through 6 and Appendices A and B. Lane Winneer wrote Section 10 and AppendTx D with ass i stance from Jim Cox. Amy Chen wrote Appendix C. Jim Dunion wrote Sections 8 and 9. Kathleen Pitta wrote Appendix E. Bob Fraser wrote Section 7. Gus Makreas prepared the Glossary. The final result has many flaws, but we
are proud of it.

SYSTEM OVERVIEW

The ATARI Home Computer is a second-generation personal computer. First and foremost, it is a consumer computer. The thrust of the design is to make the consumer comfortable with the computer. This consumer orientation men ifests itself in many ways. First, the machine is proofed against consumer mistakes stakes by such things as
polarized connectors that will not go in the wrong way, a power interlock on the lid to the internal electronics, and a pair of plastic shields protecting the SYSTEM RESET key. Second, the machine has a great deal of graphics power; people respond to pictures much more readily than to text. Third, the machine has strong sound capabilities. Again, people respond to direct sensory input better than to indirect textual messages. Finally, the computer has joysticks and paddles for more direct tactile input than is possible with keyboards. The point here is not that the computer has lots of features but rather that the features are all part of a eons istent design philosophy aimed directly at the consumer. The designer who does not appreciate this fundamental fact will find himself working against the grain of the system.

The internal layout of the ATARI 400/800Tm Computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, CTIA, and POKEY. These chips were
designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate
on computations. While they were at it, they designed a great deal of
power into these chips. Each of these chips is almost as big (in terms
of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Master ing the ATARI 400/800 Computers is
primarliy a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display.

true microprocessor; it has an instruction set, a program (called the

display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to CTIA.

CTIA is a television interfaced chip. ANTIC directly controls most of CTIA's operations, but the 6502 can be programmed to intercede
and control some or all of CTIA's functions. CTIA converts the digital
commands from ANTIC (or the 6502) into the signal that goes to the television. CTIA also adds some factors of its own, such as color values, player-missile graphics, and collision detection.

POKEY is a digital input/output (1/0) chip. It handles such disparate tasks as the serial 1/0 bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the
1-1

SYSTEM OVERVIEW

chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses.

As with all 6502 systems, the I/O is memory-mapped. Figure 1-1 presents the coarse memory map for the computer. Figure 1-2 shows the
hardware arrangement.

<A SCANNED IMAGE WILL NEED TO GO HERE>
1-2

<A SCANNED IMAGE WILL NEED TO GO HERE>
1-3

ANTIC AND THE DISPLAY LIST

TELEVISION DISPLAYS

To understand the graphics capabilities of the ATARI Home Computer, one must
first understand the rudiments of how a television set works. Television sets use what is
called a raster scan display system. An electron beam is generated at the rear of the

television tube and shot toward the television screen. Along the way, it passes between sets of horizontal and vertical coils whihc, if energized, can deflect the beam. In this way the beam can be made to strike any point on the screen. The electronics inside the television set cause the beam to sweep across the television screen in a regular fashion. The beam's intensity can also be controlled. If you make the beam more intense, the spot in the screen that it strikes will glow brightly; if you make it less intense, the spot will glow dimly or not at all

The beam starts at the top-left corner of the screen and traces horizontally across the screen. As it sweeps across the screen, its changes in intensity paint an image on the screen. When it reaches the right edge of the screen, it is turned off and brought back to the left side of the screen. At the same time it is moved down just a notch. It then turns back on and sweeps across the screen agate. This process is repeated for a total of 262 sweeps across the screen. (There are actually 525 sweeps across the screen in an alternating system known as "interlace." We will ignore interlace and act as if the television has only 262 lines.) These 262 lines fill the screen from top to bottom. At the bottom of the screen (after the 262nd line is drawn), the electron beam is turned off and returned to the upper left corner of the screen. Then it starts the cycle all over agate. This entire cycle happens 60 times every second.

Now for some Jargon: a single trace of the beam across the screen is called a "horizontal scan line." A horizontal scan line is the fundamental unit of measurement of vertical distance on the screen. You state the height of an image by specifying the number of horizontal scan lines it spans. The per iod during which the beam returns from the right edge to the left edge is called the "horizontal blank." The per iod during which the beam returns to the top of the screen is called the "vertical blank." The entire process of drawing a screen takes 16,684 microseconds. The vertical blank per iod is about 1400 microseconds. The horizontal blank takes 14 microseconds. A single

horizontal line takes
64 micro seconds.

Most television sets are designed with "overscan"; that means they spread the
image out so the picture edges are off the edge of the television tube. This guarantees that
you have no unsightly borders in your television picture. It is very bad for computers, though,
because screen information that is off the edge of the picture does you no good. For tints
reason the picture that the computer puts out must be somewhat smaller than the television
can theoretically display. Therefore, only 192 horizontal scan lines are normally used by the
ATARI display. Thus, the normal limit of resolution of a television set used with this
computer is 192 pixels vertically.

2-1

ANTIC AND THE DISPLAY LIST
The standard unit of horizontal distance is the "color clock." You specify the width of an image by stating how many color clocks wide it Is. There are 228 color clocks in a single horizontal scan line, of which a maximum of 176 are actually visible. Thus, the ultimate limit for full-color horizontal resolution with a standard color television is 176 pixels. It is possible with the ATARI Home Computer System to go even finer and control individual half-clocks. This gives a horizontal resolution ton of 352 pixels. However, use of
tints feature will produce tnteresitng color effects known as color arti facts. Color artifacts can be a nuisance if they are not desired; they can be a boon to the programmer who desires additional color and is not fazed by their restrtcitons.

COMPUTERS AND
TELEVISIONS

The fundamental problem any microcomputer has In using a raster scan television for display purposes is that the television display is a dynamic process; because of this, the television does not remember the image. Consequently, the computer must remember the screen Image and constantly send a signal to the television telling it what to display. This process of sending in format ton to the television is a continuous process and it requires full-time attention For tints reason most microcomputers have special hardware circuits that handle the television The baste arrangement is the same
on virtually all systems:

coprocessor-->screen RAM--->video hardware--->TV
screen

The microprocessor writes information to the screen RAM area that holds the screen data. The video hardware is constantly dipping into tints RAM area, gettting screen data that it converts into television
signals These signals go to the television which then displays the in
format i on. The screen memory is mapped onto the screen in the same order that it follows in RAM. That is, the first byte in the screen memory maps to the top-left corner of the screen, the second byte maps one position to the right, then the third, the fourth, and so on
to the last byte which is mapped to the lower right corner of the screen.

The quality of the Image that gets to the screen depends on two factors: the quality of the video hardware, and the quantity of screen
RAM used for the display The simplest arrangement is that used by TRS-
80 and PET. (TRS-80) is a trademark of Radio Shack Co; PET is a trademark of Commodore Bus iness Mach ines.) Both of these machines allocate a specific 1K of RAM as screen memory. The video hardware circuits imply pull data out of tints area, Interpret it as characters
(using a character set in ROM), and put the resulting characters onto
the screen. Each byte represents one character, allowing a choice of 256 different characters in the character set. With 1K of screen RAM,
one thousand characters can be displayed on the screen. There isn much
that can be done with tints arrangement. The Apple uses more advanced
video hardware. (Apple is a trademark of Apple Computers.) Three graphics modes are provided: text, lo-resolutton graphics, and hi-resolution graphics. The text graphics mode operates in much the same
way that the PET and TRS-80 displays operate. In the low-resolution graphics mode, the video

hardware reaches into screen memory and interprets it differently. Instead of interpreting each byte as a character, each byte is interpreted as a pair of color nybbles. The value of each nybble specifies the color of a single pixel. In the high-resolution graphics mode each bit in screen memory is mapped to a single pixel.

If the bit is on, the pixel gets color in It; if the bit is off, the pixel stays dark.

e , The situation is complicated by a variety of design nuances in the Apple, but that Is the basic Idea. The important idea is that the
Apple has three display modes; three completely different ways of interpreting the data in screen memory. The Apple video hardware is smart enough to Interpret a screen memory byte as either an 8-bit character (text mode), two 4-bit color nybbles (lo-resolution mode), or 7 individual bits for a bit map hi-resolution mode).

ANTIC, A VIDEO
MICROPROCESSOR

The ATARI 400/&00 display 11st system represents a generalization of these systems. Where PET and TRS-80 have one mode and Apple has three modes, the ATARI 400/800 has 14 modes. The second
important difference Is that display modes can be mixed on the screen. That is, the user is not restricted to a choice between a screen ful of text or a screenful of graphics. Any collection of the 14 graphics. modes can be displayed on the screen. The third important difference is that the screen RAM can be located anywhere in the address space of the computer and moved around while the

program is running, while the other machines use fixed-screen RAM areas.

All of this generality is made possible by a video microprocessor called ANTIC. Where the earlier systems used rather simple video circuitry, Atari designed a full-scale microprossor just
to handle the intricacies of the television display. ANTIC is a true microprocessor; ir has an instruction set, a program, and data. The program for ANTIC is called the display list. The display list specifies three things: where the screen data may be found, what display modes to use to Interpret the screen data, and what special display options (if any) should be implemented. When (using the display list, it is important to shed the old view of a screen as a homogeneous image in a single mode and see it instead as a stack of "mode Iines." A mode line is a collection of horizontal scan lines. It streches horizontally all the way . A Graphtcs 2 mode line is 16 horizontal scan Itnes high, while a Graphtcs 7 mode line is only two scan lines high. Many graphics. modes available from BASIC are homogeneous; an entire screen of a single mode is set up. Do not limit your imagination to this pattern; with the display list you can
create any sequence of mode Itnes down the screen. The display list is a collection of code bytes that specify that sequence.

ANTIC'S instruction set is rather simple. There are four classes
of instructions: map mode, character mode, blank line and jump. Map
mode instructions cause ANTIC to display a mode line with simple
colored pixels (no characters). Character mode instructions cause
ANTIC to display a mode line with characters in it. Blank line
instructions cause ANTIC to display a number of horizontal scan
lines
with solid background color. Jump instructions are analogous to a
6502 JMP instruction; they reload ANTIC's program counter.
2-3

ANTIC AND THE DISPLAY
LIST

There are also four special options that can sometimes be
specified by setting a designated bit in the ANTIC instruction.
These
options are: display list Interrupt (DLI), load memory scan (LMS),
vertical scroll, and horizontal scroll.

Map mode instrtuctions cause ANTIC to display a mode line
containing pixels with solid color in them. The color displayed
comes
from a color register. The choice of color register is specified by
the value of the screen data. In four-color map modes (BASIC modes
3,
5, and 7, and ANTIC modes 8, A, D, and E), a pair of bits is requi
red to specify a color:

Value of Bit Color Register Used
pair

00 0 COLBAK
01 1 COLPFO
10 2 COLPF1
11 3 COLPF2

Since only two bits are needed to specify one pixel, 4 pixels are
encoded in each screen data byte. For example, a byte of screen data
containing the value $1B would display 4 pixels; the first would be
the background, the second would be color resgister 0, the thrird
would be color register 1, and the fourth would be color register 2:

$1B = 00011011 = 00 01 10 11

In two-color map modes (BASIC modes 4, 6, and 8, and ANTIC modes 9,
B.
C, and F) each bit specifies one of two color registers. A bit value
of 0 selects background color for the pixel and a bit value of 1
selects color register 0 for the pixel. Eight pixels can be stored
in
one screen data byte.

There are Eight different map display modes. They differ in the number of colors they display (2 vs 4), the vertical size one mode line occupies (1 scan line 2, 4, or 8), and the number of pixels that
fit horizontally into one mode line (40, 80, 160, or 320). Thus, some map
modes give better resolution; these will of course require more screen RAM. Figure 2-1 presents tints in format ton for all modes.

ANTIC BASIC No. Scan Lines/ Pixels/ Bytes/ Bytes/

Mode Mode Colors Mode Line Mode Line Line Screen

2 0 2 8 40 40 960
3 none 2 10 40 40 760
4 none 4 8 40 40 960
5 none 4 16 40 40 480
6 1 5 8 20 20 480
7 2 5 16 20 20 240
8 3 4 8 40 10 240
9 4 2 4 80 10 480
A 5 4 4 80 20 960
B 6 2 2 160 20 1920
C none 2 1 160 20 3840
D 7 4 2 160 40 3840
E none 4 1 160 40 7680
F 8 2 1 320 40 7680

Figure 2-1 ANTIC Mode Line Requirements

Character mode instructions cause ANTIC to display a mode line with characters in it. Each byte in screen RAM specifies one character. There are six character display modes. Character displays are discussed in Section

Blank line instructions produce blank lines with solid background color. There are eight blank line instructions they specify skipping one through eight blank lines

There are two jump tnstrucitons. The first (JMP) is a direct jump; it. reloads ANTIC's program counter with a new address that follows the JMP instruction as an operand. Its only function is to provide a solution to a tricky problem: ANTIC's program counter has only 10 bits of counter and six bits of latch and so the display list cannot cross a 1K boundary. If the display list must cross a 1K boundary then it must use a JMP instruction to hop over the boundary. Note that tints means that display lists are not fully relocatable.

The second jump instruction (JVB) is more commonly used. It reloads the program counter with the value In the operand and watts for the television to perform a vertical blank. This instruction is normally used to terminate a display list by jump ing back up to the top of the display list Jumping up to the top of the display list turns it into an infinite loop; waiting for vertical blank ensures that the infinite loop is synchronized to the display cycle of the television. Both JMP and JVB are 3-byte instructions the first byte is the opcode, the second and third bytes are the address to jump to (low then high).

The four special opt tons ment toned previously will be discussed in

2-5

ANTIC AND THE DISPLAY LIST

Sections 5 and 6. The load memory scan (LMS) option must have a preliminary explanation. This option is selected by setting bit 6 of a map mode or a character mode instruction byte. When ANTIC encounters such an instruction, it will load its memory scan counter with the following 2 bytes. This memory scan counter tells ANTIC where the screen RAM is. It will begin fetching display data from this area. The LMS instruction is a 3-byte instruction: 1 byte opcode
followed by 2 bytes of operand. In simple display lists the LMS instruction Is used only once, at the beginning of the display list. It may sometimes be necessary to use a second LMS instruction. The need arises when the screen RAM area crosses a 4K boundary. The memory scan counter has only 12 bits of counter and 4 bits of latch; thus, the display data cannot cross a 4K boundary. In this case an LMS instruction must be used to jump the memory scan counter over the
boundary. Note that this means that display data is not fully relocatable. LMS instructions have wider uses which will be discussed
later.

BUILDING DISPLAY LISTS

Every display 11st should start off with three "blank 8 lines" instructions. This is to defeat vertical overscan by bringing the beginning of the display 24 scan lines down. After this is done, the first display line should be specified. Simultaneously, the LMS should be used to tell ANTIC where it will find the screen RAM. Then follows the display list proper, which lists the display bytes for the mode lines on the screen. The total number of horizontal scan lines produced by the display list should always be 192 or less; ANTIC does not maintain the screen timing requirements of the

television. If you give ANTIC too many scan lines to display it will
do so, but the television screen will probably roll. Displaying
fewer
than 192 scan lines will cause no problems; indeed, it will decrease
6502 execution time by reducing the number of cycles stolen by
ANTIC.
The programmer must calculate the sum of the horizontal scan lines
produced by the display list and verify it. The display list
terminates with a JVB instruction. Here is a typical display list
for
a standard BASIC Graphics mode 0 display (all values are in
hexadecimal):

2967. Re: DE RE ATARI - Read me

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: mvrankov@alf.tel.hr
Message-ID: <3458bbb5.19922136@news.tel.hr>
Source record: 69036

On Thu, 30 Oct 1997 10:38:31 -0600, AsciiRider
<notimportant@atall.com> wrote:

>Following are the first two chapters of the famous De Re Atari.
>
>If there is any response from this post I will be happy to do
>more chapters. The format of the book works well with OCR, and
>I happen to have access to a 60 ppm scanner.
>
I will be _very_ happy to see more chapter of this
Atari 8bit Bible I once owned.

Regards,
Mike

Miljenko Vrankovic, University of Rijeka, Croatia
miljenko@mapef.pefri.hr --o-- mvrankov@alf.tel.hr

Experience is what you get when you don't get what
you want... I've got lots of experience. :-/

2968. DE RE ATARI CH 3 - GRAPHICS INDIRECTION

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: AsciiRider <notimportant@atall.com>
Message-ID: <3458DE71.1090@atall.com>
Source record: 69037

3
GRAPHICS INDIRECTION

(COLOR REGISTERS AND
CHARACTER SETS)

Indirection is a powerful concept in programming. In 6502 assembly language, there are three levels of indirection in referring to numbers. The first and most direct level is the immedi ate addressing mode In which the number itself is directly stated:

```
LDA #$F4
```

The second level of indirection is reached when the program refers to a memory location that holds the number:

```
LDA $0602
```

The third and highest level of indirection with the 6502 is attained when the program refers to a pair of memory locations which together contain the address of the memory location that holds the number. In the 6502, this indirection is complicated by the addition of an index:

```
LDA ($D0),Y
```

Indirection provides a greater degree of generality (and hence power) to the programmer. Instead of trucking out the same old numbers every time you want to get something done, you can simply point to them. By changing the pointer, you can change the behavior of the program. Indirection is obviously an important capability.

COLOR
REGISTERS

Graphics Indirection is built into the ATARI Home Computer in two ways: with color registers and with character sets. Programmers first approaching this computer after programming other systems often think in terms of direct colors. A color register is a more complex beast than a color. A color specifies a permanent value. A color register is indirect; it holds any color value. The difference between the two is analogous to the difference between a box-end wrench and a socket wrench. The box-end wrench comes in one size only but a socket wrench can hold almost any size socket. A socket wrench is more flexible but takes a little more skill to use properly. Similarly, a color register is more flexible than a color but takes more skill to use effectively.

There are nine color registers in the ATARI 400/800 Computer; four are for player-missile graphics and will be discussed in Section 4. The remaining five are not always used; depending on the graphics mode used, as few as two registers or as many as five

will show up on the screen. In BASIC mode 0, only two and one-half registers are used because the hue value of the characters is ignored; characters take the same hue as playfTeld register 2 but take their luminance from register 1. The color registers are in CTIA
at addresses $D016 through $D01A. They are "shadowed" from OS RAM locations into CTIA during vertical blank. Figure 3-1 gives color register shadow and hardware addresses.

Image Hardware OS Shadow

Controlled Label Address Label Address

Player 0 COLPM0 D012 PCOLR0 2C0
Player 1 COLPM1 D013 PCOLR1 2C1
Player 2 COLPM2 D014 PCOLR2 2C2
Player 3 COLPM3 D015 PCOLR3 2C3
Playfield 0 COLPF0 D016 COLOR0 2C4
Playfleld 1 COLPF1 D017 COLOR1 2C5
Playfield 2 COLPF2 D018 COLOR2 2C6
Playfield 3 COLPF3 D019 COLOR3 2C7
Background COLBK DOlA COLOR4 2C8

Figure 3-1 Color Register Labels and Addresses

For most purposes, the user controls the color regTsters by writing to the shadow locations. There are only two cases in which the programmer would write directly to the CTIA
addresses. The first and most common is the dTsplay list interrupt which will be discussed in
Section 5. The second arises when the user disables the OS vertical blank interrupt routines
that move the shadow values Into CTIA. Vertical blank interrupts are discussed in Sectlon 8.

Colors are encoded in a color register by a simple formula. The upper nybble gives the hue value, which is identical to the second parameter of the BASIC SETCOLOR command. Table 9-3 of the BASIC Reference Manual lists hue values. The lower nybble in the color register gives the I UM inance value of the color. It is the same as the thTrd parameter in the
BASIC SETCOLOR command. The lowest order bit of this nybble is not significant. Thus, there are eTght luminances for each hue. There are a total of 128 colors from which to choose (8 luminances times 16 hues). In this book, the term 'color' denotes a hue-luminance combination.

Once a color is encoded into a color register, it is mapped onto the screen by referring to the color regTster that holds Tt. In map dTsplay modes which support four color registers the
screen data specifies which color register Is to be mapped onto the screen. Since there are four color registers it takes only two bits to encode one pixel. Thus, each screen data

byte holds
data for four pixels. The value in each pair of bits specifies which color register provides the
color for that pixel.

In text display modes (BASIC's GRAPHICS modes 1 and 2) the selection of color registers is made by the top two bits of the character code. This leaves only six bits for defining
the character, which is why these two modes have only 64 character available.

Color register indirection gives you four special capabilities. First, you can choose from 128 different colors for your dTsplays. This allows you to choose the color that most nearly
meets your needs.

Second, you can manipulate the color registers in real time to produce pretty effects. The simplest version of this Is demonstrated by the following BASIC line:

```
FOR l=0 TO 254 STEP 2:POKEb712,1:NEXTI
```

This line simply cycles the border color through all possible colors. The effect is quite pleasing and certainly grabs atteti on. The fundamental technique can be extended in a variety of ways. A special variation of tints is to create simple cyclic animation by draw ing a figure in four colors and then cycl the colors through the color registers rather than redrawing the figure. The following program Illustrates the idea:

```
10 GRAPHICS 23
20 FOR X=0 TO 39
30 FOR l=0 TO 3
40 COLOR I
50 PLOT 4*X+I,O
60 DRAWTO 4*X+1,95
70 NEXT I
80 NEXT X
90 A=PEEK(712)
100 POKE
712,PEEK(710)
110 POKE
710,PEEK(709)
120 POKE
709,PEEK(708)
130 POKE 708,A
140 GOTO 90
```

The third application of color registers is to logically key colors to situations. For example, a paged menu system can be made more understandable by chagning the background color or the border

color for each page in the menu. Perhaps the screen could flash red when an illegal key is pressed. The use of the color characters available in BASIC Graphics modes 1 and 2 can greatly extend the impact of textual material. An account sum could be shown in red if the account is in the red, or black if the account is in the black. Important words or phrases can be shown in special colors to make them stand out. The use of colors in map modes (no text) can also improve the utility of such graphics. A single graph ics image (a monster, a boat, or whatever) could be presented in several different colors to represent several different versions of the same thing. It costs a great deal of RAM to store an image, but it costs very little to change the color of an existing image. For example, it would be much easier to show three different boats by presenting one boat shape in three different colors than three different boat shapes.

The fourth and most important application of color registers Is used with display 11st Interrupts. A single color register can be used to put up to 128 colors onto a single screen. This very Important capability will be discussed in Sect ton 5.

3-3

GRAPHICS INDIRECTION

CHARACTER SETS

Graphics indirection is also provided through the use of redefinable character set. A standard character set is provided in ROM, but there is no reason why tints particular character set must be used. The user can create and display any character set desired. There are three steps necessary to use a redefined character set. First, the programmer must cleft ne the character set. This is the most time-consuming step. Each character is displayed on the screen on an 8x8 grid; it is encoded in memory as an 8-byte table. Figure 3-2 depicts the encoding arrangement.

Character Image Binary Representation HexRepresentation

00000000 00
There is a bitmapped 00011000 18
A here. 00111100 3C
01100110 66
01100110 66
01111110 7E
01100110 66
00000000 00

Figure 3-2 Character Encoding

A full character set has 128 characters in it, each with a normal and an inverse video incarnation. Such a character set needs 1024 bytes of space and must start on a 1K boundary. Character sets for BASIC modes 1 and 2 have only 64 distinct characters, and so

require only 512 bytes and must start on a 1/2K boundary. The first 8 bytes define the zeroth character, the next 8 bytes define the first character, and so on. Obviously, defining a new character set is a big job. Fortunately, there are software packages on the market to make tints job easier.

Once the character set is cleft ned and placed into RAM, you must tell ANTIC where it can find the character set. This is done by poking the page number of the beginning of the character table into location $D409 (decimal 54281). The OS shadow location, which is the location you would normally use, is called CHBAS and resides at $2F4 (decimal 756). The third step in using character sets is to print the character you want onto the screen. This can be done directly from BASIC with simple PRINT statements or by writing numbers directly into the screen memory.

A special capability of the system not supported in BASIC is the four-color character set option. BASIC Graphics modes 1 and 2 support five colors, but each character in these modes is really a two-color character; each one has a foreground color and a background color. The foreground color can be any of four single colors, but only one color at a time can be shown within a single character. This can be a serious hindrance when using
3-4

GRAPHICS
INDIRECTION

character graphics.

There are two other text modes desinged especially for character graphics. They are ANTIC modes 4 and 5. Each character in these modes is only four pixels wide, but each pixel can have four colors (counting background) The characters are defined just like BASIC Graphics mode 0 characters, except that each pixel is twice as wide and has two bits assigned to it to specify the color register used. Unlike ANTIC modes 6 and 7 (BASIC modes 1 and 2), color register selection is not made by the character name byte but instead by the defined character set. Each byte in the character table is broken into four bit pairs, each of which selects the color for a pixel. (Tints is why there are only four horizontal pixels per character.) The highest bit (D7) of the character name byte modifies the color register used. Color register selection is made according to Figure 3-3:

bit pair in D7 = 0 D7 = 1
character defn
00 COLBAK COLBAK
01 PFO PFO
10 PF1 PF1
11 PF2 PF3

Figure 3-3 Color Register Selection for
Characters

Using these text modes, multicolored graphics characters can be put onto the screen.

Another interesting ANTIC character mode is the lowercase descenders mode (ANTIC mode 3). This mode displays 10 scan lines per mode line, but since characters use only eight bytes vertically, the lower two scan lines are normally left empty. If a character in the last quarter of the character set is displayed, the top two scan lines of the character will be left empty; the data that should have been displayed there will instead be shown on the bottom two lines. This allows the user to create lowercase characters with descenders.

APPLICATIONS OF CHARACTER
SETS

Many interesting and useful application possibilities spring from character set Indirection. The obvious application Is the modified font. A different font can give a program a unique appearance. It is possible to have Greek, Cyrillic, or other special character sets. Going one step further, you can create graphics fonts. The ENERGY CZAR(TM) computer program uses a redefined character set for bar graphs. A character occupies eight pixels; tints means that bar charts implemented with standard characters have a resolut of eight pixels, a rather poor resolution. ENERGY CZAR uses a

special character set in which some of the less popular text symbols (ampersands, pound signs, and the like) have been replaced with special bar chart characters. One character Is a one-pixel bar, another is a two-pixel bar, and so on to the full eight-pixel bar. The program can thus draw detailed bar charts with resolut ton of a single pixel. Figure 3-4 shows a typical display from this program. The mix of text with map graphics is only apparent; the entire display Is constructed with characters.
There is a computer screen picture here.
Figure 3-4 Energy CZAR Bar Charts

In many applications, character sets can be created that show special images. For example, by defining a terrain graphics character set with river characters, forest characters, mountain characters, and so forth, It is possible to make a terrain map of any country. Indeed, with imagination a map of terrain on a different planet can be done just as easily. When doing tints, It is best to define five to eight characters for each terrain type. Each variation of a single type should be positioned slightly differently in the character pixel. By mixing the different characters together, It is possible to

avoid the monotonous look that Is charactertsitc of primitive character graphics. Most people won't realize that the resulting map uses character graphics until they study the map closely. Figure 3-5 shows a display of a terrain map created with character set graphics. The reproduction in black and white does not do justice to the original display, which has up to 18 colors.

There is another computer screen here. Just some trees and mountains....

You could create an electron ics character set with transistor characters, diode characters, wire characters, and so forth to produce an electron ics schematics program. Or you could create an architectural character set with doorway characters, wall characters, corner characters, and so on to make an architectural blueprint program. The graphics posstbtitftes opened up by character graphics with personal computers have not been fully explored.

Characters can be turned upside down by pokeing a 4 Into iocat Ton 755. One possible appitcatton of tints feature might be for displaying playing cards (as in a Blackjack game). The upper half of the card can be shown right side up; with a display list interrupt the characters can be turned upside down for the lower half of the card. This feature might also be of some use in displaying images with mirror reflections (reflection pools, lakes, etc

Even more exciting possibilities spring to mind when you realize that It is quite practical to change character sets while the program is running. A character set costs either 512 bytes or 1024 bytes; in either case It is quite inexpensive to keep multiple character sets in memory and flip between them during program execution. There are three time regimes for such character set multiplexing: human slow (more than 1 second); human fast (1/60 second to 1 second); and machine fast (faster than 1/60 sec).

Human-slow character set multiplexing is useful for "change of scenery" work. For example, a space travel program might use one graphics character set for one planet, another set for space, and a third set for another planet. As the traveler changes locations, the program changes the character set to give exotic new scenery. An adventure program might change character sets as the player changes locales.

Human-fast character set multiplexing is primarily of value for animation. This can be done in two ways: changing characters

within a single character set, and changing whole character sets. The SPACE INVADERS (trademark of Taito America Corp.) program on the ATARI Home Computer uses the former technique. The invaders are actually characters. By rapidly changing the characters, the programmer was able to animate them. This was easy because there are only six different monsters; each has four different Incarnations.

High-speed cyclic animation of an entire screen is possible by setting up a number of character sets, draw ing the screen image, and then simply cycling through the character sets. If each character has a slightly different incarnation in each of the character sets, that character will go through an ani meted sequence as the character sets are changed. In this way a screen full of objects could be made to cycitcly move with a very simple loop. Once the character set data is in place and the screen has been drawn, the code to ant mete the screen would be tints simple:

```
1000 FOR 1=1 TO 10
1010 POKE
756,CHARBASE(I)
1020 NEXT I
1030 GOTO 1000
```

Computer-fast character set animation Is used to put multiple character sets onto a single screen. This makes use of the display ITst interrupt capability of the computer. Display list interrupts are discussed in Sect ton 5.

The use of character sets for graphics and animation has many advantages and some limitations. The biggest advantage is that it costs very litttle RAM to produce detailed displays. A graphics display using BASIC mode 2 characters (such as the one shown in Figure 3-5) can give as much detail and one more color than a BASIC mode 7 display. Yet the character Image will cost 200 bytes while the map image will cost 4000 bytes. The RAM cost for multiple character sets is only 512 bytes per set, so It Is inexpensive to have multiple character sets. Screen manipulations with character graph Tcs are much faster because you have less data to manipulate. However, character graphics are not as flexible as map graphics. You cannot put anything you want anywhere on the screen. This Imitation would preclude the use of character graphics in some appitcattons. However, there remain many graphics applications for which the program need display only a limited number of predefined shapes in fixed locations. In these cases, character graphics provide great utility.

2969. Re: DE RE ATARI - I see there are problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3458eef7.182789572@news.aatech.com>
Source record: 69038

On Thu, 30 Oct 1997 10:44:53 -0600, AsciiRider
<notimportant@atall.com> wrote:

>After I posted, I see there are problems with ?carraige returns?
>
>If anybody knows how to correct this, please post it here...

Well, I just looked at your third chapter and noticed that many lines
run on longer than others (My newsreader/email views with fixed spaced
Courier). Is this the problem you noticed? It is caused by editing
with a proprtional (helvetica, times) font.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

2970. Re: DE RE ATARI - I see there are problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: AsciiRider <notimportant@atall.com>
Message-ID: <3458FABF.2658@atall.com>
Source record: 69039

Kenneth Jennings wrote:
>
> On Thu, 30 Oct 1997 10:44:53 -0600, AsciiRider
> <notimportant@atall.com> wrote:
>
> >After I posted, I see there are problems with ?carraige returns?
> >
> >If anybody knows how to correct this, please post it here...
>
> Well, I just looked at your third chapter and noticed that many lines
> run on longer than others (My newsreader/email views with fixed spaced
> Courier). Is this the problem you noticed? It is caused by editing
> with a proprtional (helvetica, times) font.
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com

I really don't know. I am using OmniPage Pro for Windows 95. Some
pages just seem to run longer than others. chapter 3 looked a little
better because I turned off word wrap in netscape news....

I'll get better as time goes by, and I am sure I will have time to fix
up the first three chapters.

As for doing a chapter this weekend...how about chapter three?

Ascii

2971. ATARI 2600 - How to build a cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: "E.B." <mbox1411@mbox.infomark.it>
Message-ID: <63fg91$btt@server-b.cs.interbusiness.it>
Source record: 69040

I am an Italian boy interested to the electronics and to the computers;

now I devoting my time to the assemblage of a cartridge for Atari 2600 based
on a static-RAM (with a lithium battery).

For informations or suggestion of my project, e-mail me :
mbox1411@mbox.infomark.it

E.B.

2972. Re: scsi drives with the MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <6381tp$hq6$1@news.chatlink.com>
Source record: 69147

> To anyone with an MIO or who understands the MIO:
>
> I know this subject has been beaten to death numerous
times, however it
> is still not clear to me, so here goes..
>
> I have a 256K MIO and I want to hook up a SCSI hard drive
to it.
> I know I can get a ACB-4000A or ACB-4070A Bridge
Controller and hook
> up a RLL drive to it, but this is not my goal.
>
> I thought the port on the MIO was a SCSI port and
therefore, I could
> hook up a SCSI drive to it. Is this not correct? If not,
then why not?
>
> If I am forced to go down the route of getting an RLL
drive, how can
> I tell if a drive is RLL? I don't even know what RLL
stands for.
>
> -c

The MIO does indeed provide a SCSI port, and unless you choose to run an MFM or RLL drive, you do not need a separate controller card to run a SCSI drive.

I love my MIO's, but I should perhaps add that it uses 256 byte sectors, so you do need to find a drive which is capable of being used in such a fashion. Some of the newer drives simply won't work.

The Shadow

PS: Everyone, please note the change in my E-Mail Address, and update everything, everywhere, to reflect it. Thanks.

2973. Atari Auction Update

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971030022800.VAA14706@ladder02.news.aol.com>
Source record: 69148

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
--------------------------------------------------
Atari 800 XL with power supply----------agte@spocom.com $16
Atari 400 with power supply----------agte@spocom.com $16
Atari 1050 with power supply----------malyszka@dreamscape.com $23
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer----------agte@spocom.com $12
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box----------pmarsch@aol.com $5
Atari paddles new in box--minimum bid $3
Atari joystick new condition----------malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
--------------------------------------------------
--------------------------------------------------

Cartridges--minimum bid $3--carts only
--------------------------------------------------
pac man
ms. pac man----------jandc@ccnet.com $4
computer chess----------jeep@tc.fluke.com $5
basic computing language----------malyszka@dreamscape.com $3
donkey kong----------jandc@ccnet.com $4
galaxian
joust----------agte@spocom.com $4
star raiders----------malyszka@dreamscape.com $3
defender----------malyszka@dreamscape.com $3
pole position----------darkroom@ix.netcom.com $4
```

pengo----------jklein@isd.net $3
eastern front 1941----------pmarsch@aol.com $4
atari artist
et phone home
atari writer
music composer
centipede----------jklein@isd.net $3
video easel
qix----------dbetz@xlisper.mv.com $3
kickback
congo bongo
kids on keys
pitstop----------pmarsch@aol.com $6
river raid----------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------pmarsch@aol.com $6
jumpman jr.----------agte@spocom.com $4
zenji----------jandc@ccnet.com $4
the designers pencil
miner 2049er----------jandc@ccnet.com $4
adventure creator----------dbetz@xlisper.mv.com $6
computer war
smart terminal
rally speedway----------jklein@isd.net $3
mountain king----------jklein@isd.net $3
mastertype
protector 2----------krieg@execpc.com $7
fun with art
qbert----------jeep@tc.fluke.com $5
jumbo jet pilot----------pmarsch@aol.com $3
zaxxon----------jklein@isd.net $5
wizard of wor----------jandc@ccnet.com $5

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------malyszka@dreamscape.com $2
chessmaster 2000----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti
curse of ra

atari timewise
typing tutor
forbidden forest
paper clip----------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae----------cthompso@as.arizona.edu $5
sands of egypt
atari macro assembler----------darkroom@ix.netcom.com $2
printshop
syncalc----------malyszka@dreamscape.com $2

special
----
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.
minimum bid----------alan.diaz@snet.net

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

2974. A trip back in time (Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Nelson <nelson@dropmail.com>
Message-ID: <01bce4f1$bb8f1920$038508cf@Computer2.cybernetworking.com>
Source record: 69149

Hi All,

Wow! It's been about 1.1 to 1.5 years since I last did anything on my Atari 8-bit.

I am wondering if there are any programmers out there in Atari 8-bit land. Although I am not working on anything new I would like to hear from anyone with some interesting projects. My strengths are Action! and ATARI BASIC (XL, XE, ABC BASIC Compiler).

My favorite DOS is SpartaDOS X followed by SpartaDOS 3.2 (all flavors).

Today I played a few games (Donkey Kong Jr, Pole Position, PAC MAN, and even Frogger). Also went through my list of old Action! routines I had put together for various projects, such as the Undelete program for SpartaDOS X and 3.2 DOSes.

I am still fascinated by the bit-map (read/update) routine I put together. I still have the old BASIC routine I used to test my theories on before I started work on the Action! version. You wouldn't believe how many times I asked around for such a "beast" and no one had any ideas for me.

Anyway, just letting everyone know of my fascinating trip back to the past.

Nelson Nieves
NN Tools (SpartaDOS 3.2/X)

2975. $1000/wk Donating Sperm

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: loko@ast.com
Message-ID: <301097001901@ast.com>
Source record: 69150

visit http://206.155.252.182/index.html for more detailed information on
how you can partake in the sperm donor program...

=><<<><>><==<=<=>=><

2976. Create your own "Business"

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: myemail@any.where.com
Message-ID: <639cduhd10446@hyperion.nitco.com>
Source record: 69151

To everyone who doesn't want to earn any money I'm sorry. I'm not waisting your time... believe me, this is well worth it!
If you've seen those messages "Send one dollar to 5 people" or anything similar to that, this IS NOT ONE OF THEM!!!
Those messages, even though most of them claim to be legal, are illegal. If you don't believe me, then check out the
post office homepage. Read on...

You are looking at the most unique MONEY MAKING program ever created for your "PC" and compatables!!!
PC-SUPER-MLM (PSM), has demonstrated and proven the ability to generate large sums of money.
This program is showing HOT results with a huge and ever growing population from all over the world which needs additional income working from home with a "PC" or compatable.This program will work for you if
you carefully follow the instructions available in the PSM Software. This Computer Program is the
electronic version of the most simple and profitable Multilevel Marketing program ever devised and works
perfectly 100% EVERY TIME! You can use this program to raise capital to start another business, pay off debts,
buy homes, cars, etc., even RETIRE! This is your chance, so don't pass it up!

go to http://www.pla-net.net/~eggnog/index.html and download the program for more information.

(temporary server until I get my domain name registered. Please do not bother the person who was generous
enough to give me this space. He has done nothing to you.)

If you can't get through to the server or you have some other problem, e-mail may_17th_2002@hotmail.com and I
will answer your questions. Thank you, and I'm sorry to take up your time if you are uninterested.

2977. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <639gt2$1ej$1@user1.teleport.com>
Source record: 69152
Cross-posted to: or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my
Web Page, please E-Mail me at bensmith@teleport.com.

A note to Repeat Customers: Welcome Back! I dont keep a Mailing List or
keep track of your Mailing/Shipping address. To expedite your order,
include your Mailing/Shipping address and it wouldn't hurt to include
your home and work number.

I am not a repairman/technician. I have some Hardware and other stuff
that needs work you can have some ***FREE*** Atari stuff for the cost
of Shipping & Handling. Inquiries welcome...

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare & Books/References! In BSC's Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can't attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.

I'm looking to trade for these Items for my Atari. I'm looking for
CatBoxes for Atari Jaguar, Jag-Links as well as Jag Controllers, Alien
vs Predator and even complete Jaguar Systems. If you have what I'm
looking for, check my Atari Catalogs for stuff to trade at:
http://www.teleport.com/~bensmith/bscomputers.shtml or
E-Mail bensmith@teleport.com for a trade.

Following is only a partial list of what's in my Computer HardWare &
SoftWare Catalogs. So check out my Catalogs!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got
HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers,
Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the
Monitor Power Directors to Manage & Protect your Equipment. Hardware
specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141
Monitor, Atari 1050 Disk Drives, Indus GT Smart Disk Drives, Paddles,

Koala Pads, Atari CX85 Numeric KeyPads, SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: Spectre GCR Macintosh Emulators, Color & MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST and Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II & Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, ST Karate, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is.
E-Mail: bensmith@teleport.com or call Ben at: (503)256-9974.
Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you test JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such as the 1090XL expansion Box. I got it

from The Shadow of Shadow Software. It is the Best one of the Few that Atari made. And the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Go to: http://www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2978. Wanted: Upgraded 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: jeking@xmission.com_no.spam
Message-ID: <639uaj$3kd$1@xmission.xmission.com>
Source record: 69153

Looking to acquire an upgraded Atari 800. Preferabbly, something that is
capable of running SpartaDos or other 64k based programs.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

2979. Re: SIO2PC Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: webmaster@cbmpan.gdynia.pl
Message-ID: <63a0po$m4n$1@korweta.task.gda.pl>
Source record: 69154

In article <01bcdd07$66429380$8149bacd@drt1>, "Austin Franklin" <darkroo4m@ix.netcom.com>
wrote:
>I hear there are a few versions of this famed cable around. Anyone have
>any opinions on which one is better? Also...where to either purchase it or
>get schmatics for it?
>
>Thanks!
>
>Austin Franklin
>darkroom@ix.netcom.com
>

The one-chip version is IMHO more reliable and much simpler.
I can make one for you.

Artur

2980. Re: Atari Fidonet message base - alive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bce536$df458080$78c2accf@asharkis.erols.com>
Source record: 69155

DavidDayton@bigfoot.com wrote in article <878163684.31314@dejanews.com>...
> I used to be active on the FidoNet Atari 8-bit message echo. Does anyone
> here still use the FidoNet message bases, or have any idea if they are
> still supported? Also, are any of the Atari 8-bit BBS message networks
> still running, and would there ever be a way to link the Usenet bases,
> the Fidonet, and the BBS boards together for one large message base?
>
Fido is still alive, but barely. Not only does the echo seem to have periodic glitches, but message numbers are way down even on normal days. But Frank Walters, myself, Andy Floyd, Paul Alhart, to name a few, are still active. Larry Black is still moderating.

There are a few networks going on. One, particularly in PRO, was going to Europe but seems to have stopped temporarily. I believe the node list was published in this ng about a week ago.

I also believe, although I can't get to them, that there are still one or two nets going on the Carina side.

The linking to which you refer has been discussed, tried, and never really accomplished. As I understand it, programs to deal with differences in headers, message length, packet protocols, etc., have been tried, but never fully implemented, making it a difficult manual conversion job for the sysops who would be involved in such linking. BUT, there are probably individual sysops who still carry this ng, for example. I imagine it was easier with the listserv running, but that's gone, too.

Don't give up hope. I'm neither a sysop nor a programmer, but I hear talk about what you describe all the time. Some day, somebody just might get it going!

2981. Re: scsi drives with the MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3458B711.12F0FF65@ix.netcom.com>
Source record: 69156

cowpoke1@hotmail.com wrote:

> Barry Gordon wrote:
>
> >On Mon, 27 Oct 1997 cowpoke1@hotmail.com wrote:
> >
> >> To anyone with an MIO or who understands the MIO:
> >>
> >> I have a 256K MIO and I want to hook up a SCSI hard drive to it.
> >> I know I can get a ACB-4000A or ACB-4070A Bridge Controller and hook
> >> up a RLL drive to it, but this is not my goal.
> >>
> >> I thought the port on the MIO was a SCSI port and therefore, I could
> >> hook up a SCSI drive to it. Is this not correct? If not, then why not?
> >
> >If you have a drive with an "embedded controller" then you can connect it
> >directly to your MIO. Basically that drive would have the equivalent of an
> >Adaptec 4000/4070 onboard. These drives do not have the ST-506 style
> >connectors (one 34-pin and one 20?-pin) like we're used to in the Atari
> >world.
>
> Is there a list of drives that contain the controller onboard as Barry
> writes above?
>
> >> If I am forced to go down the route of getting an RLL drive, how can
> >> I tell if a drive is RLL? I don't even know what RLL stands for.
> >
> >The Adaptec 4000/4000a is an MFM (Modified Frequency Modulation)
> >controller. The 4070 is an RLL (Run Length Limited) controller. Those have
> >to do with how the data is encoded on the hard drive surface. Basically it
> >boils down to the fact that you should only use an RLL certified drive
> >with a 4070 controller.
>
> cowpoke
>
> ----------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

Cowpoke,
The only list that I know of specifically for the MI/O was in the back of
the MI/O manual. That document is available at
ftp://archive.umich.edu:7055/11/atari/8bit . The file is called MIOMAN.ZIP.
This file contains a few file format versions of the original MI/O manual.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

2982. DE RE ATARI - Read me

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: AsciiRider <notimportant@atall.com>
Message-ID: <3458B807.1AB9@atall.com>
Source record: 69157

Following are the first two chapters of the famous De Re Atari.

If there is any response from this post I will be happy to do
more chapters. The format of the book works well with OCR, and
I happen to have access to a 60 ppm scanner.

I have not proofread this document. I do have the OCR App set up
to tell me EVERYTHING it doesn't understand, so everything should
be pretty accurate. However, there are some figures that will
need to be imaged. I am uncomfortable with this as I would
like this to remain a strictly ASCII text file, but maybe I (or
somebody else) can put up a web page sometime. If there is a big
enough response, I will go back and draw the diagrams with ASCII
characters - or perhaps somebody will volunteer.

I also need to do the Table of contents.

Let me know what you think, respond only here please.

AsciiRider

2983. DE RE ATARI CHAPTERS 1 AND 2 CONT.

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: AsciiRider <notimportant@atall.com>
Message-ID: <3458B8DB.50D1@atall.com>
Source record: 69158

```
ANTIC AND THE DISPLAY LIST

70 Blank 8 lines
70 Blank 8 lines
70 Blank 8 lines
42 display ANTIC mode 2 (BASIC mode0)
20 Also, screen memory starts at7C20
7C
02 Display Antic Mode 2
02
02
02
02
02
02
02
02
02
02
02
02
02
02
02
02
02
02
02
02
02
02
02
41 Jump and watt for vertical
E0 blank to display list which
7B starts at $7BEO

As you can see, This display list is short---only 32 bytes.
Most display lists are less than 100 bytes long. Furthermore, they
are quite simple in structure and easy to set up.

To implement your own display list you must first design the
display format. This is best done on paper. Lay out the screen image
and translate it. into a sequence of mode lines Keep track of the
scan line count of your display by looking up the scan line
Requirements of the various modes in Figure 2-1. Translate the
sequence of mode lines into a sequence of ANTIC mode bytes. Put
```

three "blank 8 lines bytes ($70) at the top of the list Set bit 6 of the first display byte (that is make the upper nybble a 4). This makes a load memory scan command. Follow with 2 bytes which specify the address of the screen RAM (low then high). Then follow with the rest of the display bytes. At the end of your display list put in the JVB instruction ($41) and the address of the top of the display list Now store all of these bytes into RAM. They can be anywhere you want; just make sure they don't overlay something else and your JVB points to the top of the

display list The display list must not cross a 1K address boundary. If you absolutely must have it. cross such a boundary, insert a JMP instruction just in front of the boundary. The JMP instructions's operand is the address of the first byte on the other side of the boundary. Next you must turn off ANTIC for a fraction of a second while you rewrite its display list pointer. Do tints by writing a 0 into SDMCTL at location $22F. Then store the address of the new display list into $230 and $231 (low then high). Lastly, turn ANTIC back on with a $22 into SDMCTL. During the vertical blank, while ANTIC is quiet, the operating system (OS) will reload ANTIC's program counter with these values.

WRITING TO A CUSTOM DISPLAY LIST SCREEN

Screen memory can be placed anywhere in the address space of the computer. Normally the display list specifies the beginning of the screen memory with the first display instruction---the initial LMS instruction However, ANTIC can execute a new LMS instruction with each display line of the display list if tints is desired. In This way informat Ton from all over the address space of the computer can be displayed on a single screen. This can be of value in setting up independent text windows.

There are several restrictions in your placement of the screen memory. first screen memory cannot cross a 4K address boundary. If you cannot avoid cross ing a 4K boundary (as would be the case in BASIC mode 8, which uses 8K of RAM) you must reload the memory scan counter with a new LMS instruction. Second, if you wish to use any of fee
operating system screen routines you must abide by the conventions the OS uses. This can be particularly difficult when using a modified display list in a BASIC program. If you alter a standard display list from a BASIC program and then attempt to PRINT or PLOT to the screen, the OS will do so under the assumption that the display list is unchanged. This will probably result in a garbled display

There are three ways the display can fall when you attempt tints. first BASIC may refuse to carry out a screen operation because it is impossible to do in the graphics. mode that the OS thinks it is tn. The OS stores the value of the graphics mode that it. thinks is on the screen in address $57. You can fool the OS into cooperating by poking a different value there. Poke the BASIC mode number, not the ANTIC mode number.

The second failure you might get arises when you mix mode lines with different screen memory byte Requirements Some mode lines require 40 bytes per line some require 20 bytes per line and some require only 10 bytes per line. Let's say that you insert one 20-byte mode line Into a display list with 40 byte mode Lines/ Then you PRINT text to the display. Everything above the interloper line is fine, but below it. the characters are shifted 20 spaces to the right. This is because the OS assumed that each line would require 40 bytes and posit toned the characters accordingly. But ANTIC, when it encountered the interloper line took only 20 bytes of what the OS thought should be a 40-byte line ANTIC interpreted the other 20 bytes as belonging to the next line and displayed them there. This resulted in the

next line and all later lines being shifted 20 spaces to the right.

The only absolute way around This problem is to refrain from (using BASIC PRINTs and PLOTs to output to a custom display list screen. The quick-and-dirty solution is to organ ize the screen into line groups that contain integer multiples of the standard byte requirement. That is, do not insert a 20-byte mode line into a 40-byte display instead insertr two 20-byte lines or one 20-byte line and two 10-byte lines So long as you retain the proper integer multiples, the horizontal shift will be avoided.

This solution accentuates the third problem with mexed display lists and BASIC: vertical shifts. The OS positions screen mater ial vertically by calculating the number of bytes to skip down from the top of the screen. In a standard 40-byte line display, BASIC would position the characters onto the tenth line by skipping 360 bytes from the beginning If you have inserted four 10-byte lines BASIC will end up three lines further down the screen than you would otherwise expect. Furthermore, different mode lines consume different numbers of scan lines, so the position on the screen will not be quite what you expected if you do not take scan line costs into account.

As you can see, mixed mode displays can be difficult to use in conjunction with the OS. Often you must fool the OS to make such displays work. To PRINT or PLOT to a mode window, POKE the BASIC

mode number of that window to address $57, then POKE the address of the top left pixel of the mode window into locations $58 and $59 (low then high). In character modes, execute a POSITION 0,0 to home the cursor to the top-left corner of the mode window. In map modes, all PLOTs and DRAWTOs wi I I be made using the top-left corner of the mode
window as the origin of the coordinate system.

The display list system can be used to produce appealing screen displays. Its most obvious use is for mixing text and graphics. For example, you could prepare a screen with a bold BASIC mode 2 title, a medium size BASIC mode 1 subtitle, and small BASIC mode 0 fine print. You could then throw in a BASIC mode 8 picture in the middle with some more text at the bottom. A good example of tints technique is provided by the display in the ATARI States and Capitals program.

The aformentioned problems will discourage the extensive use of such techniques from BASIC. with assembly language routines, modified display lists are best used by organizing the screen into a series of windows, each window having its own LMS instruction and its own independent RAM area.

APPLICATIONS OF DISPLAY LISTS

One simple application of display list modifications is to vertically space lines on the screen by inserting blank line bytes. This will add some vertical spacing which will highlight critical messages and enhance the readability of some displays.

Another important use of display list manipulations is in providing

access to features not available from BASIC. There are three text modes supported by ANTIC that BASIC does not support. Only display list manipluations gain the user access to these modes. There are also display list interrupt and fine scrolling capabilities that are only available after the display list is modified. These features are the subjects of Sections 5 and 6.

Manipulations with the LMS instruction and its operand offer many possiblities to the creative programmer. For example, by changing the LMS during vertical blank, the programmer can alternate screen images. This can be done at slow speed to change between predrawn displays without having to redraw each one. Each display would continue to reside in (and consume) RAM even while it. is not in use, but it. would be available almost instantly. This technique can also be used for animation. By flipping through a sequence of displays cyclic animation can be achieved. The program to do tints

would men ipulate only 2 address bytes to display many thousands of bytes of RAM.

It is also possible to superimpose images by flipping screens at high speed. The human eye has a time resolution; of about 1/16 of a second, so a program can cycle between four images, one every 1/60 of a second, so that each repeats every 1/15 of a second. In This way, up to four images can appear to reside simultaneously on the screen. Of course, there are some drawbacks to This method. first four separate displays may well cost a lot of RAM. Second, each display image will be washed out because it. only shows up one quarter of the time. This means that the background of all displays must be black, and each image must be bright. Furthermore, there will be some unpleasant screen flicker when tints technique is used. A conservative programmer might consider cycling between only three or even only two images. This technique can also be used to extend the color and luminosity resolution; of the computer. By cycling between four versions of the same image each vers ton stress ing one color or luminosity range, a wider range of colors and luminosities is available. For example, suppose you wish to display a bar of many different luminances. first set your four color registers to the values:

Background: 00

Playfield 1: 02
Playfield 2: 0A
Playfield 3: 0C

2-10

ANTIC AND THE DISPLAY LIST

Now put the following images into each of the screen RAM areas:

Pixel Contents (by Playfield Color Register)

first frame 1 1 1 1 2 3 2 3 2 3 2 3
Second frame B 1 1 1 B B 2 3 2 3 2 3
third frame B B 1 1 B B B B 2 3 2 3
Fourth frame B B B 1 B B B B B B 2 3
Effective luminance x4 2 4 6 8 10 12 20 24 30 36
40 48

Perceived luminace

in This way, much finer luminance resolutionis possible.

A final suggestion concerns a subject that is laden with opportunities but little understood as yet: the dynamic display list This is a display list which the 6502 changes during vertical blank per sods. It should be possible to produce interesting effects with such lists For example, a text editing program dynamically inserts blank Lines/ above

and below the screen line being edited set it. apart from the
other Lines/ of text. As the cursor is moved vertically, the display
list is changed. The technique Is odd but very effective.

2-11

2984. SIO2PC/COMM problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Nelson <nelson@dropmail.com>
Message-ID: <01bce568$463e9fc0$038508cf@Computer2.cybernetworking.com>
Source record: 69159

I recently setup my old 8-bit system and have come across the following:

I have a few problems that I didn't have before: 1) my Start/Select/Option keys are no longer operational. This I thought at first could be that I need to purchase a new keyboard for the 130XE, 2) I have problems with my IBMs not able to send data to the Atari. The Atari can send data to the IBMs but does not receive data from the IBMs. I tried both an SIO2PC and a direct null modem connection. Same problem with both. To me it has to be a comm problem seen as the SIO2PC also connects to the COMM ports on the IBM.

The IBMs are fine, they can communicate with each other back and forth.

Any ideas, could the Start/Select/Options keys not functioning be a significant part of why my Atari does not receive chars. I just don't know enough about the architecture of the machine.

Nelson

2985. Re: DE RE ATARI - I see there are problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3458ee54.182626685@news.aatech.com>
Source record: 69160

On Thu, 30 Oct 1997 10:44:53 -0600, AsciiRider
<notimportant@atall.com> wrote:

>After I posted, I see there are problems with ?carraige returns?

>If anybody knows how to correct this, please post it here...

The line width on your newsreader software is just a few characters
narrower than your text editor. (?)

BTW, I have De Re Atari in print and nothing else to do this weekend.
Pick a chapter and I'll see how much I get done.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

2986. Re: Atari & RS232

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3458DEBC.D9D440B1@aol.com>
Source record: 69161

Hi Thomasz,

Do you own an Atari 850 interface or an ICD PR: Connection? You'll need an RS-232c interface box to be able to make your connection, the next thing you'll need is a Null-Modem cable. What are you trying to do, simple transfer files back and forth between your PC and your Atari 8-bit? You may want to consider looking in an SIO2PC system, it works quite quite and is easy to build or cheap enough to have built.

Curt

2987. Re: DE RE ATARI - Read me

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bce555$7dee95a0$7b374382@hawks-pc>
Source record: 69162

Totally awesome!!! I do have the book, but it might get to unreadable after
heavy use thru 12 years or so! I like it. How about Mapping the Atari too!
Take Atarian care everybody

Miljenko Vrankovic <mvrankov@alf.tel.hr> wrote in article
<3458bbb5.19922136@news.tel.hr>...
> On Thu, 30 Oct 1997 10:38:31 -0600, AsciiRider
> <notimportant@atall.com> wrote:
>
> >Following are the first two chapters of the famous De Re Atari.
> >
> >If there is any response from this post I will be happy to do
> >more chapters. The format of the book works well with OCR, and
> >I happen to have access to a 60 ppm scanner.
> >
> I will be _very_ happy to see more chapter of this
> Atari 8bit Bible I once owned.
>
> Regards,
> Mike
>
> Miljenko Vrankovic, University of Rijeka, Croatia
> miljenko@mapef.pefri.hr --o-- mvrankov@alf.tel.hr
> --
> Experience is what you get when you don't get what
> you want... I've got lots of experience. :-/
>

2988. Re: DE RE ATARI - Read me

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: AsciiRider <notimportant@atall.com>
Message-ID: <3458FB7A.3DE1@atall.com>
Source record: 69163

Vidar Olavesen wrote:
>
> Totally awesome!!! I do have the book, but it might get to unreadable after
> heavy use thru 12 years or so! I like it. How about Mapping the Atari too!
> Take Atarian care everybody
>
> Miljenko Vrankovic <mvrankov@alf.tel.hr> wrote in article
> <3458bbb5.19922136@news.tel.hr>...
> > On Thu, 30 Oct 1997 10:38:31 -0600, AsciiRider
> > <notimportant@atall.com> wrote:
> >
> > >Following are the first two chapters of the famous De Re Atari.
> > >
> > >If there is any response from this post I will be happy to do
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> > >I happen to have access to a 60 ppm scanner.
> > >
> > I will be _very_ happy to see more chapter of this
> > Atari 8bit Bible I once owned.
> >
> > Regards,
> > Mike
> >
> > Miljenko Vrankovic, University of Rijeka, Croatia
> > miljenko@mapef.pefri.hr --o-- mvrankov@alf.tel.hr
> > ---
> > Experience is what you get when you don't get what
> > you want... I've got lots of experience. :-/
> >

Mapping? Yeah...I thought about it...but it is SOOOO formatted and
such....It would take an awful lot of time to fix up after the OCR...and
that is something you REALLY want to be accurate. I am interested in
doing it though. I am for doing anything that would help talented
begining programmers (unlike myself) write some new software for this
calculator on steroids that I love so much.

I know it was discussed before, but nothing came of it. And isn't the
author hardcore about his copyright still?

2989. Atari Auction Update

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971030214801.QAA24559@ladder02.news.aol.com>
Source record: 69164

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
--------------------------------------------------
Atari 800 XL with power supply----------jc7664b@american.edu $20
Atari 400 with power supply----------agte@spocom.com $16
Atari 1050 with power supply----------bodo.martin@rz.uni-jena.de $25
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer----------agte@spocom.com $12
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box----------pmarsch@aol.com $5
Atari paddles new in box--minimum bid $3
Atari joystick new condition----------malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
--------------------------------------------------
--------------------------------------------------

Cartridges--minimum bid $3--carts only
--------------------------------------------------
pac man
ms. pac man----------jandc@ccnet.com $4
computer chess----------jeep@tc.fluke.com $5
basic computing language----------malyszka@dreamscape.com $3
donkey kong----------jandc@ccnet.com $4
galaxian
joust----------agte@spocom.com $4
star raiders----------malyszka@dreamscape.com $3
defender----------malyszka@dreamscape.com $3
pole position----------darkroom@ix.netcom.com $4
```

pengo----------jklein@isd.net $3
eastern front 1941----------pmarsch@aol.com $4
atari artist
et phone home
atari writer
music composer
centipede----------jklein@isd.net $3
video easel
qix----------dbetz@xlisper.mv.com $3
kickback
congo bongo
kids on keys
pitstop----------pmarsch@aol.com $6
river raid----------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------pmarsch@aol.com $6
jumpman jr.----------agte@spocom.com $4
zenji----------jandc@ccnet.com $4
the designers pencil
miner 2049er----------jandc@ccnet.com $4
adventure creator----------dbetz@xlisper.mv.com $6
computer war
smart terminal
rally speedway----------jklein@isd.net $3
mountain king----------jklein@isd.net $3
mastertype
protector 2----------krieg@execpc.com $7
fun with art
qbert----------jeep@tc.fluke.com $5
jumbo jet pilot----------pmarsch@aol.com $3
zaxxon----------jklein@isd.net $5
wizard of wor----------jandc@ccnet.com $5

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------malyszka@dreamscape.com $2
chessmaster 2000----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti
curse of ra

atari timewise
typing tutor
forbidden forest
paper clip----------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae----------cthompso@as.arizona.edu $5
sands of egypt
atari macro assembler----------darkroom@ix.netcom.com $2
printshop
syncalc----------malyszka@dreamscape.com $2

special
----
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.
minimum bid----------alan.diaz@snet.net

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

2990. Re: DE RE ATARI - I see there are problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: AsciiRider <notimportant@atall.com>
Message-ID: <3458FBBD.2415@atall.com>
Source record: 69165

```
AsciiRider wrote:
>
> Kenneth Jennings wrote:
> >
> > On Thu, 30 Oct 1997 10:44:53 -0600, AsciiRider
> > <notimportant@atall.com> wrote:
> >
> > >After I posted, I see there are problems with ?carraige returns?
> > >
> > >If anybody knows how to correct this, please post it here...
> >
> > Well, I just looked at your third chapter and noticed that many lines
> > run on longer than others (My newsreader/email views with fixed spaced
> > Courier). Is this the problem you noticed? It is caused by editing
> > with a proprtional (helvetica, times) font.
> >
> > Kenneth Jennings -- SyntheToonz -- Miami, FL
> > kenneth at daffy dot aatech dot com
> > ken at ntalr dot aatech dot com
>
> I really don't know. I am using OmniPage Pro for Windows 95. Some
> pages just seem to run longer than others. chapter 3 looked a little
> better because I turned off word wrap in netscape news....
>
> I'll get better as time goes by, and I am sure I will have time to fix
> up the first three chapters.
>
> As for doing a chapter this weekend...how about chapter three?
>
> Ascii

I meant chapter four. Sorry.
```

2991. OASIS BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971030180155.1066B-100000@fissure.scar>
Source record: 69166

Does anybody here remember OASIS BBS software? (I ran a board on OASIS 4.7 a few years back, nice little BBS program, used little hard drive space, but suffered from a poor file processor and even worse message base processor) I remember Glenda Stocks sold the rights to a friend of mine in Toronto, Ontario. He was working on OASIS 5.0. I saw a prototype of it, and it was very strong. Supported over 27 message bases (3 times more than the old 9 message base limit of Oasis 4.x)

After I sold my registered version of Oasis 4.7 and Oasis Support board just disappeared. My question is, is there anybody out there can tell me the fate of OASIS BBS software? I don't even know if the guy that bought it, even lives in Toronto anymore. (HIs BBS lines are gone)

Alan
University of Toronto
Computer Science, Management and Economics

2992. Re: DE RE ATARI - Read me

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971030234501.SAA05312@ladder01.news.aol.com>
Source record: 69167

Maybe everyone already knows who wrote De Re Atari, but the author should get a little credit with these posts. Was it Chris Crawford, the guy that wrote Legionnaire, Eastern Front, and who was on the team that wrote Excalibur? My memory is going...

Bostone1

Bostone1@aol.com

2993. Re: ATR 8000 ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <345929D0.789@ccnet.com>
Source record: 69168

I need a manual and i think MyDos for mine.Can anyone help me.

STDJAT02 wrote:
>
> > I have an ATR8000 that is about to get dusted off.
>
> I am interested in bringing it to life. I have the manuals(2) but no
> software, cables, drives. Any help is greatly appreciated.

2994. Re: new QMEG+OS 4.0!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6grxYTb$zHB@peter.soemtron.sb.sub.de>
Source record: 69169

In article <Re: new QMEG+OS 4.0!!>, odaman@pfu.co.jp (OdaMan t2o-MaNiaC) wrote:

Howdy OdaMan!

> >Today I installed the new Atari OS-ROM "QMEG+OS 4.04" of Stefan Dorndorf
> >in my XE. It's great to have a brandnew OS (1997) ticking in my 10 ten
> >years old Atari....
> I don't know well about this OS, can you let me know details of it?
> I'm interested in it.

look in my other mail, posted in comp/sys/atari/8bit

grtx to japan!
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

2995. Re: new QMEG+OS 4.0!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6grxXxDpzHB@peter.soemtron.sb.sub.de>
Source record: 69170

In article <Re: new QMEG+OS 4.0!!>, tdrake1@gl.umbc.edu (drake thomas) wrote:

Howdy drake!

> What are the features of this QMEG+OS 4.04 OS-ROM?
>
> What additional benefits/power does it provide one when using it with
> their 8-bit?

*full automatic floppy speeder (speedy,happy etc.)
*two ramdisk drives at the same time
*diskcopier in os
*drive assign per key click
*file loader (you don't need a dos or game dos on disk)
*basic and cartridge controll
*built-in cas-simulator
*asm monitor
*freezer for game pokes
*freeze and reload in/out ramdrives (sort of multitasking)
*many function keys (cursor control,speed control,ctrl+4-9)

removed features:
- self test
- cassette handler (now the cas-simulator)
- international charset

You can ALWAYS reboot by key, enable a XL-mode and turn on/off floppy
enhancments

enough for you?! ;-)

--
whoa, s that freaky or what? It's not a tr ck, t's a 8-b t!
XE rulez 4ever since 1986...U gotta love em' !

2996. Wanted: Sparta Dos X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Julian Eggebrecht <julian@factor5.com>
Message-ID: <345933E5.DEE84192@factor5.com>
Source record: 69171

Hi there!

The title says it all - I am searching for Sparta Dos X on cartridge -
Best Electronics has sold out of them, so.....

Please send offers to:

julian@factor5.com

Thanks in advance,

Julian Eggebrecht

2997. Don't Fear's Huge 3rd Auction Part 2 (update 4)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Stash Man <ratst18@pop.pitt.edu>
Message-ID: <34590B20.3E668F39@pop.pitt.edu>
Source record: 69172
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.nintendo,comp.sys.atari.8bit,rec.games.vectrex

```
Don't Fear's Huge 3rd Auction Part 2: (update 4)

1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to
send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to
play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features the following:

Aquarius - 8 Items Arcadia 2001 - 8 Items
Farichild - 6 Itmes Colecovision - 39 Items
Intellevision - 132 Items Vectrex - 21 Items
Nintendo - 4 Items TI-994A - 19 Items
TRS-80 - 3 Items Vic-20 - 9 Items
Commodore - 22 Items Bally Astrocade - 1 Item
Odyssey 2 - 27 Items Handhelds - 15 Items
Misc - 12 Items Timex Sinclair - 1 Item
```

Intellivision

Mattell

Demo Cart $6.00 flyer
Auto Racing (U) - complete $1.00 kingkong
NHL Hockey (C) - complete $3.50 chris s
Las Vegas Roulette (U) - complete $2.00 flyer
ABPA Backgammon (R) - complete $3.00 flyer
Checkers (R) - complete $2.00 flyer
Armor Battle (C) - shrinkwrapped $0.50 kingkong
The Electric Company Word Fun (R) - complete $1.00 flyer
Horse Racing (U) - complete $1.50 kingkong
NASL Soccer (U) - complete $1.00 kingkong
Tennis (C) - complete $1.00 kingkong
PGA Golf (C) - complete $1.50 kingkong
U.S. Ski Team Skiing (C) - shrinkwrapped $3.00 dblitz
Sea Battle (C) - complete $0.50 kingkong
Boxing (U) - complete $0.50 kingkong
NFL Football (C) - complete $0.50 kingkong
L.V. Poker & Blackjack (C) - complete $0.50 kingkong
Space Battle (U) - complete $0.50 kingkong
The Electric Company Math Fun (R) - complete $1.00 flyer
Major League Baseball (C) - complete $3.50 chris s
NBA Basketball (U) - complete $1.50 kingkong
PBA Bowling (C) - complete $1.50 kingkong
Sub Hunt (C) - w/inst & overlays $1.00 kingkong
Advanced Dungeons & Dragons (U) - shrinkwrapped $1.00 cartman
Motocross (white lbl) (U) - w/box & overlays $1.00 flyer
USCF Chess (R) - complete $3.00 flyer
Space Spartans (U) - complete $3.00 steveb
Astrosmash (U) - complete $0.50 kingkong
Snafu (C) - complete $2.00 steveb
Space Armada (C) - complete $0.50 kingkong
Triple Action (C) - complete $2.00 steveb
Bomb Squad (U) - complete $1.50 kingkong
B-17 Bomber (U) - complete $2.50 pete
Mission X (U)complete $1.50 kingkong
Buzz Bombers (R) - complete $2.00 almnsiren
Loco-Motion (U) - complete $1.00 kingkong
Thunder Castle (ER) - complete $3.00 nigefan
Mind Strike (ER) - complete $3.00 flyer
Scooby Doo's Maze Chase (ER) - w/inst & overlay $4.00 flyer
Mr. Basic Meets Bits 'n Bytes (ER) - complete $2.00 flyer
Melody Blaster (ER) - shrinkwrapped $18.00 dblitz
The Jetsons' Way With Words (ER) - complete $20.00 dblitz
Burgertime (U) - complete $1.00 kingkong
Kool-Aid Man (R) $4.00 flyer
Bump 'n' Jump (U) - complete $2.00 nigefan
M.O.T.U.: Power Of He-Man (U) - complete $3.00 flyer
Space Hawk (U) - complete

Utopia (C) - complete $1.00 kingkong
Star Strike (C) - complete $0.50 kingkong
AD&D: Treasure of Tarmin (U) - shrinkwrapped $2.00 steveb
Frog Bog (U) - shrinkwrapped $2.00 flyer
Royal Dealer (C) - complete $1.50 pete
Reversi (U) - shrinkwrapped $1.50 kingkong
Night Stalker (C) - shrinkwrapped $1.00 kingkong
Pinball (U) - complete $2.00 kingkong
Shark! Shark! (R) - complete $2.00 kingkong
Tron Deadly Discs (C) - shrinkwrapped $7.00 dblitz
Tron Maze-A-Tron (R) - complete $1.50 kingkong
Tron Solar Sailer (R) - complete $2.00 flyer
Lock 'n' Chase (C) - complete $1.00 kingkong
Sharp Shot (R) - complete $1.50 kingkong
Vectron (R) - complete $1.00 kingkong
World Champ Baseball (U) - w/olays & inst $3.50 chris s

INTV Corporation

Pac-Man (ER) - complete $2.50 bryan
World Cup Soccer (ER) - complete $2.00 flyer
Championship Tennis (ER) - shrinkwrapped $3.00 flyer
Thin Ice (ER) - complete $3.00 flyer
Super Pro Football (ER) - w/inst $1.00 acro
Hover Force (ER) $3.00 flyer
Tower Of Doom (ER) $8.00 nigefan
Diner (ER) - complete $18.00 dblitz
Chip Shot Super Pro Golf (ER) - complete $12.00 dblitz
Commando (ER) - w/instructions $1.50 kingkong
Slam Dunk Super Pro Basketball (ER) - complete $3.00 flyer
Learning Fun Album I (ER) - w/instructions $10.00 shrink
Slap Shot Super Pro Hockey (ER) - complete $2.50 kingkong
Pole Position (ER) - complete $4.00 flyer
Dig Dug (ER) - complete $7.00 chris s
Learning Fun Album II (ER) - w/box $13.00 shrink
Mountain Madness Super Pro Skiing (ER)-shrinked $12.00 dblitz
Body Slam Super Pro Wrestling (ER) $3.00 flyer

Activision

Stampede (U) - w/box & inst $1.00 flyer
Pitfall! (U) - w/box & overlays $0.50 kingkong
Happy Trails (R) - w/overlays $2.00 flyer
The Dreadnaught Factor (R) - shrinkwrapped $2.50 pete
Beamrider (R) - complete $2.00 flyer
Worm Whomper (R) - shrinkwrapped $3.00 flyer
River Raid (R) $2.00 flyer

Atarisoft

Pac-Man (R) $1.00 acro
Defender (R) - complete $4.00 flyer
Centipede (R) - complete $3.50 chris s

Coleco

Donkey Kong (C) - complete $1.00 flyer
Venture (C) - complete $1.00 kingkong
Mouse Trap (R) - complete $1.00 kingkong
Lady Bug (U) $1.50 chris s
Zaxxon (R) - complete $2.50 chris s
Carnival (C) - complete $1.00 flyer
Donkey Kong Jr. (R) $3.00 chris s

Imagic

Demon Attack (U) - complete $1.00 kingkong
Atlantis (U) - complete $1.00 kingkong
Beauty & The Beast (U) - shrinkwrapped $1.00 acro
Swords & Serpents (ER) - w/inst $2.00 flyer
Dragonfire (U) - complete $1.00 kingkong
Microsurgeon (U) - w/overlays $1.00 flyer
Tropical Trouble (ER) - w/inst $4.00 flyer
Dracula (ER) - w/one overlay $2.00 flyer
Nova Blast (U) - w/inst $2.00 flyer
Truckin' (ER) - complete $5.00 nigefan
White Water! (ER) $2.00 flyer
Safecraker (R) $2.00 flyer
Fathom (ER) - complete $55.00 furnier

Interphase

Blockade Runner (R) - w/box & inst $2.00 flyer
Sewer Sam (R) - w/box $1.50 kingkong

Parker Brothers

Star Wars: the Empire Strikes Back (U) - w/box $4.00 flyer
Frogger (C) - shrinkwrapped $3.50 chris s
Q*Bert (C) - complete $1.50 kingkong
Popeye (ER) - complete $3.00 flyer

Sears

Bowling (R) - complete $1.50 kingkong
Boxing (R) - w/box, inst & overlay $2.00 smitty
Frog Bog (U) - w/box $4.00 csb
Roulette (U) - shrinkwrapped $3.00 flyer
Space Armada (R) - complete $2.50 kingkong
Space Battle (R) - complete $2.50 kingkong

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Systems & Periphals
-------------------
Intellevision w/two working controllers, power supply, R/F modulator and
the following games: Auto Racing,
Armor Battle, NFL Football, L.V. Poker & Blackjack, Major League
Baseball, Advanced Dungeons & Dragons,
Astrosmash, Triple Action, Burgertime, Star Strike, Night Stalker, and
Lock 'n' Chase
$30.00 steveb

Intellevision II w/two controllers and power supply
$23.00 cartman

INTV System III w/two working controllers, power supply and owners
manual
$32.00 flyer

Intellivoice Voice Synthesis Module in box w/loose B-17 Bomber
$15.00 jeremy
Intellivision Computer Module (ECS) w/power supply and owners manual
$50.00 jeremy

Intellevision System Changer (UR)
$7.00 flyer

Sears Super Video Arcade w/two controllers and power supply
$8.00 dblitz

Plastic Game Center for Intellevision (w/cover)
$1.00 acro

Vectrex
-------
GCE
---
Armor Attack (complete) $10.00 anders
Comic Chasm (complete) $10.00 anders
Fortress Of Narzod (complete) $10.00 anders
Hyperchase (complete) $10.00 anders
Rip Off (w/inst & overlay) $5.00 kingkong
Scramble (w/overlay) $5.00 kingkong
Solar Quest (w/inst & overlay) $6.00 kingkong
Spike (complete) $10.00 anders
Spin Ball (complete) $10.00 anders
Star Trek (complete) $10.00 anders
Starhawk (w/inst & overlay) $5.00 kingkong
Web Wars (w/overlay) $6.00 kingkong
--------------
Milton Bradley
--------------
Clean Sweep (complete) (PAL) $7.00 kingkong
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System & Misc
-------------
Vectrex w/working controller and no screen burn
$65.00 cmoore

Vectrex owners manual $4.00 anders
Minestorm instructions $1.50 anders
Cosmic Chasm instruction $1.50 anders
Armor Attack instructions $1.50 anders
Minestorm overlay $4.00 anders
Cosmic Chasm overlay $1.50 anders
Armor Attack overlay $1.50 anders

Odyssey 2
---------
Magnavox
--------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete
Las Vegas Blackjack! (R) - complete
Football! (U)
Bowling!/Basketball! (U) - complete
Math-a-Magic!/Echo! (R) - complete $1.00 acro
Computer Intro! (U)
Baseball! (C)
Computer Golf! (U)
I've Got Your Number! (R) $2.00 smitty
Invaders From Hyperspace! (C)
Thunderball! (R)
Showdown in 2100 A.D. (C) - complete $1.00 acro
War Of Nerves! (U) - complete $1.00 acro
Hockey!/Soccer! (U)
Dynasty! (U)
Alien Invaders Plus! (C) - complete $1.00 acro
Quest for the Rings! (U) - complete $1.00 acro
UFO! (U)
Conquest of the World! (U) - complete $1.00 acro
Keyboard Creations (ER) $1.50 gamelrd
The Great Wall Street Fortune Hunt (R) - complete $2.00 smitty
K.C. Munchkin! (C)
Freedom Fighters! (C)
Pick Axe Pete! (U)
K.C. Krazy Chase! (voice) (U)
P.T. Barnum's Acrobats (voice) (ER) -w/inst $1.50 gamelrd
Attack Of The Timelord! (ER) $1.50 gamelrd
------
System
------
Odyssey 2 in orignal box w/two detachable joysticks, power supply, R/F
modulator owners manual, and the
following loose games: Speedway!/Spin-out!/Crypto-Logic!, Football!,
```

Bowling!/Basketball!, Alien Invaders
Plus!, Quest For The Rings!, and K.C Munchkin!
$10.00 briang
Nintendo

Activision

Super Pitfall (U+)

Nintendo

Super Mario Bros/Duck Hunt (C)

Enix

Dragon Warrior II (U+) $15.00 joepub
Dragon Warrior IV (R) $15.00 joepub

Misc.

Donkey Kong Circus (G&W Panoramic) (IR) - w/inst $5.00 ObiJanShinobi
Nintendo Game & Watch Catalog $1.00 acro
Two NES Controllers in orignal box $3.00 josh

Aquarius

Tron Deadly Discs (U) - complete $5.00 jeremy
Astrosmash (R) - complete $2.00 smitty
Night Stalker (R) - missing 1 controller overlay $2.00 smitty
Utopia (U) - complete $2.00 smitty
Biorhythms (ER) - complete $2.00 smitty

System & Periphals

Aquarius complete in orignal box w/keyboard box and Mini Expander box
and all kinds of documentation and
bonuses. The complete package!
$30.00 jeremy

Aquarius Mini Expander w/instructions
$2.00 smitty
Aquarius Data Recorder
$7.00 dblitz

Arcadia 2001

#1: Cat Trax (complete) $4.00 anders
#2: Space Attack (complete) $4.00 anders
#3: Escape (complete) $2.00 anders
#5: Space Raiders (complete) $2.00 anders
#10: Missle War (complete) $4.00 anders

#15: Baseball (complete) $4.00 anders
#20: Tanks A Lot (shrinkwrapped) $4.00 anders

System

Arcadia 2001 w/power supply, controllers and the following games:
Escape and Baseball (complete)
$20.00 anders

Bally Astrocade

System

Bally Astrocade w/power supply, controllers, plastic cover and Tornado
Baseball, Hockey, Tennis, Handball
$20.00 anders

Channel F

Fairchild

#9 Drag Race (U) $4.00 anders
#13 Robot War/ Torpedo Alley (U) - complete $4.00 anders
#16 Dodge It (U) $4.00 anders

Zircon

#12 Baseball (C) - w/box $2.00 anders
#23 Galatic Space Wars/ Lunar Lander (R) - w/box $7.00 shrink
------
System

Fairchild Channel F in orignal box w/two controllers, plastic cover,
power supply and the following games: #13
(complete) and #12 (no end lbl)
$20.00 anders
Colecovision

Activision

Keystone Kapers (R) $2.00 kingkong

Atarisoft

Centipede (U) $1.50 kingkong
Defender (R) $1.00 acro

Coleco

Burgertime (U) $1.50 anders
Cosmic Avenger (C) $1.00 kingkong

Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Jr. (C) -w/inst $1.00 kingkong
Gorf (C) $1.00 gamelrd
Illusions (R) $2.00 kingkong
Ken Uston Blackjack/Poker (U) $1.50 kingkong
Looping (C) $1.00 kingkong
Mr. Do! (C) $2.00 kingkong
Mouse Trap (C) - w/overlay $1.00 kingkong
Pepper II (U) - w/inst $1.50 anders
Roc 'n' Rope (U) $1.50 kingkong
Rocky Super Action Boxing (C) $1.00 kingkong
Smurfs R.I.G.C. (C) - w/inst $1.50 anders
Space Panic (C) $1.00 gamelrd
Subroc (U) - w/inst $1.00 alfredo
Super Action Baseball (C) $1.00 kingkong
Super Action Football (C) $1.50 kingkong
Tarzan (R) $1.50 kingkong
Time Pilot (U) - w/inst $1.50 kingkong
Turbo (C) $0.50 anders
Victory (U) - sealed $1.50 kingkong
Zaxxon (C) $1.00 kingkong

Epyx

Jumpman Junior (R) $2.00 kingkong

Fisher Price

Memory Manor (ER)

Micro Fun

Miner 2049er (U) $2.00 kingkong

Spinakker

Alphabet Zoo (R) $8.50 joelie
Facemaker (R) $2.00 smitty
Juke Box (R) - complete $10.00 csb

Sunrise

Gust Buster (ER) - complete $12.00 csb

Parker Brothers

Popeye (C) $1.00 kingkong
Q*Bert (C) $1.00 kingkong

Xonox

```
-----
Slurpy (ER) - lbl wear $8.00 csb
Word Feud (ER) - complete $12.00 csb
-------------
System & Misc
-------------
Colecovision in orignal box w/owners manual, two controllers, power
supply, R/F modulator, Expansion Module
#1 and the following loose games: Donkey Kong, Gorf, Looping, Pepper
II, Smurfs R.I.G.C, Super Challenge
Baseball, Subroc, and Zaxxon
$35.00 jeremy

Colecovision Expansion Module #2 w/loose Turbo $5.00 chrisw
Two Broken Super Action Controllers
Colecovision Brown Dust Cover $0.50 chrisw
Donkey Kong Jr. Tabletop Game (ER++)
$15.00 Adam
Head to Head Baseball (SC)

Commodore 64
------------
Activision
----------
Decathalon $1.50 anders
---------
Atarisoft
---------
Centipede (complete) $0.50 alfredo
Galaxian $1.00 kingkong
-------------------
Broderbund Software
-------------------
Choplifter! $1.50 anders
------------
CBS Software
------------
Coconotes (complete) $2.00 kingkong
Movie Musical Madness $1.50 kingkong
---------
Commodore
---------
International Soccer $1.00 kingkong
Super Expander $1.00 kingkong
----
Epyx
----
Fast Load $1.00 kingkong
Gateway To Apshai $1.00 kingkong
Jumpman Junior $1.00 kingkong
------------
```

Fisher Price

Sea Speller $1.00 kingkong

HES
---
64 Fourth $1.50 kingkong
HES Mon 64 $1.00 kingkong
Rootin' Tootin' $1.00 kingkong

Parker Brothers

Frogger (complete) $2.00 kingkong
Q*Bert (complete) $2.00 kingkong

Reston Software

Miner 2049er (complete) $2.00 kingkong

Sega

Congo Bongo $1.50 kingkong
Tapper $1.50 kingkong

Misc.

C-16 w/power supply and tutorial cart
$5.00 anders
Commodore Magic Voice Speech Module complete in orignal box
$5.00 jaguar

Timex Sinclair

Timex Sinclair 1000 with add on with the following
loose tapes: Loan Morgage Amortizer, Gambler, Computer Coach
Super Math, Vu-calc, Flight Sim, Statistics, Stamp Collector
Backgammon
$20.00 jeremy

TI-994A

Atarisoft

Donkey Kong (VR) $1.00 kingkong
Moon Patrol (VR) $1.00 smitty
Pole Position (VR) $1.00 kingkong
Protector (VR) $1.00 smitty

Mechatronic

Extended Basic II Plus (German cart) (UR) $1.00 smitty

```
-----------------
Texas Instruments
-----------------
Alligator Mix (R) $0.50 kingkong
Alien Addition (R) $0.50 kingkong
Burgertime (R) - w/inst $1.00 kingkong
Early Reading (R) $0.50 kingkong
Hunt The Wumpus (C) $0.50 kingkong
Minus Mission (R) $0.50 kingkong
Munch Man (C) $0.50 kingkong
Number Magic (U) $0.50 kingkong
Numeration 1 (R) $1.00 smitty
Parsec (C) $0.50 kingkong
Scholastic Spelling - Level 3 (R) $0.50 kingkong
TI Extended BASIC (U) $0.50 kingkong
Video Graphs (R) $0.50 kingkong
------
System
------
Two TI-994a's in original boxs w/power supplys, R/F modulators and the
following games: Early Reading and
Parsec
$25.00 jeremy

Super Cart: some leggy cart I found with a red light built into it,
possibly homemade
$1.00 smitty
Handhelds
---------
Electronic Readout Systems Inc.
-------------------------------
Football $1.00 acro
-----
Entex
-----
Baseball 2 (SC) $1.00 acro
-----
Epoch
-----
Baseball (SC) $1.00 acro
-------
Konnami
-------
Blades Of Steel (RA) $1.00 kingkong
-----------------
Radio Shack/Tandy
-----------------
Sky Duel 3-D $2.00 acro
-----
Tiger
```

```
-----
Head To Head Talking Baseball (ER+) $1.00 kingkong
All-Pro Basketball (R--) $1.00 kingkong
Copycat (CS) - no battery cover
Dragon (ER) $1.00 kingkong
Speedboat (R) $1.00 kingkong
----
Tomy
----
3-D, Thundering Turbo (ER++) $5.00 acro
Scramble (battery cover doesn't stay closed) (ER++) $4.00 acro

Vic-20
------
Academy Software
----------------
Typing Tutor/Word Invaders (cassette) - complete
---------
Atarisoft
---------
Pac-Man (C) - complete $1.00 kingkong
---------
Commodore
---------
The Count (C) - complete $1.00 kingkong
An Introduction To Basic: Part 1 (cassette) - complete
An Introduction To Basic: Part 2 (cassette) - complete
------
Imagic
------
Demon Attack (C) - complete $1.50 kingkong
Atlantis (C) - complete $1.00 kingkong
Dragonfire (U) - complete $1.50 kingkong
----
Sega
----
Star Trek S.O.S. (C) - complete $1.50 kingkong

TRS-80
------
Radio Shack
-----------
Canyon Climber min bid free
Shooting Gallery min bid free
Mystery Cart (no lbl) min bid free

Misc.
-----
Atari Force Full Size #3,5,7,9,12,16,17,18,19,20 $5 min
Atari Age Sept/Oct 1982 Vol 1 Num 3 buyout
Atari Age July/Aug 1983 Vol 2 Num 2 $3.00 smedley
```

Hi-Res 1983 Premiere Issue
Analog Computing July/Aug 1983 Num 12
Power Play Computing Winter 1982 Vol 1 Num 3
Pac-Man Puzzle Game by MB (complete, box wear) $1.00 smitty
Pac-Man "Rubik's Cube" (a few faded stickers) $1.00 smitty
Donkey Kong Puzzle by MB (missing one piece)
Frogger Puzzle by MB (complete) $2.00 shrink
Frogger Board Game by MB (complete) $0.50 shrink
Q*Bert Colorforms (missing one, box wear)

This auction is dedicated to the Old Lady. Without her a lot of this would have been impossible. Thank You

2998. Blue Tassles Issue

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <345931BC.BE399193@erols.com>
Source record: 69173

Ok,

I decided to fire up the ole 8bit and blow the dust off my Ultima II diskettes to resolve the Blue Tassles issue. Without much detail I was able to get Blue Tassles, Skull Keys, Brass Buttons, etc... without going into a Tower of Dungeon. It took me about 20 mintues to accomplish this. I didn't buy Ultima II the moment it came out for the 8-bit but it is the original brown Sierra Disks.

Anyhow,
Here's what I had to do (warning, startup spoilers)

I started out as a Thief with:
Str - 35
Agility - 30
the rest 10's

I first went and stole some weapons and armour. I was able to get a sword and plate

I then took the time door to get to LB castle. I purchased as many HP's as possible
I think went to the town on the same island and stole food (which is very easy with a Thief)

So I had 2000 HP and 2500 food. I rturned to the time I came from and bagan whomping on everything in sight. I cintinued to steal food and such and whomping on monsters.

I wasn't having alot of luck getting Tassles (got everything else) so I swicthed to the Pangea timezone. The 1st thief I killed I got tassles.

The reaon the above is a spoiler is that my character in 20 mintues was able to kill most things. With everything I had (I now had ships) I could just rack up the money and increase my stats until I could go into space blah blah blah.

Happy Hunting.

J. F. Goodwin wrote:

> Tim Irvin wrote:
> >
> > In article <fseipel-2410972046250001@ts5-9.homenet.ohio-state.edu>,
> > fseipel@freenet.columbus.oh.us (Frank Seipel) wrote:
> >
> > > In article <344F4C3D.1EBC@reading.ac.uk>, "J. F. Goodwin"
> > > <smrgoodw@reading.ac.uk> wrote:

> > > > Have I missed the obvious location of the Blue Tassles or
> > > > am I going in the wrong direction altogether?
> >
> > >
> > > The Blue Tassles are to be found in the Dungeons.
> > >
> > > However, there was a bug in an early version of the Atari
> > > 8-bit version of Ultima II. There were no blue tassles in this
> > > version.
> >
> > Hmmm. I never found them there. All I ever did is keep killing
> > thieves; just as they can steal from you, you receive a random item
> > when you kill them. As soon as I'd kill a thief who gave me blue
> > tassles, I saved and looked for a boat.
>
> Well I've been playing for some time now. I'm not strong enough
> to last very long in the towers at present (I can't reach any
> dungeons) so I cannot validate the dungeon theory.
> As for the thief approach, I thought this was where I would get
> them from. I have killed countless thieves (and some boats too)
> and not one has left me with the Blue Tassles.
>
> I did think it was odd that amongst all the Ultima 2 hints I found,
> no-one mentioned how difficult it was to obtain Blue Tassles. It
> sounds like I have a bugged version... =(
>
> Not only do I not have the Phantasie docs but now I can't even
> play Ultima 2... *sheesh*
>
> - Joel

2999. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6grxYgE$zHB@peter.soemtron.sb.sub.de>
Source record: 69174

In article <Re: Seriously! ANY comments on Gem Drop?>, buesch@srv.net (Brent Buescher) wrote:

Howdy Brent!

> > atari still exists?
> Sort of. It is wholly owned by JTS and is basically a warehouse, from
> what I understand. It may have an employee left.

thinking of, "Atari take over the world" ;-)
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3000. SpartaDOS manual?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Christopher Kmiec <ckmiec@concentric.net>
Message-ID: <34597009.5056C93E@concentric.net>
Source record: 69175

Can someone tell me where I can find a SpartaDOS manual (3.2x) online? I am just getting into the Atari 8-bits, so any info would be appreciated...

Chris Kmiec

3001. Re: Your thoughts on 5200 games and 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6gs02qn$zHB@peter.soemtron.sb.sub.de>
Source record: 69176

In article <Re: Your thoughts on 5200 games and 8-bits>, krishna@primenet.com (Glenn Saunders) wrote:

Howdy Glenn!

> Most of the exclusive 5200 games have already been ported back to the
> 8-bits.
> Berzerk, for instance, has voice synth, which is great.
> Gremlins is cool, but the audio is screwy on XLs.

I have here some other 5200er cracks made by "mickey mouse and derrek" .
for example: Dig Dug, Centipede 5200, Jr.Pacman and of course Gremlin.All
games with better graphics and gameplay.

Could you send me a copy of Berzerk?
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3002. Alternate Reality now free?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6gs02JH$zHB@peter.soemtron.sb.sub.de>
Source record: 69177

Howdy!

I heard, that AR is now public domain. Is that true?
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3003. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <638rvj$6l6@alexander.INS.CWRU.Edu>
Source record: 69178

I say more power to those wo do the seeming impossible, or the
thing just because it is there to be done. I think it would be
both a testament to the power of the machine and the talent of
the programmer if a computer with an operating system and architearchitecture from 1977 can
surf the WEB in 1997. Remember that
it was one of the wright brothers that said that man would not
fly for a thousand years, yet three years later- guess who flew!?

My base system would be a 130XE, an MIO/BB, and a Hard drive.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3004. Re: Favorite Infocom text adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19971030025101.VAA16896@ladder02.news.aol.com>
Source record: 69179

The Infocom games that were my all-time favorites would be their early works -- Enchanter, Sorcerer, Planetfall, Deadline, Zork Trilogy, among others.

I actually found "Hitchhiker's" to be vastly overrated. Very humorous yes; but a very boring game that was nothing more than collecting every damn thing in sight. It lacked any adventure or awe. Also this was one game where if you missed a step, you were dead in the water. I remember when I first got the game, I was pulling my hair out because I was stuck on the Heart of Gold for three or four hours -- and this was w/o the Babel fish, no less!

Favorite Infocom authors: of course, Steve Meretzsky. I also liked Michael Berlyn's efforts. His prose was easily the most readable (helps to be an established writer, I guess). I never really liked Dave Lebling's solo efforts. It lacked some of the great spunk when he co-wrote with Marc Blank. So Lebling's work -- Starcross, Spellbreaker, Lurking Horror, Suspect, etc. were among my least played games.

Anyway, these games are still fun to play today, as they've thankfully been re-released for the PC. Nowadays I play just to see how many variations I can get towards the endings, or how many other ways I can get killed that I didn't achieve previously. Getting the **** You have died **** is still probably one of its best attributes. <g>

3005. Re: need Atari 400's

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <638od0$p14@alexander.INS.CWRU.Edu>
Source record: 69180

A company that uses 50 or more Atari 400s? We need more companies
like this!!!!! Take a little market share from Big Brother Bill.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3006. Re: scsi drives with the MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-30 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bce513$cfd03780$7b374382@hawks-pc>
Source record: 69181

Anybody here that can list the drives that do work with the MIO ? I have an Adaptec 4000a and two 20Mb MFM drives (actually they're 30Mb, but only 20Mb comes up as usable) Kyocera KC-30. And I got Seagate ST225 to work nicely!
Take Atarian care!

The Shadow <The_Shadow@spnt.com> wrote in article
<6381tp$hq6$1@news.chatlink.com>...
>
> > To anyone with an MIO or who understands the MIO:
> >
> > I know this subject has been beaten to death numerous
> times, however it
> > is still not clear to me, so here goes..
> >
> > I have a 256K MIO and I want to hook up a SCSI hard drive
> to it.
> > I know I can get a ACB-4000A or ACB-4070A Bridge
> Controller and hook
> > up a RLL drive to it, but this is not my goal.
> >
> > I thought the port on the MIO was a SCSI port and
> therefore, I could
> > hook up a SCSI drive to it. Is this not correct? If not,
> then why not?
> >
> > If I am forced to go down the route of getting an RLL
> drive, how can
> > I tell if a drive is RLL? I don't even know what RLL
> stands for.
> >
> > -c
>
> The MIO does indeed provide a SCSI port, and unless you
> choose to run an MFM or RLL drive, you do not need a
> separate controller card to run a SCSI drive.
>
> I love my MIO's, but I should perhaps add that it uses 256
> byte sectors, so you do need to find a drive which is
> capable of being used in such a fashion. Some of the newer
> drives simply won't work.
>
> The Shadow
>
> PS: Everyone, please note the change in my E-Mail Address,

> and update everything, everywhere, to reflect it. Thanks.
>

3007. Re: Need Atari 800 Video Cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <3459a75b.324308@news.mindspring.com>
Source record: 69041

On 28 Oct 1997 04:38:14 GMT, swallace@home.dmv.com (Steve Wallace) wrote:

>By the way...the 800 is the only Atari 8-bit computer that has the chroma
>output connected to pin 5. In the other models with monitor connectors,
>pin 5 is not connected.

Didn't the XE models finally restore the chroma connection?

==========
lmcclure1@mindspring.com

3008. Re: Blue Tassles Issue

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <3459C27E.4E22@reading.ac.uk>
Source record: 69042

Thanks for the summary, Stephen. Comments follow...

Stephen Knox wrote:
>
> Ok,
>
> I decided to fire up the ole 8bit and blow the dust off my Ultima II
> diskettes to resolve the Blue Tassles issue. Without much detail I was
> able to get Blue Tassles, Skull Keys, Brass Buttons, etc... without going
> into a Tower of Dungeon. It took me about 20 mintues to accomplish this.
> I didn't buy Ultima II the moment it came out for the 8-bit but it is the
> original brown Sierra Disks.
>
> Anyhow,
> Here's what I had to do (warning, startup spoilers)
>
> I started out as a Thief with:
> Str - 35
> Agility - 30
> the rest 10's

More or less what I did. The only way I found that a character can
survive is if they have high agility to start with.

> So I had 2000 HP and 2500 food. I rturned to the time I came from and
> bagan whomping on everything in sight. I cintinued to steal food and
> such and whomping on monsters.

My characters been around for some time now. Level 13, loadsa weapons
(I use a phaser and chain at present). The guy by the pool in New
San Antonio has been most generous, as well as LB's Vault.

> I wasn't having alot of luck getting Tassles (got everything else) so I
> swicthed to the Pangea timezone. The 1st thief I killed I got tassles.

Now you say you have everything else. The only items I have
ever received in combat are:
Green Gems, Strange Coins, Staff, Helms. (oh, and Keys from guards)

Nothing else, ever. I have never noticed Brass Buttons or Blue
Tassles and I have pretty much slaughtered characters in all the
timezones (except Legends...). I have killed many thieves; I
shall have one more last go but I think I have the bugged version.

> The reaon the above is a spoiler is that my character in 20 mintues was
> able to kill most things. With everything I had (I now had ships) I
> could just rack up the money and increase my stats until I could go into

> space blah blah blah.

I'm not using a PC emulator, I'm using a bona fide 8-bit. I'm not sure where to get a correct copy from. Maybe when I get a PC one day...

Thanks anyway. At least I know it's not my fault that I haven't progressed.

- Joel

3009. Atari Computer items

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <Jxj6.92$Qi1.474065@news3.voicenet.com>
Source record: 69043
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

Atari Items for Sale plus shipping - pre-paid only

Atari power supply for 1050 drive..... $19
Ape Face Model XLP Digital Device..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari 410 Program Recorder (tape deck) (2)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Cables for Atari etc from Chelco (6) ..... $ 8 each
Hot Stuff Joystick (rough)..... $ 7
Paddles (3 sets)..... $12 each
WICO Command Control Joysticks - rough..... $12 pair
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

ALA Software - G-Men ALA Software - Assasins Cove
Bond Analysis Con*Putation
Cranston Manor Adventure (no box) DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler DeBug by Childware
Enhancer
Leader Board Golf Game (no box) MatchBoxes
MegaFont II from XLEnt Software Master Diskette 3 (no box)
Murder on The Zinderneuf My First Alphebet (no box)
Page Designer from XLEnt Software Print Shop
Reading Skills Sesame Str Astro-Glover (3-6)
Spinnaker Alphabet Zoo (3-8) Spnker Hey Diddle Diddle
(3-10)
Spinnakers Kids on Keys (3-9) Spinnaker Kindercomp (3-8)
The Big Math Attack The Jar Game & Chaos
Tinks Adventure (4-8) Tuk Goes to Town (4-8)

Star Voyage Series - Star Voyage 1 & Star Voyage 2
Sesame Street Print Kit for Atari & Commodore
Graphic Generator by DataSoft w/box & docs
The Halley Project - A Mission in Our Solar System (no box)
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)

Tonk in the Land of Buddy-Bots (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Analog Disk #57 Analog Disk #73 June 1989
Andromeda Conquest Astro Grover
Cardware High Tech Expressions Caverns of Mars
Compute Disk October-December 1986 Compute Disk January-March
1987
Crypto Cube (2) DISKEY from Adventure
International Hacker
Ghostbuster Jingle Disk High Tech
Expressions Lode Runner
Lucas Films Ballblazer Match Up
Master of Lamps Memory Mania & Maxwells Demon
Micro Addition Micro Division
Micro Multiplication Monkey See, Monkey Spell
Moon Shuttle My First Alphabet
On Track Racing Paint Master Diskette
Print Shop Sea Bandit
Shape Up Sky Blazer from Broderbund
Spiderman Spy vs Spy
Summer Games - Tetrad
T.G,I,F. The Quest
Threshold Touchdown Football
Trapazoid Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore
Adventure 7.8.9 from Adventure International
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2

Volume 9 - Numbers 2

.....

Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Artist Atari Writer Word Processor
Basic Language Computing (2) Demon Attack
Donkey Kong E.T. Phone Home
Galaxian Millipede
Music Composer (2) Pacman
Qix Sea Horse Hide & Seek
Sky Writer

.....

Scott Adams Adventures on Tape for Atari $3.50 each (4 for $12)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

.....

Tape Software for Atari Computers $3.50 each (4 for $11)

Andromeda Conquest Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800 Figure Fun
Ghost Hunter w/docs Gulp!!
Introduction To Graphics Joystick Sketchpad
Jungles Rainbow w/docs Juggles Rainbow
Moon Shuttle Sea Bandit
Spelling Genie Sargon II --

Star League Baseball States & Capitals

Atari Program Exchange - Midas Touch
Hickory Dickory Dock/Baa, Baa Black Sheep
List, General List, List Customizer
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Explorer Magazine Summer 1985
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Missile Command DOC
Atari Music Composer DOC
Atari Program Exchange - A guide to Effective Programming
Atari Space Invaders DOC

Atari Star Raiders DOC
Atari 440 Programmer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS --
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

3010. Re: scsi drives with the MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <345A0001.53DA6C3C@ix.netcom.com>
Source record: 69044

Robert S Ely wrote:

> cowpoke1@hotmail.com wrote:
>
> > Barry Gordon wrote:
> >
> > >On Mon, 27 Oct 1997 cowpoke1@hotmail.com wrote:
> > >
> > >> To anyone with an MIO or who understands the MIO:
> > >>
> > >> I have a 256K MIO and I want to hook up a SCSI hard drive to it.
> > >> I know I can get a ACB-4000A or ACB-4070A Bridge Controller and hook
> > >> up a RLL drive to it, but this is not my goal.
> > >>
> > >> I thought the port on the MIO was a SCSI port and therefore, I could
> > >> hook up a SCSI drive to it. Is this not correct? If not, then why not?
> > >
> > >If you have a drive with an "embedded controller" then you can connect it
> > >directly to your MIO. Basically that drive would have the equivalent of an
> > >Adaptec 4000/4070 onboard. These drives do not have the ST-506 style
> > >connectors (one 34-pin and one 20?-pin) like we're used to in the Atari
> > >world.
> >
> > Is there a list of drives that contain the controller onboard as Barry
> > writes above?
> >
> > >> If I am forced to go down the route of getting an RLL drive, how can
> > >> I tell if a drive is RLL? I don't even know what RLL stands for.
> > >
> > >The Adaptec 4000/4000a is an MFM (Modified Frequency Modulation)
> > >controller. The 4070 is an RLL (Run Length Limited) controller. Those have
> > >to do with how the data is encoded on the hard drive surface. Basically it
> > >boils down to the fact that you should only use an RLL certified drive
> > >with a 4070 controller.
> >
> > cowpoke
> >
> > ----------------------==== Posted via Deja News ====-----------------------
> > http://www.dejanews.com/ Search, Read, Post to Usenet
>
> Cowpoke,
> The only list that I know of specifically for the MI/O was in the back of
> the MI/O manual. That document is available at
> ftp://archive.umich.edu:7055/11/atari/8bit . The file is called MIOMAN.ZIP.

> This file contains a few file format versions of the original MI/O manual.
>
> --
> Robert S Ely --- Communications Systems Technician
> mailto:rsely@dhs.state.nj.us
> mailto:rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

Guess what. I messed up. I combined the gopher and ftp URLs. It should be
ftp://atari.archive.umich.edu/atari/8bit . The file is called MIOMAN.ZIP.
I just checked and the file disappeared, but I sent it to Bill Kendrick to
put back up. It should be there soon.

--
Robert S Ely --- Communications Systems Technician
mailto:rsely@dhs.state.nj.us
mailto:rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3011. Re: DE RE ATARI - Read me

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3459e795.246445248@news.aatech.com>
Source record: 69045

On 30 Oct 1997 23:45:31 GMT, bostone1@aol.com (Bostone1) wrote:

>Maybe everyone already knows who wrote De Re Atari, but the author should
>get a little credit with these posts. Was it Chris Crawford, the guy that
>wrote Legionnaire, Eastern Front, and who was on the team that wrote
>Excalibur? My memory is going...

The Manual was distributed by the Atari POrogram Exchange and
copyright Atari 1982.

According to the preface:

Chris Crawford wrote Sections 1 through 6 and Appendices A and B
Bob Fraser wrote Section 7.
Jim Dunion wrote Sections 8 and 9.
Lane Winner wrote Section 10 and Appendix D with assistance from Jim
Cox.
Amy Chen wrote Appendix C.
Kathleen Pitta wrote Appendix E.
Gus Makreas prepared the Glossary.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3012. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: rdell@best.com
Message-ID: <63d1oh$4i5$1@shell5.ba.best.com>
Source record: 69046

In article <345751C1.7AE10C85@ix.netcom.com>,
Robert S Ely <rsely@dhs.state.nj.us> wrote:
>
>
>Bostone1 wrote:
>
>> I like the emulators too. As far as the artifacting, I was wondering if
>> one of those VGA to TV cards would put artifacting back into Conan and
>> those other games that depended on it. It seems like as long as the TV had
>> only the standard 160 color clocks where the 320 pixels go, artifacting
>> should occur.
>>
> I'd guess it would, because you'd be back to feeding a TV at TV speeds and
>resolutions.
>

As I understand it, artifacting as a consequence of the NTSC format and filtering
used in the TV set. Can anyone confirm whether or not artifacting works on one
of the modern sets with SAW filters?

--
Richard Dell

3013. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63d7b9$56f$1@triglav.iwaynet.net>
Source record: 69047

On 1997-10-26 kenneth@spam.not.sayeth.i said:
>On 26 Oct 1997 06:37:04 GMT, he110@cleveland.Freenet.Edu (Bill R.
>Core) wrote:
>>The cow mooing thing gave me a really wacked-out idea. Suppose
>>Gateway 2000 bought up Atari from JTS. They want to sell. Then
>>Atari and Amiga International would be sister companies! This
>>could be interesting. (My 8-bit computer of choice is the
>>Atari platform, my 16/32 bit computer of choice is an Amiga.)
>>Odd concept, or what?

And the Sega Genesis (also 68000) is my choice of game system.
(nice RPGs and faster than Super Nintendo)

>Not very. The Atari 8-bits share considerable design philosophy and
>architecture with the Amigas. The 8-bits share nothing more than
>the nameplate with the ST. It's too bad so many Atarians had

I agree!

I read in a game manual (some "space-war" game) about how the game was creating
the space ships it self rather than using the ST's "sprite routines".
Does the ST not have real sprites?

>perfected their knee-jerk reaction to company logos. Many Atari
>zealots lost out on their oportunity to be involved with the
>next-Generation Atari as it happened. (Or as ANALOG called the
>Amiga before the ST came out, "Not the next generation Atari, but
>the one after that.")

Actually this is because some of the engineers that created the Atari were in
on the Amiga.(including Jay Miner,I believe)
It was being developed by Amiga to be sold to Atari as their new computer but
then the Tramiels took over and Amiga instead sold their system to Commodore
since they'd be deep down in the ground before they let Jack get his tentacles
on their baby.Of course Commodore ruined it anyway.
(like how they made "*" a alias for "#?".But "*" was already being used for the
Amiga's version of UNIX's "/dev/tty"
(And don't mention "CONSOLE:" to me,the name doesn't even make any sense))

Of course the BASIC was really limited.Nothing like the "XIO" command on the
Atari.But that's MicroSoft for you.
And it doesn't have a text mode.So everything's like those Atari 80-column term
programmes.So there's no reason to get a modem faster than 9600bps other than
downloading.(and you get the flicking like you do in ST BASIC)

Net-Tamer V 1.09 - Test Drive

3014. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63d7bf$56f$2@triglav.iwaynet.net>
Source record: 69048

On 1997-10-25 olavese@online.no said:
>Well, somebody made a Graphics OS for the 8-bit, so the main

What exactly is a "Graphics OS"?
Do you mean the S: device?

>problem is getting a fast enough JPG decoder I guess! Good luck
>William Kendrick, hope you make it and as I always say ; Take
>Atarian care everybody. BTW : Are you seriously thinking of
>learning assembler, William ? Do so, and maybe you can make it work
>;-) Greetz from Hawk of Pokey Soft

Well this would probably be done by the UNIX side.You would have JPEG files
convert to RGB (CVSquash) and THEN uploaded to the Atari.

>> Ha ha! I read somewhere that you really are working on this, so I
>>hope you consider my opinion that the browser should work on a
>>standard 64k machine, and be based in a 320 x 192 screen, not
>>some awkward scrolling arrangement.

Well it would have to scroll.Most HTML files contain more than 24 lines of
text.I would also want a option to control how many lines the programme gives
you.I use a monitor and can see a lot more than 192 scan-lines.
(and I can also see the whole 192 colour clocks of the "wide playfield")

>> If you are going to try to create such a browser that is your
>>business, but I think you are tilting at windmills. I am sure you
>>are an intelligent person but you should know your limits,
>>because no-one but a genius could pull off a graphic web-browser
>on a circa 1980 computer. >

But you could have a graphical term programme that uses a UNIX programme.
The UNIX side would convert the HTML and data files into usable format.
(RGB,MD8,CMC,AMP,AMS,PIC)

I notice that RGB (created with JVIEW's "Save CVSquash" option) are compressed.
I always thought that CVSquash just put ColourView's .R .G .B files into one
big 24k file.But the COLORS.GIF file that comes with COLRVIEW end up as a 9
(253-byte) sector file.
(I've never downloaded the CVSquash software and I've only used JVIEW for a
short time)
But you couldn't view text and 4096 colour pictures at the same time.
You could have 320x200x8 COLRVIEW mode and text.
(I don't know how readable the text would be)

Some PIC files are also compressed.(PIC=MicroIlustrator)

And we could have background music in the form of AMP,AMS and CMC.
(I think that Bill's right about the VBI thing;those CMC files are small!)
We might have a MIDI-to-CMC converter run on the UNIX side.
We might also want to create PC version of this software.
(for the 8086 real mode!)

The Atari side would probably be broken up into modules.These could be stored
in banked memory(not a RAMdisk) or on a disk.
It would work with 48k (with the 16k for SpartaDOS or UltraSpeed OS patch) but
would take advantage of more (including the OS shadow RAM).
And it would work WITHOUT SpartaDOS.
(that's what we have index files for)

Net-Tamer V 1.09 - Test Drive

3015. NIRPAL

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <63crad$i1q$1@main.freenet.hamilton.on.ca>
Source record: 69049

Does anyone here have the PAL upgrade instructions for NTSC machines? I believe NIR DARY sp? came up with this hack. I have gotten a hold of a PAL Antic chip, and would like to give this a try.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

3016. Re: Wanted: Sparta Dos X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-3110971133230001@macmcurrent.library.carleton.edu>
Source record: 69050

In article <345933E5.DEE84192@factor5.com>, Julian Eggebrecht
<julian@factor5.com> wrote:

>The title says it all - I am searching for Sparta Dos X on cartridge -
>Best Electronics has sold out of them, so.....

A couple others that might still have them:

B&C ComputerVisions
5917 Stope Way
El Dorado, Ca. 95623-4716
USA
tel: (916) 295-9270
FAX: (916) 295-9271
After Nov 1 1997 the area code becomes (530)
mailto:myatari2@juno.com
http://www.myatari.com/

Computer Software Services (CSS)
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
mailto:76702.1076@compuserve.com (Bob Puff)

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3017. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <345a301a.265012919@news.aatech.com>
Source record: 69051

On 31 Oct 1997 18:17:13 GMT, dklugh@iwaynet.net wrote:

>
>
>On 1997-10-26 kenneth@spam.not.sayeth.i said:
>>On 26 Oct 1997 06:37:04 GMT, he110@cleveland.Freenet.Edu (Bill R.
>>Core) wrote:

>>>The cow mooing thing gave me a really wacked-out idea. Suppose
>>>Gateway 2000 bought up Atari from JTS. They want to sell. Then
>>>Atari and Amiga International would be sister companies! This
>>>could be interesting. (My 8-bit computer of choice is the
>>>Atari platform, my 16/32 bit computer of choice is an Amiga.)
>>>Odd concept, or what?

[snip]

>>Not very. The Atari 8-bits share considerable design philosophy and
>>architecture with the Amigas. The 8-bits share nothing more than
>>the nameplate with the ST. It's too bad so many Atarians had

>I agree!

>I read in a game manual (some "space-war" game) about how the game was creating
>the space ships it self rather than using the ST's "sprite routines".
>Does the ST not have real sprites?

Graphics work like a PC -- software bit-blitting. Images are drawn,
erased, and redrawn by the CPU. Later STs had a fairly primitive
hardware blitter added.

>>perfected their knee-jerk reaction to company logos. Many Atari
>>zealots lost out on their oportunity to be involved with the
>>next-Generation Atari as it happened. (Or as ANALOG called the
>>Amiga before the ST came out, "Not the next generation Atari, but
>>the one after that.")

>Actually this is because some of the engineers that created the Atari were in
>on the Amiga.(including Jay Miner,I believe)

>It was being developed by Amiga to be sold to Atari as their new computer

The didn't intend to sell it to Atari. They did get a loan from Atari
to meet payroll, etc and the terms of the loan included handing over
the Amiga chipset if the loan was not repaid by a certain date.

>but
>then the Tramiels took over and Amiga instead sold their system to Commodore

>since they'd be deep down in the ground before they let Jack get his tentacles
>on their baby.Of course Commodore ruined it anyway.

They actually were desperate enough to give Jack several opportunities
to buy the Amiga company, but he didn't take advantage of the
opportunity. At the last minute (re: the terms of that loan they had
with the pre-Tramiel Atari) they got an offer from Commodore better
than what they were asking for the comapny.

>(like how they made "*" a alias for "#?".But "*" was already being used for the
> Amiga's version of UNIX's "/dev/tty"

Using * as a wildcard has been a setable switch since OS version 2.x.
Perhaps longer.

> (And don't mention "CONSOLE:" to me,the name doesn't even make any sense))

You mean CON: ? In a unix world it makes sense. "console" is the
primary input terminal. Usually the one that the sysadmin reserves
for himself. (i.e. the keyboard and monitor connected to the computer
itself rather than a "terminal" which is an input console connected
through a serial mux/net/whatever)

>Of course the BASIC was really limited.Nothing like the "XIO" command on the
>Atari.But that's MicroSoft for you.

It wasn't a particularly bad BASIC, but it violated many published
programming guidelines for the Amiga. (Typical MicroSoft) The end
result is that it won't run on any machine with memory outside of the
original 16M memory map. (i.e. most 32-bit accelerators with RAM)

>And it doesn't have a text mode.So everything's like those Atari 80-column term
>programmes.

???Errr...what?

>So there's no reason to get a modem faster than 9600bps other than
>downloading.(and you get the flicking like you do in ST BASIC)

You haven't see an Amiga in a long time I suspect. I routinely get
57.6K just fine in terminal programs and in a native Amiga graphics
mode or on a third party graphics board I don't get flickering.

If there was only a good 8-bit emulator for it.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3018. Re: SIO2PC/COMM problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: Nelson <nelson@dropmail.com>
Message-ID: <01bce63b$1e0da180$038508cf@Computer2.cybernetworking.com>
Source record: 69052

I have managed to get the Start/Select/Option keys working again.

Is anyone here using null modem or SIO2PC cables able to let me know how they have there system configured?

My Atari can send data out but cannot receive.

I am using an the MIO RS232 port for the null modem connection and SIO2PC for the SIO to PC connection. Both are not receiving from the IBMs.

Nelson

3019. Preppie

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19971031220700.RAA07067@ladder01.news.aol.com>
Source record: 69053

This seems like a pretty cool game!! However, I can't figure out what do to once you've jumped on all the boats....obviously I die when I fall in the water, but when I jump on the grass, nothing happens! Can someone please help me? Thanks!

-Sam Hartmann

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

3020. Re: Blue Tassles Issue

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: fseipel@freenet.columbus.oh.us
Message-ID: <fseipel-3110971837200001@ts8-4.homenet.ohio-state.edu>
Source record: 69054

I sent Joel the Ultima][character editor from my archive disks from my old Atari 8-bit BBS's -- archived back in 199o, whew, it's been a while... This will permit him to add the Blue Tassles to his inventory. Some hacker wrote the editor; it permits selective attribute editing, or creation of a "Super" character with maximum attributes and items.

I also sent him the walk-through. Curiously, the walk-through didn't mention the blue tassle problem, but this issue was discussed somewhere, either on the BBS's of the era, or on CompuServe, I forget which.

There was also a character editor for Ultima IV. I don't know about Ultima III.

--
Frank Seipel
fseipel@netexp.net

3021. Atari Auction Going Twice

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971031233400.SAA14360@ladder01.news.aol.com>
Source record: 69055

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
-------------------------------------------------
Atari 800 XL with power supply---Going twice-------jc7664b@american.edu $20
Atari 400 with power supply----------------------malyszka@dreamscape.com $18
Atari 1050 with power supply-----Going twice-bodo.martin@rz.uni-jena.de $25
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer----------------Going twice-----------agte@spocom.com $12
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box----------------------malyszka@dreamscape.com $6
Atari paddles new in box-----------------------malyszka@dreamscape.com $3
Atari joystick new condition-------Going twice--malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
-------------------------------------------------
-------------------------------------------------

Cartridges--minimum bid $3--carts only
-------------------------------------------------
pac man-----------------------------------------malyszka@dreamscape.com $3
ms. pac man-------------------------------------luecknik@world-net.net $5
computer chess--------------Going twice--------------jeep@tc.fluke.com $5
basic computing language----Going twice--------malyszka@dreamscape.com $3
donkey kong-----------------Going twice----------------jandc@ccnet.com $4
galaxian
joust-----------------------Going twice----------------agte@spocom.com $4
star raiders----------------Going twice--------malyszka@dreamscape.com $3
defender--------------------Going twice--------malyszka@dreamscape.com $3
pole position---------------Going twice---------darkroom@ix.netcom.com $4
```

pengo----------Going twice----------jklein@isd.net $3
eastern front 1941----------luecknik@world-net.net $6
atari artist
et phone home
atari writer----------malyszka@dreamscape.com $3
music composer
centipede----------Going twice----------jklein@isd.net $3
video easel
qix----------Going twice----------dbetz@xlisper.mv.com $3
kickback
congo bongo
kids on keys
pitstop----------Going twice----------pmarsch@aol.com $6
river raid----------Going twice--------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------jandc@ccnet.com $7
jumpman jr.----------Going twice----------agte@spocom.com $4
zenji----------Going twice----------jandc@ccnet.com $4
the designers pencil
miner 2049er----------Going twice----------jandc@ccnet.com $4
adventure creator----------Going twice----------dbetz@xlisper.mv.com $6
computer war
smart terminal----------malyszka@dreamscape.com $3
rally speedway----------Going twice----------jklein@isd.net $3
mountain king----------Going twice----------jklein@isd.net $3
mastertype
protector 2----------Going twice----------krieg@execpc.com $7
fun with art
qbert----------Going twice----------jeep@tc.fluke.com $5
jumbo jet pilot----------Going twice----------pmarsch@aol.com $3
zaxxon----------Going twice----------jklein@isd.net $5
wizard of wor----------Going twice----------jandc@ccnet.com $5

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------Going twice--------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------Going twice--------malyszka@dreamscape.com $2
chessmaster 2000----------Going twice----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler------Going twice----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti
curse of ra

atari timewise
typing tutor
forbidden forest
paper clip------------------Going twice--------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae----------Going twice--------cthompso@as.arizona.edu $5
sands of egypt
atari macro assembler-------Going twice---------darkroom@ix.netcom.com $2
printshop
syncalc---------------------Going twice--------malyszka@dreamscape.com $2

special
---------------------------Going twice-------------alan.diaz@snet.net $20
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

3022. Don't Fear's Huge 3rd Auction Part 1 (update 5)

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <345A6C86.BD1E0920@prodigy.com>
Source record: 69056
Cross-posted to: rec.games.video.classic,rec.games.video.misc,rec.games.video.marketplace,rec.games.vectrex,rec.games.nintendo,comp.sys.atari.8bit

Don't Fear's Huge 3rd Auction Part 1 (update 5)

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds.
If you choose to send a personal check please allow 2-3 weeks for the
check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of
final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to play can you spot the two classic
game collectors.
Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features:
Atari 2600 - 308 Items Atari 5200 - 31 Items
Atari 7800 - 17 Items Atari Comp - 54 Items

Atari 2600

Prototypes

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Stampede $15.00 marc
Dolphin $15.00 marc
Name This Game $12.50 marc
Eggomania $12.50 marc

Atari
-----
Combat (C) - complete $1.00 anders
Air-Sea Battle (U) - w/inst $0.50 anders
Space War (U) - w/inst $1.00 bones
Outlaw (U) - w/inst $0.50 anders
Slot Racers (U) - w/inst $1.00 kingkong
Canyon Bomber (C) - w/inst $1.00 kingkong
Super Breakout (U) - multi lang, complete $0.50 anders
Defender (C) - w/inst $0.50 anders
Warlords (U) - shrinkwrapped $2.00 jim
Indy 500 (U) - w/inst $1.00 pmarsh
Street Racer (U) - w/inst $0.50 anders
Adventure (C) - w/inst $3.50 pmarsh
Demons To Diamonds (U) - shrinkwrapped $1.00 kingkong
Pele's Soccer (C) $1.00 patman
Championship Soccer (C) $0.50 anders
Basic Programming (R) - w/inst $3.00 patman
Video Olympics (C) - w/inst $1.00 bones
Breakout (C) - complete, rare white box $1.00 anders
Home Run (C) - w/inst $0.50 anders
Basketball (C) - w/inst $0.50 anders
Football (C) - w/inst $0.50 anders
Miniature Golf (U) $1.50 edward
Human Cannonball (U) $1.50 edward
Bowling (C) $1.00 pmarsh
Sky Diver (pic) (U) $0.50 anders
Circus Atari (C) - complete $1.00 anders
Superman (C) - w/inst $1.00 kingkong
Space Invaders (C) - complete $1.00 anders
Night Driver (C) - w/inst $0.50 anders
Golf (C) - w/inst $1.50 edward
Maze Craze (U) - w/inst $1.50 bones
Video Checkers (R) $1.50 edward
Dodge 'Em (U) - w/inst $0.50 anders
Missile Command (C) - w/inst $0.50 anders
Othello (R) - complete, rare white box $1.00 anders
RealSports Baseball (U) - w/inst $0.50 anders
Surround (C) - w/inst $0.50 anders
Hunt & Score (U) $1.00 kingkong
Code Breaker (U) $1.00 kingkong
Flag Capture (pic) (U) - w/inst $1.00 kingkong
Video Chess (U) $1.00 kingkong
Pac-Man (C) - w/inst $1.00 spider
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Video Pinball (U) - w/inst $1.00 pmarsh
Asteroids (C) - w/inst $0.50 anders
Bezerk (C) - w/inst $0.50 anders
Blackjack (R) - complete $1.50 gamelrd
Casino (U) - complete,special edition box $1.50 kingkong
Slot Machine (R) - (some cart damage) $1.00 kingkong
Haunted House (C) - w/inst $0.50 anders
Yars Revenge (C) - w/inst & comic $0.50 anders
Yar's Revenge (red lbl) (R) $3.00 anders
Swordquest: Earthworld (C) $1.00 cartman
Swordquest: Fireworld (C) - complete $2.00 chrisw
Math Grand Prix (C) $1.00 kingkong
Raiders Of The Lost Ark (C) - w/instr $0.50 anders
Star Raiders (U) - w/inst & touch pad $2.00 anders
Basic Math (U) $1.00 kingkong
Hangman (U) $1.50 bones
Brain Games (U) - w/inst $2.00 bones
RealSports Volleyball (U) - w/inst $0.50 anders
Football RealSports Soccer (U) - Euro $0.50 anders
RealSports Football (C) - w/inst $0.50 anders
Vanguard (C) - w/inst $0.50 anders
Swordquest: Waterworld (UR) $25.00 kenny
Phoenix (C) - complete $1.00 anders
E.T. (C) - shrinkwrapped $0.50 anders
Ms. Pac-Man (C) - w/inst $0.50 anders
Centipede (C) - w/inst/comic book/poster $0.50 anders
Dig Dug (U) - w/multi lang inst $0.50 anders
RealSports Tennis (U) - w/inst $0.50 anders
Battlezone (U) $0.50 anders
Krull (R) - complete $2.00 kingkong
Galaxian (U) $0.50 anders
Jungle Hunt (U) - w/inst $0.50 anders
Kangaroo (U) - complete $1.00 anders
Pengo (ER) $6.50 bones
Joust (C) - w/inst $1.00 spider
Moon Patrol (U) - w/multi lang inst $1.00 kingkong
Pole Position (C) - w/inst $0.50 anders
Pole Positn (end lbl error) (C) - w/inst $0.50 anders
Mario Bros. (U) - w/inst $0.50 anders
Taz (R) $1.50 edward
Crystal Castles (U) - w/inst $1.00 spider
Pigs In Space (ER) $5.00 bones
Millipede (R) - w/inst $0.50 anders
Defender II (R) - complete buyout
Defender II (R) - w/inst $1.00 gamelrd
Jr. Pac-Man (U) - w/inst $0.50 anders
Midnight Magic (R) $1.00 kingkong
RealSports Boxing (U) - w/inst $1.00 kingkong
Solaris (U) - complete $1.00 anders
Crossbow (U) - w/inst $2.50 pmarsh

Desert Falcon (C) - complete $1.50 gamelrd
Donkey Kong (U) $1.00 kingkong
Donkey Kong Jr. (R) - w/inst $3.00 chrisw
Q*Bert (R) - w/inst $0.50 anders
Dark Chambers (U) - w/inst buyout
Super Baseball (U) $3.00 bones
Super Football (U) $0.50 anders
Sprint Master (R) - w/inst $3.00 bones
Secret Quest (R) $3.00 bones
Klax (PAL) (ER) $6.00 anders

Sears

Target Fun (C) - w/inst $1.00 kingkong
Blackjack (pic) (R) - w/inst $1.00 kingkong
Breakaway IV (pic) (C) $1.00 kingkong
Memory Match (U) - top lbl damage $1.00 chrisw
Baseball (C) $0.50 anders
Maze (pic) (C) $0.50 anders
Basketball (U) $0.50 anders
Bowling (R) $0.50 anders
Dare Diver (ER) $2.50 bones
Superman (ER) $2.50 mukchup
Night Driver (U) $1.00 chrisw
Golf (C) $1.50 mukchup
Circus (C) $1.00 bones
3-D Tic-Tac-Toe (ER) $1.00 anders
Steeplechase (R) $2.50 bones
Submarine Commander (ER) $6.00 bones
Space Invaders (C) $0.50 anders
Adventure (pic) (U) - w/inst $1.00 kingkong
Soccer (U) $1.00 kingkong
Checkers (ER) $2.00 mukchup
Dodger Cars (ER) - lbl wear $1.50 mukchup
Arcade Pinball (R) $1.00 chirsw
Asteroids (U) $0.50 anders
Super Breakout (C) - w/inst $0.50 anders
Missile Command (R) $0.50 anders
Defender (C) $0.50 anders

Absolute

Skateboardin' (R) - w/inst $1.00 chrisw

Activision

Dragster (U) $0.50 anders
Boxing (U) - w/inst $1.00 kingkong
Checkers (ER) - w/inst $3.00 bones
Fishing Derby (U) - w/inst $1.00 kingkong

Skiing (U) - w/inst $0.50 anders
Bridge (R) $1.00 kingkong
Tennis (C) $0.50 anders
Laser Blast (C) - w/inst $1.00 spider
Freeway (U) - w/inst $1.00 spider
Kaboom! (U) - w/inst $1.00 cartman
Stampede (U) - w/inst $1.00 kingkong
Ice Hockey (ER) - (blue lbl) $1.00 kingkong
Barnstorming (U) - w/inst $1.00 kingkong
Grand Prix (U) - w/inst $0.50 anders
Chopper Command (U) - complete $2.00 jim
Chopper Command (blue lbl) (ER) - w/inst $2.00 anders
Megamania (U) - shrinkwrapped $1.50 kingkong
Starmaster (U) $0.50 anders
Pitfall! (blue lbl) (ER) - w/inst $2.00 jim
Sky Jinks (R) - w/inst $1.00 kingkong
River Raid (U) $1.00 kingkong
Spider Fighter (U) $1.00 kingkong
Seaquest (R) - w/inst $1.00 kingkong
Oink! (R) - w/inst $1.00 kingkong
Dolphin (R) $1.00 kingkong
Keystone Kapers (ER) - (blue lbl) $1.00 spider
Enduro (blue lbl) (U) - w/inst $1.00 kingkong
Plaque Attack (R) $1.00 kingkong
Robot Tank (R) - w/inst $1.00 patman
Crackpots (R) $1.50 kingkong
Decathalon (R) $3.00 patman
Pressure Cooker (R) - complete $2.00 bones
Space Shuttle (blue lbl) (ER) $2.00 patman
Pitfall II: Lost Caverns (R) $1.00 patman
H.E.R.O. (R) $1.50 vince
Beamrider (R) $2.50 bones
Cosmic Commuter (R) $5.00 mukchup
Kung-Fu Master (R) - w/inst $0.50 anders
Commando (R) - complete $0.50 anders
Rampage (R) $5.00 kenny
Double Dragon (R) $3.00 bones
Ghosbusters (R) $0.50 anders

Amiga

Mogul Maniac (ER) $5.00 kenny

Apollo

Skeet Shoot (R) - complete $5.00 kenny
Space Cavern (red lbl) (U) $1.00 gamelrd
Racquetball (orange lbl) (U) $1.00 kingkong
Lost Luggage (blue lbl) (U) - w/inst $2.50 bones
Shark Attack (blue lbl) (U) $1.50 kingkong

Infiltrate (blue lbl) (U) - w/inst $1.00 kingkong

CBS Electronics

Wizard Of Wor (R) $0.50 anders
Gorf (U) - w/inst $0.50 anders
Blueprint (writing on lbl) (U) $1.00 kingkong
Solar Fox (U) $0.50 anders
Omega Race (U) - w/inst $2.00 kingkong
Mountain King (R) $1.50 kingkong

Coleco

Donkey Kong (C) - w/inst $0.50 anders
Zaxxon (U) $1.00 spider
Venture (C) - w/inst $0.50 anders
Mouse Trap (U) - w/inst $0.50 anders
Smurfs: R.I.G.C. (U) - w/inst $1.00 kingkong
Donkey Kong Jr. (R) $1.00 kingkong
Front Line (R) $2.00 kingkong

Cooper Black

Dragon Treasure (ER) $3.50 bones

Data Age

Encounter At L-5 (U) - w/inst $1.50 kingkong
Warplock (C) $1.50 kingkong
Sssnake (C) $3.00 kenny
Airlock (C) $1.00 kingkong
Bugs (U) - w/inst $3.00 kenny
Journey Escape (C) - w/inst $1.00 spider
Bermuda Triangle (R) - w/inst $1.50 kingkong

Epyx

Summer Games (R) $1.00 kingkong
Winter Games (R) - w/inst $0.50 anders
California Games (R) $0.50 anders

Froggo

Task Force (R) - complete $2.50 bones
Sea Hawk (R) $2.50 bones

Imagic

Trick Shot (R) - w/inst $0.50 anders
Demon Attack (blue lbl) (ER) - w/inst $1.00 anders

Star Voyager (C) - w/inst $0.50 anders
Atlantis (U) - complete $1.00 anders
Cosmic Ark (U) - w/inst $0.50 anders
Fire Fighter (R) $1.00 cartman
Shootin' Gallery (ER) $10.00 kenny
Riddle of the Sphinx (U) - w/ inst $0.50 anders
Dragonfire (C) - w/inst $0.50 anders
Fathom (R) $1.00 gamelrd
Solar Storm (R) $2.50 bones
Moonsweeper (U) $1.00 kingkong
Laser Gates (R) $2.50 bones

Konami

Pooyan (end quarter lbl missing) (ER) $2.00 anders

M Network

Adven of Tron (white lbl) (U) - w/inst $0.50 anders
Masters Of The Universe (R) $3.00 bones
Burgertime (R) - w/inst $1.00 kingkong
Kool-Aid Man (U) $1.50 spider
S.C. Football (white lbl) (C) - w/inst $0.50 anders
Space Attack (C) - complete $1.00 anders
Armor Ambush (C) - w/inst $0.50 anders
Tron Deadly Discs (U) $1.00 cartman
Lock 'n Chase (C) - w/inst $1.00 kingkong
Frogs and Flies (U) - w/inst $2.00 jim
Super Challenge Baseball (C) - w/inst $0.50 anders
Astrosmash (U) - w/inst $0.50 anders
Dark Cavern (U) - w/instructions $1.00 kingkong
International Soccer (U) - w/inst $1.00 vince
Bump 'n' Jump (R) - w/inst $2.50 bones

Milton Bradley

Survival Run (R) $2.00 kingkong
Spitfire Attack (U) $2.00 kingkong

Mythicon

Sorcerer (R) $3.00 bones
Fire Fly (R) $1.50 kingkong
Star Fox (R) $1.50 kingkong

Panda

Space Canyon (R) $5.00 kenny

Parker Brothers

Star Wars: Jedi Arena (R) - w/inst $1.00 mro
Star Wars: Empire Strikes Back (C) $1.00 gamelrd
S.W.:R.O.T.J.:D.S.B. (R) - w/sticker on lbl & inst $1.00 mro
Frogger (C) - w/inst $0.50 anders
Amidar (U) - w/inst $0.50 anders
Super Cobra (end lbl missing) (U) $0.50 anders
Reactor (U) $0.50 anders
Tutankham (U) - w/inst $0.50 anders
Sky Skipper (R) - end lbl missing $1.00 kingkong
Q*Bert (C) - w/inst $0.50 anders
Spider-Man (R) $1.00 gamelrd
Strawberry Shortcake: Musical Match-ups (R) - complete $2.00 chrisw
G.I. Joe Cobra Strike (U) $1.00 kingkong

Sega

Tac-Scan (U) $1.00 kingkong
Star Trek S. O. S. (R) $1.00 mro
Buck Rogers: Planet Zoom (U) - w/inst $1.50 kingkong
Congo Bongo (R) $1.00 kingkong

Spectravision

Gangster Alley (end lbl wear) (R) $1.00 chrisw
Planet Patrol (R) $0.50 anders
Tapeworm (R) $2.00 chrisw

Telegames

Super Challenge Football (U) $1.00 bones

Telesys

Coco Nuts (fancy cart) (R) - w/inst $1.00 kingkong
Fast Food (fancy cart) (R) $1.00 kingkong

Tigervision

Threshold (R) $2.50 bones
Polaris (ER) $15.00 kenny

20th Century Fox Video Games

Worm War I (Sirus) (U) $1.50 kingkong
Beany Bopper (Sirus) (R) $1.00 gamelrd
Deadly Duck (R) $1.00 kingkong
Mega Force (R) $1.00 kingkong
Alien (R) - w/inst $1.50 kingkong
Turmoil (U) $1.00 kingkong

Crypts Of Chaos (R) - w/inst $3.50 bones
M*A*S*H* (U) $1.00 kingkong
Porky's (R) - w/inst $1.50 spider
Revenge Of The Beefsteak Tomatoes (R) $3.50 bones

U.S. Games

Space Jockey (C) - w/inst $0.50 anders
Sneak 'n Peek (R) $1.00 kingkong
Word Zapper (U) - w/inst $1.00 kingkong
Commando Raid (R) - w/inst $1.00 kingkong
Name This Game (R) - w/inst $1.00 kingkong
Towering Inferno (U) - w/inst $1.00 kingkong
M.A.D. (R) $1.50 kingkong
Gopher (R) - w/inst $1.50 kingkong
Squeeze Box (ER) - w/inst $2.00 chrisw
Eggomania (R) - w/instructions $1.50 kingkong
Picnic (fancy cart) (ER) $2.50 bones
Piece O' Cake (fancy cart) (ER) - w/inst $2.00 chrisw
Raft Rider (fancy cart) (ER) $2.00 chrisw
Entombed (fancy cart) (ER) $2.00 chrisw

Xonox

Chuck Norris Superkicks (ER) $15.00 kenny
Sir Lancelot (ER) $25.00 kenny

Zellers

Ocean City Defender (ER) $8.00 kenny

Zimag

Tanks But No Tanks (R) $10.00 kenny

Systems & Peripherals

Atari 2600: Four switch, wood front panel in orignal box
w/two joysticks, set of paddles, power supply, R/F modulator,
owners manual and the following loose games: Combat, Defender,
Space Invaders, Missle Command, Pac-Man, Asteroids,
Swordquest Fireworld, Raiders Of The Lost Ark, E.T., Pole Position,
RealSports Football, Vanguard, Ms. Pac-Man, Target Fun, Laser Blast,
Kaboom!, Chopper Command, Pitfall!, Donkey Kong, Cosmic Ark,
Astrosmash, M*A*S*H*, Star Wars: Jedi Arena, Mega Force, and M.A.D.
$35.00 jeremy

Sears Video Arcade: Six switch, wood front panel w/two joysticks,
power supply, R/F modulator and the following loose Sears games: Space
Invaders, Night Driver, Bowling, and Asteroids

$5 min
Remote Control Joysticks - complete in orignal box
$8.00 chrisw
Atari 2600 Manual Package:
Air-Sea Battle, Outlaw, Slot Racers, Canyon Bomber, Super Breakout,
Street Racer, Backgammon, 3-D Tic-Tac-Toe, Video Olympics, Breakout,
RealSports Baseball, Swordquest: Fireworld, RealSports Volleyball,
RealSports Football, Centipede, Millipede, 1981 Green Catalog,
1981 Red Catalog, 1982 Red Catalog, 1983 Fold-Out Catalog,
The Atari Advantage 7800 Collectors Poster, Barnstorming,
Spider Fighter, Activision Spring 1982 and Acti Summer 1982 Catalog
$4.00 kingkong
Track & Field controller for 2600 $5.00 chrisw
2600 Joystick $0.50 patman
2600 Joystick $0.50 patman
Video Touch Pad $4.00 anders
Touch Me Handheld (SC) $4.00 anders
Stuntcycle stand alone unit $5.00 mro
Atari Video Pinball stand alone unit $4.00 anders
Atari Game Center (no cover) $4.50 marc
Telegames Center $4.50 marc
Vid-Lid Plus (holds 10 games + inst) $4.00 anders
Wood Game Holder (hold 16 games) $4.50 marc

Atari 7800

Atari

Centipede (R) - w/inst $0.50 anders
Asteroids (R) - complete $1.50 mukchup
Dig Dug (R) - w/inst $0.50 anders
Food Fight (R) $0.50 anders
Galaga (R) $0.50 anders
Ms. Pac-Man (U) - w/inst $0.50 anders
Pole Position II (C) - w/inst $0.50 anders
Xevious (U) - w/inst $0.50 anders
Choplifter! (U) - w/inst $0.50 anders
Karateka (U) - w/inst $1.00 bones
Crack'ed (R) $1.00 gamelrd
Dark Chambers (U) - w/inst $1.00 gamelrd
Mat Mania Challenge (R) - shrinkwrapped $1.00 gamelrd
Scrapyard Dog (R) - shrinkwrapped $1.00 gamelrd

Absolute

Tomcat F-14 Flight Simulator (R) $4.00 garry

System & Misc.

Atari 7800: w/owners manual, two joysticks, power supply, R/F modulator

and Pole Position II
$18.50 garry
Atari 7800 instruction package:
Centipede, Asteroids,Dig Dug, Joust, Robotron 2084, Desert Falcon,
Ballblazer, Touchdown Football, One-On-One Basketball, Hat Trick,
Impossible Mission, Crossbow, Ace Of Aces, Donkey Kong,
Donkey Kong Junior, Tower Toppler and Jinks
$1.00 mro
Atari 5200

Atari

Centipede (C) $1.00 kingkong
Defender (C) $1.00 kingkong
Football (C) $1.50 kingkong
Galaxian (C) $1.50 kingkong
Joust (U-) $1.50 kingkong
Jungle Hunt (U-) $1.50 anders
Kangaroo (writing on lbl) (C+) $1.50 kingkong
Missle Command (C+) $1.00 kingkong
Ms. Pac-Man (lbl fade) (U-) $1.50 kingkong
Pac-Man (C-) $1.00 danz
Pengo (writing on lbl) (R-) $1.50 kingkong
Pole Position (C+) - w/inst $1.50 kingkong
Soccer (C) $1.00 kingkong
Space Invaders (C) $1.00 danz
Star Raiders (C+) $1.00 kingkong
Super Breakout (C-) - w/inst $1.50 anders
Vanguard (U-) $1.00 kingkong

Activision

H.E.R.O. (R) $1.50 kingkong
River Raid (U) $2.00 archangel

CBS Electronics

Blue Print (R-) $2.00 kingkong
Gorf (R-) $2.00 kingkong

Parker Brothers

Frogger (writing on lbl) (C+) $1.50 kingkong
Popeye (writing on lbl) (C+) $1.00 kingkong
Q*Bert (C+) $2.00 archangel
Star Wars: The Arcade Game (writing on end lbl) (R+) $2.00 kingkong
Super Cobra (writing on lbl) (R) $2.00 kingkong

Sega

Congo Bongo (R-) $1.50 kingkong

System & Peripherals

Atari 5200: Four port model in orignal box w/power supply, switchbox,
one working controller, and the following loose games:
Defender, Galaxian, Joust, Pac-Man, Pole Position, Super Breakout, and
Vanguard
$35.00 jeremy
Working 5200 Joystick $5.00 jeremy
Broken 5200 Joystick
Broken 5200 Joystick

Atari 400/800

Activision

Kaboom! (U) $3.50 garry
MegaMania (U) $3.00 garry
River Raid (U) - w/inst $3.50 garry

Atari

Ace of Aces (C) $2.50 james s
Asteroids (C) $1.00 paulh
Barnyard Blaster (U) $2.00 austin
Basic (1985 version) (R) $1.00 james s
Basketball (C) $1.00 kingkong
Bug Hunt (U) $2.00 smitty
Centipede (C) $1.00 kingkong
Defender (C) $1.00 kingkong
Donkey Kong (C) - w/inst $1.00 paulh
Donkey Kong Junior (C) $3.50 austin
Fight Night (U) $2.50 james s
Flight Simulator II (C) $2.00 smitty
Hardball (U) - w/inst $2.00 smitty
Jungle Hunt (U) - w/inst $2.00 smitty
Missle Command (C) $1.00 kingkong
Necromancer (U) $4.00 paulc
Pac-Man (C) $1.00 kingkong
Pengo (U) $2.50 brianm
Pilot (U) $1.00 kingkong
Pole Position (C) $1.00 austin
Qix (C) $4.00 brianm
RealSports Football (C) $1.00 paulc
Skywriter (U) - w/inst $2.50 james s
Star Raiders (C) $0.50 anders
Super Breakout (C) - complete $3.50 austin
Typo Attack (U) $2.00 smitty

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Big Five
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Miner 2049er (C) $4.00 paulc
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Epyx
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Gateway to Apshai (U) - w/inst $1.50 kingkong
Pitstop (U) - w/inst $2.50 kingkong
Silicon Warrior (C) $3.00 cmoore
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IDSI
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Pool 400 (R) $3.00 cmoore
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Parker Brothers
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James Bond 007 (R) $3.00 cmoore
Q*Bert (C) $1.00 kingkong
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Roklan
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Deluxe Invaders (C) - w/inst $3.00 paulc
Gorf (C) $4.00 paulc
Wizard Of Wor (C) $2.00 brianm
-----
Romox
-----
Princess and Frog (R) $5.00 garry
----
Sega
----
Buck Rogers: Planet of Zoom (U) $1.50 kingkong
---------
Spinnaker
---------
Alphabet Zoo (U) - complete $1.50 kingkong
Delta Drawing (U) - w/ inst $2.50 james s
Facemaker (U) - complete $1.50 kingkong
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Synapse
-------
Shamus (C) - (very cool clear red cart) $3.00 garry
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TG Software
-----------
Droids (ER) $3.00 austin
---------
Thorn EMI
---------
Kickback (U) $2.50 kingkong
```

Systems & Periphrals
---
130 XE - tested w/power supply, two joysticks, and the following loose
games
:Donkey Kong, Flight Simulator II, Pac-Man, Star Raiders, and Skywriter.

$10.00 kenames
65 XE - tested w/power supply and owners manual
$10.00 bill
Atari 400 "The Educator" - complete in orignal box w/power supply and
broken 410 program recorder
buyout
Atari 800 - w/power supply and Atari service contract
$15.00 wills
800 XL - w/power supply and owners manual
$6.00 zzyzx
1050 Disk Drive - untested w/power supply
$5.00 anders
XM 301 modem - untested

Suncom Animation station - untested w/owners manual
$4.00 zzyzx

This auction is dedicated to the Old Lady. Without her a lot of this
would have been impossible. Thank You

3023. XL256k mod questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: miljenko@mapef.pefri.hr
Message-ID: <3459a1c3.91867748@news.carnet.hr>
Source record: 69057

I find the explanations for this mod not clear enough.
Since I do not have any formal technical education
and no documentation or blueprints of my 1200XL,
I have some difficulties finding what are some of the
connection points described in the document.

Could somebody post more understandable
instruction or diagram?

Mike

--
Miljenko Vrankovic, University of Rijeka, Croatia
miljenko@mapef.pefri.hr mvrankov@alf.tel.hr

Experience is what you get, when you don't get what
you want. I've got lots of experience...

3024. Re: Yorkshire UK Atari user group

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-3110971117150001@macmcurrent.library.carleton.edu>
Source record: 69058

In article <690.241T1197T10994740@pianosa.demon.co.uk>, "Brad Rogers"
<brad@pianosa.demon.co.uk> wrote:

>Not exactly close, but there's TWAUG, the Tyne & Wear Atari User Group.
>
>Contact; J Matthewson,
> 80 George Road,
> Wallsend,
> Tyne & Wear,
> NE28 6BU
>
>Sorry, but I don't have a telephone number for them. :-(

Here's what I have:

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3025. Re: DE RE ATARI - Read me

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-3110971128240001@macmcurrent.library.carleton.edu>
Source record: 69059

You can buy your own new copy of De Re Atari from, for example, B&C ComputerVisions (http://www.myatari.com). From their catalog:

BKA036 DE RE ATARI 14.95

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3026. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-3110971131010001@macmcurrent.library.carleton.edu>
Source record: 69060

>peter@soemtron.sb.sub.de (Thomas Havemeister) writes:
>
>> atari still exists?

JTS Corporation
166 Baypointe Pkwy
San Jose CA 95134-1621
USA
Phone: 408-468-1800
Fax: 408-468-1619
mailto:info@jtscorp.com
http://www.jtscorp.com/

Atari Corporation (a JTS subsidiary)
http://www.atari.com/

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3027. Re: SpartaDOS manual?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-3110971136220001@macmcurrent.library.carleton.edu>
Source record: 69061

In article <34597009.5056C93E@concentric.net>, Christopher Kmiec
<ckmiec@concentric.net> wrote:

>Can someone tell me where I can find a SpartaDOS manual (3.2x) online? I
>am just getting into the Atari 8-bits, so any info would be
>appreciated...

It's listed in the B&C ComputerVisions online catalog at
http://www.myatari.com for $14.95.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3028. WTB : Computer Eyes digitizer

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bce63d$23380a40$96374382@hawks-pc>
Source record: 69062

Anybody has this device for the 8-bit ? I would like to buy one! Please email if you're willing to sell or know where to get one! Take Atarian care!

3029. For Sale: Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-3110971424360001@refdesk.library.carleton.edu>
Source record: 69063

Posted for mailto:tsteinh@tsteinh.win.net (Toni Steinhauer)

ATARI 800 system with color monitor, external floppy drive, 3 joysticks (not sure of the working condition of these), Okimate 10 color printer, 26 game cartridges, manuals, diskettes, and assorted books. Also included is an Atari 400 base unit only. There is also a Super Sketch attachment. These items will require 4-5 boxes for shipping. Shipping costs will be paid by the seller, provided the minimum bid price is reached or exceeded. Otherwise, the buyer will be expected to pay for shipping.

The link to the site is

http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1441584

Posted for mailto:tsteinh@tsteinh.win.net (Toni Steinhauer)

3030. Re: Preppie

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19971031230601.SAA12084@ladder01.news.aol.com>
Source record: 69064

> This seems like a pretty cool game!! However, I can't figure
> out what do to once you've jumped on all the
> boats....obviously I die when I fall in the water, but when I
> jump on the grass, nothing happens! Can someone please
> help

You're supposed to go to the other side to collect golf balls and then come back. (Ever notice those little white dots?)

3031. games with trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6gw03zTpzHB@peter.soemtron.sb.sub.de>
Source record: 69065

```
Howdy!

are there any other programms which run with a trackball/st-mouse? Missile
Command 'rocks' with mouse...would be nice to see more games with that
nice feature.
```

--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3032. problems with null modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-10-31 00:00:00 UTC
From: unclebigbad@hotmail.com
Message-ID: <345944ff.3809190@atlink.it>
Source record: 69066

First off I want to thank everybody that helped me out a few weeks ago with questions I had on my new 130XE. I tried to reply to everybody but some messages got bounced back.

I'm finally starting to get that 130XE I bought a few weeks ago up and going. I ended up going back to that Thrift store and buying that second 1050 drive and while I was there I found an 850 interface for a $1.50! Someone sent me a ton of 8 bit disks (thanks Gail!) and I found several BASIC terminal programs on them. One called Proterm just locks up the system with a blank screen. I have two others one called AMODEM4 and the other JTERM. They both seem to work, only problem is that when I hook the 130XE to my PC with a null modem adapter in between I can send characters from the Atari to my PC, however; I can't send characters from my PC to the Atari.
I'm going from the 9 pin 850 to a 25 pin which then goes to a null modem adapter (25 pin) and then to my PC which is also 25 pin.
The comm port on my PC is ok because I can communicate with an external modem.

Anybody have any idea's on what I'm doing wrong?

Thanks,

George Torch

3033. Silly Stuff Give Away

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-01 00:00:00 UTC
From: jack <jarice@suffolk.lib.ny.us>
Message-ID: <345B2F03.4B64@suffolk.lib.ny.us>
Source record: 69067

The basement odyessey continues.

For anyone who wants them (but you must pay for shipping)

LEFTY - SUNCOM Joystick Adaptor "Converts Atari-type joystick
controllers for easier use by left handed players"

Miscellaneous computer covers

I do have a couple of brown canvas Atari 400 with the logo

The rest appear to be vinyl and plastic for different computers
(IBM, Commodore, Mindset as well as some Atari peripherals)
Ask and I'll check what's in the rest of the box.

Thanks

Jack

3034. Re: Favorite Infocom text adventure?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-01 00:00:00 UTC
From: mhop@snip.net
Message-ID: <345a22d8.86495205@news.snip.net>
Source record: 69068

Don't forget the Scott Adams text adventures. I know they are not as
sophisticated as Infocom's, but they were fun.

3035. Re: Browse Atari 8-bit disks on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-01 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <345BB44D.B7D9F8BC@erols.com>
Source record: 69069

Yes,

You can construct a SIO2PC cable which will allow you to transfer files to and from the PC. You will need your Atari 8bit in order to do this as the SIO2PC turns your PC into a virtual disk drive.

My basic setup is as follows:

Atari 800 hooked into a 1050 drive which is hooked into the SIO2PC cable (mouse port to sio).

I boot the 800 from the 1050 with DOS 2.5 and copy the files from my virtual drive 2(SIO2PC) onto my 1050. Works like a champ.

Later,
Steve

PBjurman wrote:

> From what I've heard, there's a few FTP libraries on the Internet that have
> lots of games and programs for the Atari 8-bit computers. Is there some PC
> software that would allow me to download the file from the Internet and write
> the file to a 5.25" disk for use in my Atari? Thanks for your help!
>
> -Sam
>
> S a m H a r t m a n n p b j u r m a n @ a o l . c o m
> ---
> -------
> AgentQ on #rgvc - Visit the Video Game High Score Page:
> http://members.aol.com/pbjurman/highscores.html

3036. Atari 8bit hardware, Sio2pc, software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-01 00:00:00 UTC
From: toddg1@aol.com
Message-ID: <19971101232200.SAA25134@ladder02.news.aol.com>
Source record: 69070

Atari Hardware, Sio2pc, Software For Sale

Hardware:

$20/each (4) 1050 disk drive w/power supply & data cable
$12 800 48K computer, stock, power supply
$9 800 48K computer, stock, power supply, missing one keycap
$10 130XE 320K computer, no power supply, function keys flakey
$15 800XL 64K computer, power supply
$0 (2) 1010 cassette drives, no cable, no power
$5/each (2) PILL cartridge backup & software
$25 sio2pc cable, original version, software
$10 2600 system with 40 games
$25 Star SG-10 9 pin dot matrix printer, PC printer port interface
$5 MPP-1150 printer interface
$5 Xetec graphics AT printer interface
$1 half of atari serial cable, good for making sio2pc

Cartridge ($40 for all, $25 excluding Mac65,BasicXe):

$2 Atariwriter (manual)
$2/each Assembler Editor (2) (1 manual)
$0.50 BASIC
$10 Mac65 Assember (manual)
$10 BasicXE (manual, disk)
free TelelinkII
$1/each Pacman (2)
$3 Robotron
$4 StarRaiders
$4 Eastern Front (manual)
$0.50 Krazy Antics
$2 Star Trek
$3 Lode Runner
$2 Defender
$2 Missle Command
$1 Caverns of Mars
$2 DigDug
$2 Centipede

Disk ($20 for all):

$2 Print Shop (manual), Print Shop Graphics
$1 F15 Strike Eagle (manual)
$1 Summer Games, Winter Challenge
$1 Family Finances II, Bank St. Writer
$5 Seven Cities of Gold

$1 Karateka
$1 PitstopII
$5 One-on-One (DrJ vs. Bird)
$1 Gulf Strike
$1 Hitchhiker's Guide
$1 Omnitrend's Universe
$1 Pinball Construction Set
$1 SpartaDos 3.2 (manuals)

Books ($20 for all):

$2 6502 Applications by Rodney Zaks
$2 Machine Language for Beginners by Mansfield
$2 Second Book of Machine Language by Mansfield
$2 Mapping the Atari, 1st Edition
$3 Mapping the Atari, Revised Ed.
$1 Atari Programming w/55 programs (BASIC) by Schreiber
$1 6502 Assembly Language by Lance Leventhal
$3 SAMS 800XL schematics
$1 Antic magazine - parallel bus articles
$5 Technical Reference Manual, OS source listing
$5 De Re Atari
$1 Basic Reference Manual
free 40lbs of Compute! and Antic magazines

Terms:
prepaid cashiers check or COD
shipping paid by buyer
minimum purchase $10
Will verify that everything works before shipping
Make an offer on any combination of the above

Todd Greenfield
ToddG1@aol.com
4610 8th St NW, Rochester, MN

3037. M.U.L.E. copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-01 00:00:00 UTC
From: wsuddert@nr.infi.net
Message-ID: <wsuddert-0111971918240001@usr2-80.nr.infi.net>
Source record: 69071

I'm looking to buy a copy of MULE for the Atari 800. Given that this will be on o-l-d media, I'm very interested in making a personal backup to play off of, but I understand that this game is copy protected. What is the best way to duplicate this disk?

Will Sudderth

--
William Sudderth <*>
Greensboro, NC
Wandering aimlessly with a liberal-arts Master's degree....

3038. Atari 8-bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-01 00:00:00 UTC
From: JMC <r9700248@axom.om>
Message-ID: <345ABD10.5E94@axom.om>
Source record: 69072

```
850 interface--------------------------------$25.00
2 Indus GT Drives---------------------------- 25.00 each or $40.00/both
Atari 800----------------------------------- 20.00
130XE----------works, but has intermitent audio (make offer)
Lots of misc, what are you looking for?

Thanks for reading
JMC
--
C & S CD's We Buy/Sell/Trade Rock Radio Shows On CD.
We also BUY regular Music CD's from 50 cents-$5.00
I'm grinning from 'ere to 'ere
```

3039. Browse Atari 8-bit disks on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-01 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19971101155600.KAA14741@ladder01.news.aol.com>
Source record: 69073

From what I've heard, there's a few FTP libraries on the Internet that have lots of games and programs for the Atari 8-bit computers. Is there some PC software that would allow me to download the file from the Internet and write the file to a 5.25" disk for use in my Atari? Thanks for your help!

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

3040. Atari Auction Update Going Twice

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-01 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971101223900.RAA21135@ladder01.news.aol.com>
Source record: 69074

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
--------------------------------------------------
Atari 800 XL with power supply---Going twice-------jc7664b@american.edu $20
Atari 400 with power supply------Going once ----malyszka@dreamscape.com $18
Atari 1050 with power supply-----Going twice-bodo.martin@rz.uni-jena.de $25
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer----------------Going twice-----------agte@spocom.com $12
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box----------------------------pmarsch@aol.com $7
Atari paddles new in box-----------Going once --malyszka@dreamscape.com $3
Atari joystick new condition-------Going twice--malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
--------------------------------------------------
--------------------------------------------------

Cartridges--minimum bid $3--carts only
--------------------------------------------------
pac man---------------------Going once --------malyszka@dreamscape.com $3
ms. pac man-----------------Going once ----------luecknik@world-net.net $5
computer chess--------------Going twice--------------jeep@tc.fluke.com $5
basic computing language----Going twice--------malyszka@dreamscape.com $3
donkey kong-----------------Going twice----------------jandc@ccnet.com $4
galaxian
joust-----------------------Going twice----------------agte@spocom.com $4
star raiders----------------Going twice--------malyszka@dreamscape.com $3
defender--------------------Going twice--------malyszka@dreamscape.com $3
pole position---------------Going twice---------darkroom@ix.netcom.com $4
```

pengo----------Going twice----------jklein@isd.net $3
eastern front 1941----------pmarsch@aol.com $7
atari artist
et phone home
atari writer----------Going once --------malyszka@dreamscape.com $3
music composer
centipede----------Going twice----------jklein@isd.net $3
video easel
qix----------Going twice----------dbetz@xlisper.mv.com $3
kickback
congo bongo
kids on keys
pitstop----------Going twice----------pmarsch@aol.com $6
river raid----------Going twice--------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------Going once ----------jandc@ccnet.com $7
jumpman jr.----------Going twice----------agte@spocom.com $4
zenji----------Going twice----------jandc@ccnet.com $4
the designers pencil
miner 2049er----------Going twice----------jandc@ccnet.com $4
adventure creator----------Going twice----------dbetz@xlisper.mv.com $6
computer war
smart terminal----------Going once --------malyszka@dreamscape.com $3
rally speedway----------Going twice----------jklein@isd.net $3
mountain king----------Going twice----------jklein@isd.net $3
mastertype
protector 2----------Going twice----------krieg@execpc.com $7
fun with art
qbert----------Going twice----------jeep@tc.fluke.com $5
jumbo jet pilot----------Going twice----------pmarsch@aol.com $3
zaxxon----------Going twice----------jklein@isd.net $5
wizard of wor----------Going twice----------jandc@ccnet.com $5

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------Going twice--------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------Going twice--------malyszka@dreamscape.com $2
chessmaster 2000----------Going twice----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler------Going twice----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti
curse of ra

atari timewise
typing tutor
forbidden forest
paper clip------------------Going twice--------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae----------Going twice--------cthompso@as.arizona.edu $5
sands of egypt
atari macro assembler-------Going twice---------darkroom@ix.netcom.com $2
printshop
syncalc---------------------Going twice--------malyszka@dreamscape.com $2

special
---------------------------Going twice-------------alan.diaz@snet.net $20
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

3041. Re: Blue Tassles Issue

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-01 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <345BB2F0.B5EC927D@erols.com>
Source record: 69075

Im using a bonafide 8-bit with original disks.

When I play it on the emulator I never seem to get enemies.

Later,
Steve

J. F. Goodwin wrote:

> Thanks for the summary, Stephen. Comments follow...
>
> Stephen Knox wrote:
> >
> > Ok,
> >
> > I decided to fire up the ole 8bit and blow the dust off my Ultima II
> > diskettes to resolve the Blue Tassles issue. Without much detail I was
> > able to get Blue Tassles, Skull Keys, Brass Buttons, etc... without going
> > into a Tower of Dungeon. It took me about 20 mintues to accomplish this.
> > I didn't buy Ultima II the moment it came out for the 8-bit but it is the
> > original brown Sierra Disks.
> >
> > Anyhow,
> > Here's what I had to do (warning, startup spoilers)
> >
> > I started out as a Thief with:
> > Str - 35
> > Agility - 30
> > the rest 10's
>
> More or less what I did. The only way I found that a character can
> survive is if they have high agility to start with.
>
> > So I had 2000 HP and 2500 food. I rturned to the time I came from and
> > bagan whomping on everything in sight. I cintinued to steal food and
> > such and whomping on monsters.
>
> My characters been around for some time now. Level 13, loadsa weapons
> (I use a phaser and chain at present). The guy by the pool in New
> San Antonio has been most generous, as well as LB's Vault.
>
> > I wasn't having alot of luck getting Tassles (got everything else) so I
> > swicthed to the Pangea timezone. The 1st thief I killed I got tassles.
>
> Now you say you have everything else. The only items I have

> ever received in combat are:
> Green Gems, Strange Coins, Staff, Helms. (oh, and Keys from guards)
>
> Nothing else, ever. I have never noticed Brass Buttons or Blue
> Tassles and I have pretty much slaughtered characters in all the
> timezones (except Legends...). I have killed many thieves; I
> shall have one more last go but I think I have the bugged version.
>
> > The reaon the above is a spoiler is that my character in 20 mintues was
> > able to kill most things. With everything I had (I now had ships) I
> > could just rack up the money and increase my stats until I could go into
> > space blah blah blah.
>
> I'm not using a PC emulator, I'm using a bona fide 8-bit. I'm not sure
> where to get a correct copy from. Maybe when I get a PC one day...
>
> Thanks anyway. At least I know it's not my fault that I haven't
> progressed.
>
> - Joel

3042. FS: Joysticks Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-01 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3468b4b4.7120533@news.earthlink.net>
Source record: 69076

I have ther following for sale:

JOYSTICKS AND CONTROLLERS

Atari compatible.

2-SUPERSHOT TRIPPLE TRIGGER JOYSTICK CONTROLLERS. No manufacturer named. sold in Kmart. Yes, there are 2 sticks in this box. Red button on 5" black pistol grip. 2 red buttons at top corners of 3x3.5" black base.
New in box.
$15.00

ACCUBALL trackball, 11.5" diameter white ball in a 4.5x5.5" black base. Red button in upper left.
$7.50

ARCHER. Same as the Spectravideo. Guess they had a deal with Radio Shack.
$5.00

ATARI JOYSTICK. The classic (yj-1001). 3.5x3.25".
ATARI JOYSTICK. The classic (yj-1001). 3.5x3.25".
ATARI JOYSTICK. The classic (yj-1001). 3.5x3.25".
ATARI JOYSTICK. The classic (yj-1001). 3.5x3.25".
$5.00 each

ATARI KEYBOARD CONTROLLER. 4x2.5".
$7.50

ATARI PADDLE CONTROLLERS. (set of 2). 2.5x4.25".
ATARI PADDLE CONTROLLERS. (set of 2). 2.5x4.25".
ATARI PADDLE CONTROLLERS. (set of 2). 2.5x4.25".
ATARI PADDLE CONTROLLERS. (set of 2). 2.5x4.25".
ATARI PADDLE CONTROLLERS. (set of 2). 2.5x4.25".
$5.00 each

ATARI VIDEO TOUCHPAD. 3x6".
$7.50

ATARI PADDLE CONTROLLERS. by Gemini (set of 2). 2.5x4.25"
$6.00

BOSS from Wico. Grey and black. 4" pistol grip stick with button on top. 4x4".
BOSS from Wico. Grey and black. 4" pistol grip stick with button on

top. 4x4".
$10.00 each

BOSS from Wico. Grey and black. 4" pistol grip stick with button on top. 4x4". Includes original box.
BOSS from Wico. Grey and black. 4" pistol grip stick with button on top. 4x4". Includes original box.
$12.50 each

COMMAND CONTROL from Wico. Slender 4" red stick with white button. Red button in upper left corner. toggle switch for buttons. Black and red base. 4.5x4.5".
COMMAND CONTROL from Wico. Slender 4" red stick with white button. Red button in upper left corner. toggle switch for buttons. Black and red base. 4.5x4.5".
COMMAND CONTROL from Wico. Slender 4" red stick with white button. Red button in upper left corner. toggle switch for buttons. Black and red base. 4.5x4.5".
COMMAND CONTROL from Wico. Slender 4" red stick with white button. Red button in upper left corner. toggle switch for buttons. Black and red base. 4.5x4.5".
COMMAND CONTROL from Wico. 4.5" red pistol grip stick with white button. Red button in upper left corner. toggle switch for buttons. Black and red base. 4.5x4.5".
$12.50 each

EPYX 500 XJ by Konix. Moulded to fit the palm with button on right side. approx 5x3".
$15.00

GEMSTIK. 3" black stick on a 3.5x3.5" black base. Big yellow button in upper left.
$10.00

GEMINI joystick and paddle controller combination. 5.5x2.5".
$10.00

The GRABBER. Black 2" diameter knob for the top of Atari joystick.
$5.00

GRAVIS. "Advanced Gravis" self centering stick with buttons on stick and 2 on console. 6x5".
$20.

GUN SHOT. 5" pistol grip with red button on top. White base with on-off switch and red button in upper left. 5x3.5". Suction cups on bottom.
$7.50

<<<JOYSTICK>>> manufacturer unknown. 5" postol grip stick with button on end of stick and button in upper left corner. Suction cups on bottom. 3x3.5".
$5.00

POINTMASTER by Discwasher. 5" pistol grip with red button on top on a 4x4" black base.
POINTMASTER by Discwasher. 5" pistol grip with red button on top on a 4x4" black base.
$5.00 each

THE POWER STICK from Amiga Technologies.
This was the company that designed the Amiga computer and sold it to Commodore. They were first into joysticks and this one fits in the palm of your hand. 2x2.5".
THE POWER STICK from Amiga Technologies.
This was the company that designed the Amiga computer and sold it to Commodore. They were first into joysticks and this one fits in the palm of your hand. 2x2.5".
THE POWER STICK from Amiga Technologies.
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THE POWER STICK from Amiga Technologies.
This was the company that designed the Amiga computer and sold it to Commodore. They were first into joysticks and this one fits in the palm of your hand. 2x2.5".
$17.50 each

PROSTICK II. 2" knob on a 4x3" blue and black base. Button is on top side.
$25.00

PROSTICK III Trifire from Newport Controld division of Cal-Tron. 2" knob on a 4x3" black base. Gold buttonon front side.
$25.00

QUICKSHOT. 2 handed controller. Has switch for Atari, , MSX, AMSTRAD, and SEGA. Autofire button. Looks like airplane winds. Button is with right thumb, stick is with left thumb.
$15.00

Recoton. 3" black stick on a 3.5x3.5" base. Oversize red fire button in upper left.
$7.50

SLIK STIK from Suncom. 1.75" stick with round red ball on end. 3.5x3.5" base. Small red button in upper left.
SLIK STIK from Suncom. 1.75" stick with round red ball on end. 3.5x3.5" base. Small red button in upper left.
SLIK STIK from Suncom. 1.75" stick with round red ball on end. 3.5x3.5" base. Small red button in upper left.
SLIK STIK from Suncom. 1.75" stick with round red ball on end. 3.5x3.5" base. Small red button in upper left.
SLIK STIK from Suncom. 1.75" stick with round red ball on end. 3.5x3.5" base. Small red button in upper left.
$7.50 each

SPECTRAVIDEO 5" pistol grip stick with red button on top. Black base 4.5x3.5" with red button oon top left.
SPECTRAVIDEO 5" pistol grip stick with red button on top. Black base 4.5x3.5" with red button oon top left.
$7.50 each

STARFIGHTER. THE ULTIMATE JOYSTICK. from Suncom. 2" black stick on a 3x3' black base. Button in upper left.
STARFIGHTER. THE ULTIMATE JOYSTICK. from Suncom. 2" black stick on a 3x3' black base. Button in upper left.
STARFIGHTER. THE ULTIMATE JOYSTICK. from Suncom. 2" black stick on a 3x3' black base. Button in upper left.
$7.50 each

STARMASTER. Red 4.5" pistol grop with button on top on black 4x3.5" base. White button in upper left of base. Suction cups on bottom.
$7.50

TAC-2 from Suncom. 2.5" knob on 4x4" black base. Metal insert around stick. 2 red buttons in top corners.
TAC-2 from Suncom. 2.5" knob on 4x4" black base. Metal insert around stick. 2 red buttons in top corners.
$7.50 each

Tac-50 from Suncom. Features variable speed rapid fire. 5" pistol grip on a 4x6" base. Beige with 2 grey buttons on base, and 2 red buttons on stick., plus red variable speed switch on base. 4 suction cups on corners. New in box.
$10.00

WICO TRACKBALL. Built like a tank. The best
$25.

PC compatible:

GRAVIS. "Advanced Gravis" 5" rubber padded stick with red button on stick and 2 on console. 3 adjustment knobs on left side. 6x5".
$17.50

GRAVIS. "Advanced Gravis" 5" rubber padded stick with 2 grey buttons on top of stick, one trigger on stick, and and 2 buttons on console. 3 adjustment knobs on left side. Includes small screw driver for adjustments. 6x5".
$20

No-name (but very nice). Beige 3" stick with button on end on a 4x4" beige base. 2 buttons on the upper left. 9 pin din male connector (is this for a mac?) On bottom is a switch and adjustment wheels for both axies.
$12.00

SEGA:

Genesis controller model 1650
$7.50

UNKNOWN:
========

QUICKSHOT. 6" pistol grip on 6x4" base with suction cups. . Autofire
button. Button on stick. Adjustment controls for each axix. 15 pin
male connector (what is this for?)
$15.00

ZZyzx

"Me, indecisive? I'm not so sure about that."

3043. problems with null modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: unclebigbad@hotmail.com
Message-ID: <345cbe0e.1380637@news.icongrp.com>
Source record: 68982

First off I want to thank everybody that helped me out a few weeks ago with questions I had on my new 130XE. I tried to reply to everybody but some messages got bounced back.

I'm finally starting to get that 130XE I bought a few weeks ago up and going. I ended up going back to that Thrift store and buying that second 1050 drive and while I was there I found an 850 interface for a $1.50! Someone sent me a ton of 8 bit disks (thanks Gail!) and I found several BASIC terminal programs on them. One called Proterm just locks up the system with a blank screen. I have two others one called AMODEM4 and the other JTERM. They both seem to work, only problem is that when I hook the 130XE to my PC with a null modem adapter in between I can send characters from the Atari to my PC, however; I can't send characters from my PC to the Atari.
I'm going from the 9 pin 850 to a 25 pin which then goes to a null modem adapter (25 pin) and then to my PC which is also 25 pin.
The comm port on my PC is ok because I can communicate with an external modem.

Anybody have any idea's on what I'm doing wrong?

Thanks,

George Torch

3044. Phantasie question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: ksinner@solaria.sol.net
Message-ID: <878492205.635187@smyrno.sol.net>
Source record: 68983

I have played the game Pantasie on my 130XE, but I couldn't finish the
game because I couldn't get the last two rings. Someone on the net
told me that these two rings (I forget which ones) are gotten as part
of a set of three at one certain location. But I was there (twice),
and there was only one ring there. I figure there are several
possibilities: 1) The person who gave me the advice was mistaken,
2) The advice came from someone who was playing on a different platform,
and the rings were in a different place in the 8-bit Atari version,
or 3) there is a bug in the 8-bit Atari version, or in my copy of it.

So, could someone who has finished the 8-bit Atari version tell me where
all 9 rings are?

Thanks.

--
"Death is an imposition on the human race, and no longer acceptable."
-- Alan Harrington, "The Immortalist"

Can't WWW, dont't ask me. :-(

3045. $1000/wk Donating Sperm

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: assman@bei.com
Message-ID: <021197141721@bei.com>
Source record: 68984

visit http://206.155.252.182/index.html for more detailed information on
how you can partake in the sperm donor program...

===><<>>==><>===<=<<

3046. Don't Fear's Huge 3rd Auction Part 2: (update 7)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <345D182A.FA2D6CAF@prodigy.com>
Source record: 68985
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.misc,rec.games.video.nintendo,rec.games.vectrex,rec.games.video.marketplace

Don't Fear's Huge 3rd Auction Part 2: (update 7)

1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to
send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to
play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features the following:

Aquarius - 8 Items Arcadia 2001 - 8 Items
Farichild - 6 Itmes Colecovision - 39 Items
Intellevision - 132 Items Vectrex - 21 Items
Nintendo - 4 Items TI-994A - 19 Items
TRS-80 - 3 Items Vic-20 - 9 Items
Commodore - 34 Items Bally Astrocade - 1 Item
Odyssey 2 - 27 Items Handhelds - 15 Items
Misc - 12 Items Timex Sinclair - 1 Item

Intellivision

Mattell

Demo Cart $6.00 flyer
Auto Racing (U) - complete $1.00 kingkong
NHL Hockey (C) - complete $3.50 chris s
Las Vegas Roulette (U) - complete $2.00 flyer
ABPA Backgammon (R) - complete $3.00 flyer
Checkers (R) - complete $2.00 flyer
Armor Battle (C) - shrinkwrapped $0.50 kingkong
The Electric Company Word Fun (R) - complete $1.00 flyer
Horse Racing (U) - complete $3.00 squire
NASL Soccer (U) - complete $1.00 kingkong
Tennis (C) - complete $1.00 kingkong
PGA Golf (C) - complete $1.50 kingkong
U.S. Ski Team Skiing (C) - shrinkwrapped $3.00 dblitz
Sea Battle (C) - complete $1.00 daveb
Boxing (U) - complete $0.50 kingkong
NFL Football (C) - complete $3.00 squire
L.V. Poker & Blackjack (C) - complete $0.50 kingkong
Space Battle (U) - complete $0.50 kingkong
The Electric Company Math Fun (R) - complete $1.00 flyer
Major League Baseball (C) - complete $3.50 chris s
NBA Basketball (U) - complete $1.50 kingkong
PBA Bowling (C) - complete $1.50 kingkong
Sub Hunt (C) - w/inst & overlays $1.00 kingkong
Advanced Dungeons & Dragons (U) - shrinkwrapped $2.50 squire
Motocross (white lbl) (U) - w/box & overlays $1.00 flyer
USCF Chess (R) - complete $5.00 ian
Space Spartans (U) - complete $3.00 steveb
Astrosmash (U) - complete $0.50 kingkong
Snafu (C) - complete $2.00 steveb
Space Armada (C) - complete $0.50 kingkong
Triple Action (C) - complete $2.00 steveb
Bomb Squad (U) - complete $2.50 daveb
B-17 Bomber (U) - complete $2.50 pete
Mission X (U)complete $1.50 kingkong
Buzz Bombers (R) - complete $2.00 almnsiren
Loco-Motion (U) - complete $1.00 kingkong
Thunder Castle (ER) - complete $3.00 nigefan
Mind Strike (ER) - complete $3.00 flyer
Scooby Doo's Maze Chase (ER) - w/inst & overlay $4.00 flyer
Mr. Basic Meets Bits 'n Bytes (ER) - complete $2.00 flyer
Melody Blaster (ER) - shrinkwrapped $18.00 dblitz
The Jetsons' Way With Words (ER) - complete $20.00 dblitz
Burgertime (U) - complete $1.00 kingkong
Kool-Aid Man (R) $5.00 nigefan
Bump 'n' Jump (U) - complete $2.00 nigefan
M.O.T.U.: Power Of He-Man (U) - complete $4.00 steveb
Space Hawk (U) - complete

Utopia (C) - complete $1.00 kingkong
Star Strike (C) - complete $0.50 kingkong
AD&D: Treasure of Tarmin (U) - shrinkwrapped $2.50 daveb
Frog Bog (U) - shrinkwrapped $2.00 flyer
Royal Dealer (C) - complete $1.50 pete
Reversi (U) - shrinkwrapped $1.50 kingkong
Night Stalker (C) - shrinkwrapped $1.00 kingkong
Pinball (U) - complete $3.00 squire
Shark! Shark! (R) - complete $2.50 buckeye
Tron Deadly Discs (C) - shrinkwrapped $7.00 dblitz
Tron Maze-A-Tron (R) - complete $1.50 kingkong
Tron Solar Sailer (R) - complete $2.50 buckeye
Lock 'n' Chase (C) - complete $1.00 kingkong
Sharp Shot (R) - complete $1.50 kingkong
Vectron (R) - complete $1.00 kingkong
World Champ Baseball (U) - w/olays & inst $3.50 chris s

INTV Corporation

Pac-Man (ER) - complete $2.50 bryan
World Cup Soccer (ER) - complete $2.00 flyer
Championship Tennis (ER) - shrinkwrapped $3.00 flyer
Thin Ice (ER) - complete $3.00 flyer
Super Pro Football (ER) - w/inst $2.00 buckeye
Hover Force (ER) $3.00 flyer
Tower Of Doom (ER) $8.00 nigefan
Diner (ER) - complete $18.00 dblitz
Chip Shot Super Pro Golf (ER) - complete $12.00 dblitz
Commando (ER) - w/instructions $3.00 fred
Slam Dunk Super Pro Basketball (ER) - complete $5.00 squire
Learning Fun Album I (ER) - w/instructions $10.00 shrink
Slap Shot Super Pro Hockey (ER) - complete $4.00 squire
Pole Position (ER) - complete $6.50 chris s
Dig Dug (ER) - complete $7.00 chris s
Learning Fun Album II (ER) - w/box $13.00 shrink
Mountain Madness Super Pro Skiing (ER)-shrinked $12.00 dblitz
Body Slam Super Pro Wrestling (ER) $3.00 flyer

Activision

Stampede (U) - w/box & inst $1.00 flyer
Pitfall! (U) - w/box & overlays $0.50 kingkong
Happy Trails (R) - w/overlays $3.00 steveb
The Dreadnaught Factor (R) - shrinkwrapped $2.50 pete
Beamrider (R) - complete $2.00 flyer
Worm Whomper (R) - shrinkwrapped $3.00 flyer
River Raid (R) $2.00 flyer

Atarisoft

Pac-Man (R) $2.00 garry
Defender (R) - complete $4.00 flyer
Centipede (R) - complete $3.50 chris s

Coleco

Donkey Kong (C) - complete $1.00 flyer
Venture (C) - complete $1.00 kingkong
Mouse Trap (R) - complete $1.00 kingkong
Lady Bug (U) $1.50 chris s
Zaxxon (R) - complete $2.50 chris s
Carnival (C) - complete $1.00 flyer
Donkey Kong Jr. (R) $3.00 chris s

Imagic

Demon Attack (U) - complete $1.50 daveb
Atlantis (U) - complete $1.00 kingkong
Beauty & The Beast (U) - shrinkwrapped $1.00 acro
Swords & Serpents (ER) - w/inst $3.00 daveb
Dragonfire (U) - complete $1.50 daveb
Microsurgeon (U) - w/overlays $1.50 daveb
Tropical Trouble (ER) - w/inst $4.00 flyer
Dracula (ER) - w/one overlay $2.00 flyer
Nova Blast (U) - w/inst $2.00 flyer
Truckin' (ER) - complete $5.00 nigefan
White Water! (ER) $2.00 flyer
Safecraker (R) $2.50 daveb
Fathom (ER) - complete $75.00 dblitz

Interphase

Blockade Runner (R) - w/box & inst $3.50 garry
Sewer Sam (R) - w/box $1.50 kingkong

Parker Brothers

Star Wars: the Empire Strikes Back (U) - w/box $7.00 steveb
Frogger (C) - shrinkwrapped $3.50 chris s
Q*Bert (C) - complete $1.50 kingkong
Popeye (ER) - complete $3.00 flyer

Sears

Bowling (R) - complete $2.50 squire
Boxing (R) - w/box, inst & overlay $2.00 smitty
Frog Bog (U) - w/box $4.00 csb
Roulette (U) - shrinkwrapped $3.00 flyer
Space Armada (R) - complete $2.50 kingkong
Space Battle (R) - complete $2.50 kingkong

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Systems & Periphals
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Intellevision w/two working controllers, power supply, R/F modulator and
the following games: Auto Racing,
Armor Battle, NFL Football, L.V. Poker & Blackjack, Major League
Baseball, Advanced Dungeons & Dragons,
Astrosmash, Triple Action, Burgertime, Star Strike, Night Stalker, and
Lock 'n' Chase
$32.00 daveb

Intellevision II w/two controllers and power supply
$23.00 cartman

INTV System III w/two working controllers, power supply and owners
manual
$35.00 steveb

Intellivoice Voice Synthesis Module in box w/loose B-17 Bomber
$17.00 steveb
Intellivision Computer Module (ECS) w/power supply and owners manual
$50.00 jeremy

Intellevision System Changer (UR)
$10.00 garry

Sears Super Video Arcade w/two controllers and power supply
$8.00 dblitz

Plastic Game Center for Intellevision (w/cover)
$1.00 acro

Vectrex
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GCE
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Armor Attack (complete) $15.00 anders
Comic Chasm (complete) $10.00 anders
Fortress Of Narzod (complete) $11.00 zzyzx
Hyperchase (complete) $15.00 anders
Rip Off (w/inst & overlay) $6.00 adam
Scramble (w/overlay) $6.00 adam
Solar Quest (w/inst & overlay) $8.00 anders
Spike (complete) $10.00 anders
Spin Ball (complete) $15.00 anders
Star Trek (complete) $15.00 anders
Starhawk (w/inst & overlay) $7.00 anders
Web Wars (w/overlay) $7.00 adam
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Milton Bradley
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Clean Sweep (complete) (PAL) $8.00 anders
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System & Misc
-------------
Vectrex w/working controller and no screen burn
$65.00 cmoore

Vectrex owners manual $5.00 zzyzx
Minestorm instructions $1.50 anders
Cosmic Chasm instruction $2.00 zzyzx
Armor Attack instructions $1.50 anders
Minestorm overlay $5.00 anders
Cosmic Chasm overlay $2.00 zzyzx
Armor Attack overlay $1.50 anders

Odyssey 2
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Magnavox
--------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete
Las Vegas Blackjack! (R) - complete $0.50 buckeye
Football! (U) $0.50 buckeye
Bowling!/Basketball! (U) - complete
Math-a-Magic!/Echo! (R) - complete $1.00 acro
Computer Intro! (U) $1.00 mro
Baseball! (C)
Computer Golf! (U) $0.50 buckeye
I've Got Your Number! (R) $2.00 smitty
Invaders From Hyperspace! (C)
Thunderball! (R) $0.50 buckeye
Showdown in 2100 A.D. (C) - complete $1.50 buckeye
War Of Nerves! (U) - complete $1.00 acro
Hockey!/Soccer! (U)
Dynasty! (U)
Alien Invaders Plus! (C) - complete $1.00 acro
Quest for the Rings! (U) - complete $4.00 adam
UFO! (U) $0.50 mro
Conquest of the World! (U) - complete $1.00 acro
Keyboard Creations (ER) $2.00 mro
The Great Wall Street Fortune Hunt (R) - complete $2.00 smitty
K.C. Munchkin! (C) $0.50 mro
Freedom Fighters! (C) $0.50 buckeye
Pick Axe Pete! (U) $0.50 mro
K.C. Krazy Chase! (voice) (U) $1.00 mro
P.T. Barnum's Acrobats (voice) (ER) -w/inst $1.50 gamelrd
Attack Of The Timelord! (ER) $2.00 mro
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System
------
Odyssey 2 in orignal box w/two detachable joysticks, power supply, R/F
modulator owners manual, and the
following loose games: Speedway!/Spin-out!/Crypto-Logic!, Football!,
```

Bowling!/Basketball!, Alien Invaders
Plus!, Quest For The Rings!, and K.C Munchkin!
$10.00 briang
Nintendo

Activision

Super Pitfall (U+)

Nintendo

Super Mario Bros/Duck Hunt (C)

Enix

Dragon Warrior II (U+) $15.00 joepub
Dragon Warrior IV (R) $15.00 joepub

Misc.

Donkey Kong Circus (G&W Panoramic) (IR) - w/inst $8.50 docr
Nintendo Game & Watch Catalog $2.50 docr
Two NES Controllers in orignal box $5.00 robert

Aquarius

Tron Deadly Discs (U) - complete $5.00 jeremy
Astrosmash (R) - complete $5.00 fred
Night Stalker (R) - missing 1 controller overlay $2.00 smitty
Utopia (U) - complete $5.00 fred
Biorhythms (ER) - complete $5.00 fred

System & Periphals

Aquarius complete in orignal box w/keyboard box and Mini Expander box
and all kinds of documentation and
bonuses. The complete package!
$30.00 jeremy

Aquarius Mini Expander w/instructions
$2.50 mro
Aquarius Data Recorder
$7.00 dblitz

Arcadia 2001

#1: Cat Trax (complete) $4.00 anders
#2: Space Attack (complete) $4.00 anders
#3: Escape (complete) $2.00 anders
#5: Space Raiders (complete) $2.00 anders
#10: Missle War (complete) $4.00 anders

#15: Baseball (complete) $4.00 anders
#20: Tanks A Lot (shrinkwrapped) $4.00 anders

System

Arcadia 2001 w/power supply, controllers and the following games:
Escape and Baseball (complete)
$20.00 anders

Bally Astrocade

System

Bally Astrocade w/power supply, controllers, plastic cover and Tornado
Baseball, Hockey, Tennis, Handball
$35.00 anders

Channel F

Fairchild

#9 Drag Race (U) $4.00 anders
#13 Robot War/ Torpedo Alley (U) - complete $4.00 anders
#16 Dodge It (U) $4.00 anders

Zircon

#12 Baseball (C) - w/box $2.00 anders
#23 Galatic Space Wars/ Lunar Lander (R) - w/box $7.00 shrink
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System

Fairchild Channel F in orignal box w/two controllers, plastic cover,
power supply and the following games: #13
(complete) and #12 (no end lbl)
$35.00 anders
Colecovision

Activision

Keystone Kapers (R) $2.00 kingkong

Atarisoft

Centipede (U) $2.00 adam
Defender (R) $2.00 adam

Coleco

Burgertime (U) $1.50 anders
Cosmic Avenger (C) $1.00 kingkong

Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Jr. (C) -w/inst $1.00 kingkong
Gorf (C) $1.00 gamelrd
Illusions (R) $2.00 kingkong
Ken Uston Blackjack/Poker (U) $1.50 kingkong
Looping (C) $1.00 kingkong
Mr. Do! (C) $2.00 kingkong
Mouse Trap (C) - w/overlay $1.00 kingkong
Pepper II (U) - w/inst $2.00 brianm
Roc 'n' Rope (U) $1.50 kingkong
Rocky Super Action Boxing (C) $1.00 kingkong
Smurfs R.I.G.C. (C) - w/inst $1.50 anders
Space Panic (C) $1.00 gamelrd
Subroc (U) - w/inst $1.50 buckeye
Super Action Baseball (C) $1.00 kingkong
Super Action Football (C) $1.50 kingkong
Tarzan (R) $1.50 kingkong
Time Pilot (U) - w/inst $1.50 kingkong
Turbo (C) $1.00 buckeye
Victory (U) - sealed $1.50 kingkong
Zaxxon (C) $1.00 kingkong

Epyx

Jumpman Junior (R) $2.00 kingkong

Fisher Price

Memory Manor (ER)

Micro Fun

Miner 2049er (U) $2.00 kingkong

Spinakker

Alphabet Zoo (R) $8.50 joelie
Facemaker (R) $2.00 smitty
Juke Box (R) - complete $10.00 csb

Sunrise

Gust Buster (ER) - complete $12.00 csb

Parker Brothers

Popeye (C) $1.00 kingkong
Q*Bert (C) $1.00 kingkong

Xonox

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-----
Slurpy (ER) - lbl wear $8.00 csb
Word Feud (ER) - complete $12.00 csb
-------------
System & Misc
-------------
Colecovision in orignal box w/owners manual, two controllers, power
supply, R/F modulator, Expansion Module
#1 and the following loose games: Donkey Kong, Gorf, Looping, Pepper
II, Smurfs R.I.G.C, Super Challenge
Baseball, Subroc, and Zaxxon
$45.00 squire

Colecovision Expansion Module #2 w/loose Turbo $7.00 squrie
Two Broken Super Action Controllers
Colecovision Brown Dust Cover $0.50 chrisw
Donkey Kong Jr. Tabletop Game (ER++)
$15.00 Adam
Head to Head Baseball (SC)

Commodore 64
------------
Activision
----------
Decathalon $1.50 anders
---------
Atarisoft
---------
Centipede (complete) $0.50 alfredo
Galaxian $1.00 kingkong
-------------------
Broderbund Software
-------------------
Choplifter! $1.50 anders
------------
CBS Software
------------
Coconotes (complete) $2.00 kingkong
Movie Musical Madness $2.00 mro
---------
Commodore
---------
International Soccer $1.00 kingkong
Juipter Lander NEW!
Kickman NEW!
Lazarian NEW!
Lemans NEW!
Music Composer NEW!
Omega Race NEW!
Radar Rat Race NEW!
Super Expander $1.50 mro
```

Wizard Of Wor NEW!

Creative Software

Crisis Mountain NEW!

Epyx

Fast Load $1.00 kingkong
Gateway To Apshai $1.00 kingkong
Jumpman Junior $1.00 kingkong
Pitstop NEW!

Fisher Price

Sea Speller $1.00 kingkong

HES
---
64 Fourth $1.50 kingkong
HES Mon 64 $1.00 kingkong
Rootin' Tootin' $1.00 kingkong

Parker Brothers

Frogger (complete) $2.00 kingkong
Q*Bert (complete) $2.00 kingkong

Reston Software

Miner 2049er (complete) $2.00 kingkong

Sega

Congo Bongo $1.50 kingkong
Tapper $1.50 kingkong
Up 'n' Down NEW!

Spinnaker

Bubble Burst NEW!

Misc.

C-16 w/power supply and tutorial cart
$5.00 anders
Commodore Magic Voice Speech Module complete in orignal box
$5.00 jaguar

Timex Sinclair

Timex Sinclair 1000 with add on with the following
loose tapes: Loan Morgage Amortizer, Gambler, Computer Coach
Super Math, Vu-calc, Flight Sim, Statistics, Stamp Collector
Backgammon
$20.00 jeremy

TI-994A

Atarisoft

Donkey Kong (VR) $2.00 adam
Moon Patrol (VR) $2.00 adam
Pole Position (VR) $2.00 adam
Protector (VR) $1.50 adam

Mechatronic

Extended Basic II Plus (German cart) (UR) $2.00 adam

Texas Instruments

Alligator Mix (R) $1.00 adam
Alien Addition (R) $1.00 adam
Burgertime (R) - w/inst $1.50 patman
Early Reading (R) $0.50 kingkong
Hunt The Wumpus (C) $0.50 kingkong
Minus Mission (R) $0.50 kingkong
Munch Man (C) $0.50 kingkong
Number Magic (U) $0.50 kingkong
Numeration 1 (R) $1.50 adam
Parsec (C) $0.50 kingkong
Scholastic Spelling - Level 3 (R) $0.50 kingkong
TI Extended BASIC (U) $1.00 adam
Video Graphs (R) $1.00 adam

System

Two TI-994a's in original boxs w/power supplys, R/F modulators and the
following games: Early Reading and
Parsec
$25.00 jeremy

Super Cart: some leggy cart I found with a red light built into it,
possibly homemade
$3.00 adam
Handhelds

Electronic Readout Systems Inc.

Football $1.00 acro

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-----
Entex
-----
Baseball 2 (SC) $1.00 acro
-----
Epoch
-----
Baseball (SC) $1.00 acro
-------
Konnami
-------
Blades Of Steel (RA) $1.00 kingkong
-----------------
Radio Shack/Tandy
-----------------
Sky Duel 3-D $2.00 acro
-----
Tiger
-----
Head To Head Talking Baseball (ER+) $1.00 kingkong
All-Pro Basketball (R--) $1.00 kingkong
Copycat (CS) - no battery cover
Dragon (ER) $1.00 kingkong
Speedboat (R) $1.00 kingkong
----
Tomy
----
3-D, Thundering Turbo (ER++) $6.00 adam
Scramble (battery cover doesn't stay closed) (ER++) $5.00 adam

Vic-20
------
Academy Software
----------------
Typing Tutor/Word Invaders (cassette) - complete
---------
Atarisoft
---------
Pac-Man (C) - complete $1.00 kingkong
---------
Commodore
---------
The Count (C) - complete $1.00 kingkong
An Introduction To Basic: Part 1 (cassette) - complete
An Introduction To Basic: Part 2 (cassette) - complete
------
Imagic
------
Demon Attack (C) - complete $2.00 brent
Atlantis (C) - complete $1.00 kingkong
```

Dragonfire (U) - complete $2.00 brent

Sega

Star Trek S.O.S. (C) - complete $1.50 kingkong

TRS-80

Radio Shack

Canyon Climber min bid free
Shooting Gallery min bid free
Mystery Cart (no lbl) min bid free

Misc.

Atari Force Full Size #3,5,7,9,12,16,17,18,19,20 $5.00 bones
Atari Age July/Aug 1983 Vol 2 Num 2 $3.00 smedley
Hi-Res 1983 Premiere Issue
Analog Computing July/Aug 1983 Num 12
Power Play Computing Winter 1982 Vol 1 Num 3
Pac-Man Puzzle Game by MB (complete, box wear) $1.00 smitty
Pac-Man "Rubik's Cube" (a few faded stickers) $3.00 adam
Donkey Kong Puzzle by MB (missing one piece)
Frogger Puzzle by MB (complete) $2.00 shrink
Frogger Board Game by MB (complete)
Q*Bert Colorforms (missing one, box wear)

This auction is dedicated to the Old Lady. Without her a lot of this
would have been impossible. Thank You

3047. i'm looking for ATARI 810 drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: Patrice MULLER <pamuller@imaginet.fr>
Message-ID: <01bce7a6$21038f00$101644c3@pamuller.imaginet.fr>
Source record: 68986

if you have this items for sale, please e mail me

3048. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: Gary Sutton <otter@oz.net>
Message-ID: <95220.otter@oz.net>
Source record: 68987

On Mon, 3 Nov 1997 04:34:42 GMT,
Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>> 3) Which keyboard is better (easier to type on), the 800 or the 800xl? (the
>> 400 is quite difficult.)
>I prefer the 800XL. I haven't use a 1200XL, but out of all these 8bits
>400,800, 600Xl, 800XL, 65XE, 130XE I find the 800XL to have the BEST
>keyboard.
>

But if you pardon the expression, the 800 has the sexiest design. :3

--Otter

3049. FS: Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: wmalouli@galesburg.net
Message-ID: <N.110297.000715.72@port4.dialup1.galesburg.net>
Source record: 68988

Hi. I have the following system for sale. Shipping extra. Excellent working order.

- Atari 800 64K
- 1050 Floppy drive
- 850 interface module
- 410 cassette recorder
- 825 printer with 5 new ribbons
- Atari Trackball
- all cables including modem and monitor cables
- all power supplies
- Software: Dos 2.5, a few games and utilities (most in original box)
- Books: "Your Atari Computer" reference, 850 Interface Manual

Price: $50 for everything. Will not sell seperately.

Please E-Mail me if interested.

Thanks, Walid.

3050. WTB: Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971102065900.BAA06219@ladder01.news.aol.com>
Source record: 68989

I am looking for a working Atari 800xl with Disk Drive and/or tape drive.
Email SEMSLIE@aol.com

3051. Atari Joystick Controler

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <345D1A1C.E858616D@sisna.com>
Source record: 68990

I posted a message that stated the CO4051 controled the joystick ports,
don't know what I was
thinking at the time but it is incorrect, that chip controls the
Keyboard.

Joy stick controler is actually CO 12294, if that doesn't work then
replace the 6520 (CO14795)

Sorry for the miss post.

Bob

3052. CANCEL re: for sale: Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: blackfall@webtv.net
Message-ID: <63ip3u$4cv$1@newsd-123.bryant.webtv.net>
Source record: 68991

please cancel my post and all posts from this address, I made them by accident and don't want spam.

Please?

3053. Atari Auction Update: Sold

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971102131801.IAA18332@ladder02.news.aol.com>
Source record: 69077

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
--------------------------------------------------
Atari 800 XL with power supply----sold------jc7664b@american.edu $20
Atari 400 with power supply------going twice----malyszka@dreamscape.com $18
Atari 1050 with power supply---sold---bodo.martin@rz.uni-jena.de $25
Atari XM301 modem with box, manual,
and original disk--minimum bid $10
Atari 1025 printer----------------sold-----------agte@spocom.com $12
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box-------going once------------pmarsch@aol.com $7
Atari paddles new in box-----------Going twice--malyszka@dreamscape.com $3
Atari joystick new condition-----sold----malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
--------------------------------------------------
--------------------------------------------------

Cartridges--minimum bid $3--carts only
--------------------------------------------------
pac man---------------------Going twice---------malyszka@dreamscape.com $3
ms. pac man-----------------Going twice----------luecknik@world-net.net $5
computer chess--------------sold-------------jeep@tc.fluke.com $5
basic computing language----sold--------malyszka@dreamscape.com $3
donkey kong-----------------sold----------------jandc@ccnet.com $4
galaxian
joust-----------------------sold----------------agte@spocom.com $4
star raiders----------------sold--------malyszka@dreamscape.com $3
defender--------------------sold--------malyszka@dreamscape.com $3
pole position---------------sold---------darkroom@ix.netcom.com $4
```

pengo----------sold----------jklein@isd.net $3
eastern front 1941----------going twice----------pmarsch@aol.com $7
atari artist
et phone home
atari writer----------Going twice--------malyszka@dreamscape.com $3
music composer
centipede----------sold----------jklein@isd.net $3
video easel
qix----------sold----------dbetz@xlisper.mv.com $3
kickback
congo bongo
kids on keys
pitstop----------sold----------pmarsch@aol.com $6
river raid----------sold--------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------Going twice----------jandc@ccnet.com $7
jumpman jr.----------sold----------agte@spocom.com $4
zenji----------sold----------jandc@ccnet.com $4
the designers pencil
miner 2049er----------sold----------jandc@ccnet.com $4
adventure creator----------sold----------dbetz@xlisper.mv.com $6
computer war----------MARIOTTA@worldnet.att.net $3
smart terminal----------Going twice--------malyszka@dreamscape.com $3
rally speedway----------MARIOTTA@worldnet.att.net $4
mountain king----------sold----------jklein@isd.net $3
mastertype
protector 2----------MARIOTTA@worldnet.att.net $8
fun with art
qbert----------sold----------jeep@tc.fluke.com $5
jumbo jet pilot----------sold----------pmarsch@aol.com $3
zaxxon----------sold----------jklein@isd.net $5
wizard of wor----------sold----------jandc@ccnet.com $5

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------sold--------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------sold--------malyszka@dreamscape.com $2
chessmaster 2000----------sold----------pbjurman $2
hard hat mack
infocom 4 in 1 sampler------sold----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti
curse of ra

atari timewise
typing tutor
forbidden forest
paper clip------------------sold--------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae----------sold--------cthompso@as.arizona.edu $5
sands of egypt
atari macro assembler-------sold---------darkroom@ix.netcom.com $2
printshop
syncalc---------------------sold--------malyszka@dreamscape.com $2

special
---------------------------sold-------------alan.diaz@snet.net $20
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

3054. Re: FS: Joysticks Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: itrek@mindspring.com
Message-ID: <345e8388.1240295@news.mindspring.com>
Source record: 69078

Can anyone offer an opinion on which of these joysticks are the best?
I've only had experience with the BOSS and the Epyx500 both of which
seemed pretty good.

itrek@mindspring.com

3055. cancel re: FS: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: blackfall@webtv.net
Message-ID: <63i519$3a0$1@newsd-123.bryant.webtv.net>
Source record: 69079

Please cancel that post because I meant to email it, and do not want spam mail at this address. Please cancel all usenet posts from my address blackfall@webtv.net

Oh, this'll never work will it.

3056. Re: FS: Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: blackfall@webtv.net
Message-ID: <63i4mt$39l$1@newsd-123.bryant.webtv.net>
Source record: 69080

I would be willing to pay you $50 for the stuff you advertised if you will confirm that

1) it's ready to assemble and all the parts are there and working to hook it to a TV and use it.

2) it is indeed a 64k Atari 800, not a 48k or less one, or a 800xl or something.

I would be willing to pay you in advance by postal money order, but would want to call you on the phone briefly to have some other avenue of reaching you if something goes wrong.

Dave

3057. Re: M.U.L.E. copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-02 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <345CBE7D.4379272B@sisna.com>
Source record: 69081

I have a Happy drive and will back up any Original Disk 1 time for $6.00
return postage included.

Send your Original Disk and a check for $6.00 to
Bob Klaas
4267 W. Midway Dr.
Salt Lake City, Ut. 84120

Disk will be returned Priority Mail along with Backup Disk.

3058. Re: Phantasie question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19971103041201.XAA12837@ladder01.news.aol.com>
Source record: 68992

>I have played the game Pantasie on my 130XE, but I couldn't finish the
>game because I couldn't get the last two rings. Someone on the net
>told me that these two rings (I forget which

Well, I think you only need 8 to finish the game. Did you get the one that is for sale in a shop in the hidden town (can't remember the name of it) The only way to get there was to cast the town spell and it was town 0 or something. Anyway, just try entering numbers for the towns until you get there. Hope this helps!!!!

later,
Tom

3059. Need Ultima 1 and 2, have 1-6CD for trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19971103041701.XAA13311@ladder01.news.aol.com>
Source record: 68993

HI, I'm still looking for Ultimas 1 and 2 for 8-bit Atari, I now have the Ultima 1-6CD for IBM available for trade :) Or will still buy if anyone wants to sell. I have other trade material too, please ask.

Thanks,
Tom

3060. Re: Phantasie question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19971103041501.XAA13039@ladder02.news.aol.com>
Source record: 68994

>I have played the game Pantasie on my 130XE, but I couldn't finish the
>game because I couldn't get the last two rings. Someone on the net
>told me that these two rings (I forget which

Oh, there were also some on the island with the Bleebs I think, have you been there?? Kind of a pain, I think there was a bug with some of the questions.

Tom

3061. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971102233202.15840A-100000@fissure.scar>
Source record: 68995

On 3 Nov 1997, PBjurman wrote:

> I might be interested in purchasing either an Atari 800 or an 800xl to replace
> my current Atari 400 computer. However, I need some info first.
>
> 1) Does the 800xl come with an 80-column card built-in, or would I have to add
> it?
No Atari 8bit comes with 80 columns built-in, you have to add via
software or hardware.

>
> 2) Will the 800xl run most of my 400 carts and disks?
The 800XL will run 90-95% of your 400 carts and disks, I think Michael
Current created a list of 400/800 only 8bit programs.

>
> 3) Which keyboard is better (easier to type on), the 800 or the 800xl? (the
> 400 is quite difficult.)
I prefer the 800XL. I haven't use a 1200XL, but out of all these 8bits
400,800, 600Xl, 800XL, 65XE, 130XE I find the 800XL to have the BEST
keyboard.

> > 4) Is the 800xl worth the extra $3 I'd have to pay for it?
An Atari 800 might be worth more as a collector but I would argue the
800XL is a more versatile machine. Yes, $3 extra is fair. (Out of
curiousity how much are you paying for that Xl?)

3062. games that require translators? i.e. ALLEYCAT

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: Spaten <spaten@earthlink.net>
Message-ID: <63jqs4$2vd@bolivia.earthlink.net>
Source record: 68996

It's been 12 years since I even looked at an Atari 2.5 DOS or MYDOS screen. I've been reveling in the emulators and all the old software that is out here. However I can't seen to remember what needs to be done to run some of the software like ALLEYCAT. I know it needed a translator or something but I can't recall all of it. Has anyone succesfully run this or similar games? What do I kneed, I've got XL-IT and XF36 emulators and a translator that I picked up somewhere.

spaten@earthlink.net

3063. Re: A trip back in time (Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <63k08okln2@nuke.csu.net>
Source record: 68997

Nelson (nelson@(nospam)dropmail.com) wrote:

: Wow! It's been about 1.1 to 1.5 years since I last did anything on my Atari
: 8-bit.

Hey! I recognize you! (NNTools is up at UMich)

: I am wondering if there are any programmers out there in Atari 8-bit land.

I just released "Gem Drop" (written in Action! Comes with sourcecode!)

http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/

: Although I am not working on anything new I would like to hear from anyone
: with some interesting projects. My strengths are Action! and ATARI BASIC
: (XL, XE, ABC BASIC Compiler).

I'm an Action!-ite myself.. I unfortunately know no 6502 assembly at
this point. I do know Atari BASIC and TurboBASIC XL! :)

: My favorite DOS is SpartaDOS X followed by SpartaDOS 3.2 (all flavors).

I'm a MyDOS man myself...

: Anyway, just letting everyone know of my fascinating trip back to the past.

Well, welcome back (to the past!) :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3064. Re: *** Anyone here 6502C in the Silicon Valley? ***

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <63k02bkln1@nuke.csu.net>
Source record: 68998

Matthias Schwarz (matthias.schwarz@writeme.com) wrote:

: I'm trying to get some of the good old fun days back into my life. Just
: started my job here in the Southern Bay Area and would like to meet people
: for some a8 chat.

I live in the North Bay! :) I don't drink beer though.
And I don't drive. :) I live in Rohnert Park (Sonoma County... about
1.5 hr North of SF)

Ben Corr also lives up here too! We should all get together and play
some Maze of Agdagon! :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3065. Re: new QMEG+OS 4.0!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <63k0epkln3@nuke.csu.net>
Source record: 68999

Thomas Havemeister (peter@soemtron.sb.sub.de) wrote:

: *full automatic floppy speeder (speedy,happy etc.)
: *two ramdisk drives at the same time
: *diskcopier in os
: *drive assign per key click
: *file loader (you don't need a dos or game dos on disk)
: *basic and cartridge controll
: *built-in cas-simulator
: *asm monitor
: *freezer for game pokes
: *freeze and reload in/out ramdrives (sort of multitasking)
: *many function keys (cursor control,speed control,ctrl+4-9)

: removed features:
: - self test
: - cassette handler (now the cas-simulator)
: - international charset

: You can ALWAYS reboot by key, enable a XL-mode and turn on/off floppy
: enhancments

: enough for you?! ;-)

Do all of those cool (but incompatibly written) European demos work
with it? :) And when you said "XL mode", do you mean it has the
XL OS built into it to?

This is a chip, right?

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3066. Re: problems with null modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bce85b$6cabd600$51c2accf@asharkis.erols.com>
Source record: 69000

The Wraith <unclebigbad@hotmail.com> wrote in article
<345cbe0e.1380637@news.icongrp.com>...
>
> First off I want to thank everybody that helped me out a few weeks ago
> with questions I had on my new 130XE. I tried to reply to everybody
> but some messages got bounced back.
>
>They both seem to work, only
> problem is that when I hook the 130XE to my PC with a null modem
> adapter in between I can send characters from the Atari to my PC,
> however; I can't send characters from my PC to the Atari.
> I'm going from the 9 pin 850 to a 25 pin which then goes to a null
> modem adapter (25 pin) and then to my PC which is also 25 pin.
> The comm port on my PC is ok because I can communicate with an
> external modem.
>
>
I have seen and heard of null-modem adaptors going bad or even sold bad.
If you can find a spare that you know to work properly, try substituting
it. Also, go over all the connections and see that they are clean and
tight. Finally, check the cable from the 850 to the null-modem adaptor.
Is it the special 9-pin to 25-pin cable specifically designed for Atari?
Those made for the PC are wired differently and won't work, although they
usually lock up the system when tried.

3067. Re: The Portland Atari Club is BACK!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bce85a$c02ce680$51c2accf@asharkis.erols.com>
Source record: 69001
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Shadow <The_Shadow@spnt.com> wrote in article
<63ik5r$le7$1@news.chatlink.com>...
> The Portland Atari Club is back, and we are now in the
> process of picking up the pieces and reorganizing the club.

Please consider, if you intend to publish a newsletter, getting into an exchange agreement with other existing user groups. I'm the newsletter editor of Thge Ol' Hackers Atari User Group, an international, exclusively 8-bit user group. We publish a bimonthly newsletter on floppy.

3068. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <345DDC35.302BBA31@erols.com>
Source record: 69002

PBjurman wrote:

> I might be interested in purchasing either an Atari 800 or an 800xl to replace
> my current Atari 400 computer. However, I need some info first.
>
> 1) Does the 800xl come with an 80-column card built-in, or would I have to add
> it?

No Atari 8bits came with 80 column adapters out of the box.

>
>
> 2) Will the 800xl run most of my 400 carts and disks?
>

Yup. Around 90%. There is a Translator disk to let you run 800 stuff on your XL

> 3) Which keyboard is better (easier to type on), the 800 or the 800xl? (the
> 400 is quite difficult.)
>

Both are pretty good.

> 4) Is the 800xl worth the extra $3 I'd have to pay for it?
>

Get the XL. The extra memory will let you pplay some of the newer games, plus the
smaller footprint.

Later,
Steve

> Thanks for the help!
>
> -Sam
>
> S a m H a r t m a n n p b j u r m a n @ a o l . c o m
> ---
> -------
> AgentQ on #rgvc - Visit the Video Game High Score Page:
> http://members.aol.com/pbjurman/highscores.html

3069. Re: CX-85 Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Nov3162416@co.umist.ac.uk>
Source record: 69003

In article <19971024225501.SAA00154@ladder01.news.aol.com> bostone1@aol.com (Bostone1) writes:
> All of Atari's keypads for the 8 bits plugged into a joystick port.
> Besides the CX 85 which had keys like the Atari 800, Atari had a keypad
> controller that just had little buttons to use with the 2600 version of
> Star Raiders, I think. Any verification on this? Also, there was the Kid's
> keypad controller, with big buttons on it.
I remember the 2600 Star Raiders keypad, a friend of mine had it. It
was all black and plugged into the joystick ports. If I remeber
correctly it had 12 black buttons with no markings on them. I think
it would take an overlay over the buttons which could be changed for
different games/programs. However Star Raiders on the 2600 is the
only game I know of that used it.

3070. percom disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <878580912.5980@dejanews.com>
Source record: 69004

Hi All,

I may be able to get my hands on a big old percom disk drive.
Can anyone comment on the uniqueness of this product? What is
special about it? I already have 1050's, xf551's, and indus drives
to play with.

What is a reasonable price to pay for it?

BTW, I am still working on finding an embedded SCSI disk drive
for my MIO.

cowpoke.

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

3071. Re: games with trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: dnsdebro@aol.com
Message-ID: <19971103181901.NAA28075@ladder01.news.aol.com>
Source record: 69005

>Howdy!
>
>are there any other programms which run with a trackball/st-mouse?

If you are talking about the Atari 8-bit computers then any program that uses the joystick will also work with the trackball. Some game of course work better than others like Missle Command and Centipede.

L8r,
dnsdebro

3072. Re: Any comments on Gem D

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63l3vg$1t3$1@triglav.iwaynet.net>
Source record: 69006

On 1997-10-23 he110@cleveland.Freenet.Edu(BillR.Core) said:
>Gem-Drop is a vvery well-done game! Imagine if more programs were
>written to take advantage of this increased color graphics mode.
>How hard is it to do? Could a handler be written so that one
>could access and use this mode transparently?

Yeh,great game.But it's going blind me what with me staring at the
screen,un-blinking,for 5 minutes at a time.Neat pause effect,too.
The monochrome effect reminds me of the graphics in the Atari version of
Bomberman,Dyna-Blaster or somesuch.
I wish I could find it again.It was called "dynademo" or something since it was
the demo version of what was to be.

I just noticed that Bill says not to write-protect the disk and APE was bitching
about trying to use a un-registered feature in the SIO command-frame log so I
switched APE to 2X speed to be able to write.
(which has "USDoubler" next to it even thought the USD 1050s runs at (nearly)
3 times the speed of normal 1050s)
Now it saves the fact that I've reached 9th level.I just did that to-day.
(using my new 4-button Genesis joystick)
I couldn't get my 8-button one to work,though.

Remember that the PC-Mirror can't write at ANY speed!
You have to run GemDrop from a disk image.

Net-Tamer V 1.09 - Test Drive

3073. Re: CX-85 Keypad?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63l3vi$1t3$2@triglav.iwaynet.net>
Source record: 69007

On 1997-10-25 brad@pianosa.demon.co.uk said:
>Kenneth Jennings wrote something interesting,
>Hello Kenneth,
>>>All of Atari's keypads for the 8 bits plugged into a joystick
>>>port. Besides the CX 85 which had keys
>>I really thought this plugs into the SIO port. Does anyone
>actually
>I have one, and it does indeed plug into a joystick port. It's
>been a while since I used it, but IIRC, you can configure which
>port it uses. Which is quite handy if you wish to use it in
>conjunction with an XEP80.
>Still, if you wish to use both on anything other than a 400/800....

I has software to allow the CX-85 to be used as a alternative to the keyboard.
(Nice for MONOPOLY)
You could assign each CX-85 key to a keyboard value.

It uses the joystick port.

Net-Tamer V 1.09 - Test Drive

3074. Re: Atari 8bit Items

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: Ol' BattleMonkey <battlemonkey@rocketmail.com>
Message-ID: <345E3FFC.B6C769BC@rocketmail.com>
Source record: 69008

BobKlaas wrote:

> Used in good working order guranteed 30days.
>
> 2 ea 800XL's comes with power supply and video cable. $25.00 ea
> shipping included
>
> 2 ea 130XE's comes with power supply and video cable. $35.00 ea
> shipping included
>
> 2 ea 850 Interface, comes with power supply. $25.00 ea shipping
> included
>
> 10 ea 1050 Disk Drives, comes with power supply and sio cable. $15.00
> ea shipping included
>
> These items may have a school name ingraved in the case but work fine.
> The 1050 disk
> drives may have Black Marking pencil on them but will come off with
> cleanser you clean.
>
> If interested get back to me here.

I'm interested in a 130xe, an 800xl, and two 1050 disk drives. How do we get in touch to actually send payment, etc?

Battlemonkey@rocketmail.com

3075. come to see my sire

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: redraven@nordnet.fr
Message-ID: <63ligvcs1@news.internetsat.com>
Source record: 69009

Well, all is in the title.

Go here :

http://home.nordnet.fr/~redraven

3076. Don't Fear's Huge 3rd Auction Part 1 (update 8)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <345E8FCB.7D1E342@prodigy.com>
Source record: 69010
Cross-posted to: rec.games.video.classic,rec.games.video.nintendo,rec.games.vectrex,rec.games.video.misc,comp.sys.atari.8bit,rec.games.video.marketplace

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Don't Fear's Huge 3rd Auction Part 1 (update 8)

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds.
If you choose to send a personal check please allow 2-3 weeks for the
check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of
final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to play can you spot the two classic
game collectors.
Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features:
Atari 2600 - 308 Items Atari 5200 - 31 Items
Atari 7800 - 17 Items Atari Comp - 54 Items

Atari 2600
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Prototypes
```

Stampede $15.00 marc
Dolphin $18.00 safe
Name This Game $12.50 marc
Eggomania $12.50 marc

Atari

Combat (C) - complete $1.00 anders
Air-Sea Battle (U) - w/inst $0.50 anders
Space War (U) - w/inst $1.00 bones
Outlaw (U) - w/inst $0.50 anders
Slot Racers (U) - w/inst $1.00 kingkong
Canyon Bomber (C) - w/inst $1.00 kingkong
Super Breakout (U) - multi lang, complete $1.00 kingkong
Defender (C) - w/inst $0.50 anders
Warlords (U) - shrinkwrapped $3.00 masterc
Indy 500 (U) - w/inst $1.50 anders
Street Racer (U) - w/inst $0.50 anders
Adventure (C) - w/inst $5.00 masterc
Demons To Diamonds (U) - shrinkwrapped $2.00 kadams
Pele's Soccer (C) $1.00 patman
Championship Soccer (C) $1.00 battle
Basic Programming (R) - w/inst $4.00 anders
Video Olympics (C) - w/inst $1.00 bones
Breakout (C) - complete, rare white box $3.00 masterc
Home Run (C) - w/inst $0.50 anders
Basketball (C) - w/inst $0.50 anders
Football (C) - w/inst $0.50 anders
Miniature Golf (U) $2.00 kadams
Human Cannonball (U) $4.00 anders
Bowling (C) $1.00 pmarsh
Sky Diver (pic) (U) $1.00 kadams
Circus Atari (C) - complete $1.00 anders
Superman (C) - w/inst $1.50 anders
Space Invaders (C) - complete $1.00 anders
Night Driver (C) - w/inst $0.50 anders
Golf (C) - w/inst $1.50 edward
Maze Craze (U) - w/inst $2.00 anders
Video Checkers (R) $1.50 edward
Dodge 'Em (U) - w/inst $0.50 anders
Missile Command (C) - w/inst $0.50 anders
Othello (R) - complete, rare white box $2.00 kadams
RealSports Baseball (U) - w/inst $0.50 anders
Surround (C) - w/inst $1.00 kingkong
Hunt & Score (U) $1.50 anders
Code Breaker (U) $1.50 anders
Flag Capture (pic) (U) - w/inst $1.50 anders
Video Chess (U) $1.50 anders
Pac-Man (C) - w/inst $1.50 anders

Video Pinball (U) - w/inst $1.50 anders
Asteroids (C) - w/inst $0.50 anders
Bezerk (C) - w/inst $0.50 anders
Blackjack (R) - complete $2.00 zazoo
Casino (U) - complete,special edition box $1.50 kingkong
Slot Machine (R) - (some cart damage) $1.00 kingkong
Haunted House (C) - w/inst $0.50 anders
Yars Revenge (C) - w/inst & comic $1.50 masterc
Yar's Revenge (red lbl) (R) $3.00 anders
Swordquest: Earthworld (C) $1.50 anders
Swordquest: Fireworld (C) - complete $3.00 chrisw
Math Grand Prix (C) $1.00 kingkong
Raiders Of The Lost Ark (C) - w/instr $0.50 anders
Star Raiders (U) - w/inst & touch pad $3.00 masterc
Basic Math (U) $1.50 adam
Hangman (U) $1.50 bones
Brain Games (U) - w/inst $2.00 bones
RealSports Volleyball (U) - w/inst $0.50 anders
Football RealSports Soccer (U) - Euro $0.50 anders
RealSports Football (C) - w/inst $1.00 morph
Vanguard (C) - w/inst $1.00 kadams
Swordquest: Waterworld (UR) $40.00 adam
Phoenix (C) - complete $2.50 masterc
E.T. (C) - shrinkwrapped $2.00 anders
Ms. Pac-Man (C) - w/inst $1.00 battle
Centipede (C) - w/inst/comic book/poster $1.00 battle
Dig Dug (U) - w/multi lang inst $2.00 battle
RealSports Tennis (U) - w/inst $0.50 anders
Battlezone (U) $0.50 anders
Krull (R) - complete $4.00 masterc
Galaxian (U) $1.50 masterc
Jungle Hunt (U) - w/inst $0.50 anders
Kangaroo (U) - complete $1.00 anders
Pengo (ER) $15.00 adam
Joust (C) - w/inst $1.00 spider
Moon Patrol (U) - w/multi lang inst $2.50 masterc
Pole Position (C) - w/inst $2.00 masterc
Pole Positn (end lbl error) (C) - w/inst $0.50 anders
Mario Bros. (U) - w/inst $1.00 kadams
Taz (R) $2.50 kadams
Crystal Castles (U) - w/inst $1.00 spider
Pigs In Space (ER) $10.00 bones
Millipede (R) - w/inst $1.50 battle
Defender II (R) - w/inst $3.00 chrisw
Jr. Pac-Man (U) - w/inst $1.50 battle
Midnight Magic (R) $1.50 anders
RealSports Boxing (U) - w/inst $1.00 kingkong
Solaris (U) - complete $1.00 anders
Crossbow (U) - w/inst $3.00 battle
Desert Falcon (C) - complete $2.00 chrisw

Donkey Kong (U) $2.00 battle
Donkey Kong Jr. (R) - w/inst $4.00 anders
Q*Bert (R) - w/inst $0.50 anders
Super Baseball (U) $3.00 bones
Super Football (U) $1.00 kingkong
Sprint Master (R) - w/inst $5.00 adam
Secret Quest (R) $3.00 bones
Klax (PAL) (ER) $10.00 anders

Sears

Target Fun (C) - w/inst $1.00 kingkong
Blackjack (pic) (R) - w/inst $1.00 kingkong
Breakaway IV (pic) (C) $1.00 kingkong
Memory Match (U) - top lbl damage $1.00 chrisw
Baseball (C) $1.00 kingkong
Maze (pic) (C) $1.00 kingkong
Basketball (U) $1.00 kingkong
Bowling (R) $1.00 kingkong
Dare Diver (ER) $2.50 bones
Superman (ER) $3.50 bones
Night Driver (U) $1.00 chrisw
Golf (C) $1.50 mukchup
Circus (C) $1.00 bones
3-D Tic-Tac-Toe (ER) $1.00 anders
Steeplechase (R) $2.50 bones
Submarine Commander (ER) $10.00 bones
Space Invaders (C) $0.50 anders
Adventure (pic) (U) - w/inst $1.50 anders
Soccer (U) $1.00 kingkong
Checkers (ER) $3.00 bones
Dodger Cars (ER) - lbl wear $1.50 mukchup
Arcade Pinball (R) $2.00 chrisw
Asteroids (U) $0.50 anders
Super Breakout (C) - w/inst $1.00 kingkong
Missile Command (R) $0.50 anders
Defender (C) $0.50 anders

Absolute

Skateboardin' (R) - w/inst $2.00 chrisw

Activision

Dragster (U) $1.00 kadams
Boxing (U) - w/inst $1.00 kingkong
Checkers (ER) - w/inst $4.00 chrisw
Fishing Derby (U) - w/inst $1.50 anders
Skiing (U) - w/inst $1.00 kingkong
Bridge (R) $1.00 kingkong

Tennis (C) $0.50 anders
Laser Blast (C) - w/inst $1.50 anders
Freeway (U) - w/inst $1.50 kadams
Kaboom! (U) - w/inst $1.50 anders
Stampede (U) - w/inst $1.50 anders
Ice Hockey (ER) - (blue lbl) $1.50 anders
Barnstorming (U) - w/inst $1.50 anders
Grand Prix (U) - w/inst $1.00 kadams
Chopper Command (U) - complete $2.50 anders
Chopper Command (blue lbl) (ER) - w/inst $2.00 anders
Megamania (U) - shrinkwrapped $2.00 anders
Starmaster (U) $0.50 anders
Pitfall! (blue lbl) (ER) - w/inst $3.00 anders
Sky Jinks (R) - w/inst $1.00 kingkong
River Raid (U) $1.50 anders
Spider Fighter (U) $1.50 anders
Seaquest (R) - w/inst $1.00 kingkong
Oink! (R) - w/inst $2.00 kadams
Dolphin (R) $2.00 squire
Keystone Kapers (ER) - (blue lbl) $2.00 anders
Enduro (blue lbl) (ER) - w/inst $1.50 anders
Plaque Attack (R) $2.00 battle
Robot Tank (R) - w/inst $2.00 squire
Crackpots (R) $1.50 kingkong
Decathalon (R) $4.00 anders
Pressure Cooker (R) - complete $4.00 bones
Space Shuttle (blue lbl) (ER) $3.00 anders
Pitfall II: Lost Caverns (R) $2.00 kadams
H.E.R.O. (R) $2.50 adam
Beamrider (R) $4.00 bones
Cosmic Commuter (R) $6.00 adam
Kung-Fu Master (R) - w/inst $1.50 adam
Commando (R) - complete $0.50 anders
Rampage (R) $5.00 kenny
Double Dragon (R) $3.00 bones
Ghosbusters (R) $0.50 anders

Amiga

Mogul Maniac (ER) $6.00 safe

Apollo

Skeet Shoot (R) - complete $5.00 kenny
Space Cavern (red lbl) (U) $1.50 anders
Racquetball (orange lbl) (U) $1.00 kingkong
Lost Luggage (blue lbl) (U) - w/inst $4.00 bones
Shark Attack (blue lbl) (U) $1.50 kingkong
Infiltrate (blue lbl) (U) - w/inst $1.50 anders

CBS Electronics

Wizard Of Wor (R) $1.00 kingkong
Gorf (U) - w/inst $1.00 kingkong
Blueprint (writing on lbl) (U) $1.00 kingkong
Solar Fox (U) $0.50 anders
Omega Race (U) - w/inst $3.00 chrisw
Mountain King (R) $1.50 kingkong

Coleco

Donkey Kong (C) - w/inst $1.00 kadams
Zaxxon (U) $2.00 battle
Venture (C) - w/inst $1.50 anders
Mouse Trap (U) - w/inst $1.50 anders
Smurfs: R.I.G.C. (U) - w/inst $1.50 anders
Donkey Kong Jr. (R) $1.50 anders
Front Line (R) $3.00 chrisw

Cooper Black

Dragon Treasure (ER) $5.00 bones

Data Age

Encounter At L-5 (U) - w/inst $1.50 kingkong
Warplock (C) $2.00 chrisw
Sssnake (C) $3.00 kenny
Airlock (C) $1.00 kingkong
Bugs (U) - w/inst $3.00 kenny
Journey Escape (C) - w/inst $1.00 spider
Bermuda Triangle (R) - w/inst $1.50 kingkong

Epyx

Summer Games (R) $2.00 anders
Winter Games (R) - w/inst $0.50 anders
California Games (R) $0.50 anders

Froggo

Task Force (R) - complete $4.00 bones
Sea Hawk (R) $4.00 bones

Imagic

Trick Shot (R) - w/inst $1.00 kingkong
Demon Attack (blue lbl) (ER) - w/inst $1.00 anders
Star Voyager (C) - w/inst $0.50 anders
Atlantis (U) - complete $1.00 anders

Cosmic Ark (U) - w/inst $0.50 anders
Fire Fighter (R) $1.50 anders
Shootin' Gallery (ER) $10.00 kenny
Riddle of the Sphinx (U) - w/ inst $0.50 anders
Dragonfire (C) - w/inst $0.50 anders
Fathom (R) $1.00 gamelrd
Solar Storm (R) $2.50 bones
Moonsweeper (U) $1.00 kingkong
Laser Gates (R) $4.00 bones

Konami

Pooyan (end quarter lbl missing) (ER) $3.00 adam

M Network

Adven of Tron (white lbl) (U) - w/inst $1.00 battle
Masters Of The Universe (R) $4.00 chrisw
Burgertime (R) - w/inst $2.50 battle
Kool-Aid Man (U) $2.50 battle
S.C. Football (white lbl) (C) - w/inst $0.50 anders
Space Attack (C) - complete $1.00 anders
Armor Ambush (C) - w/inst $0.50 anders
Tron Deadly Discs (U) $2.50 battle
Lock 'n Chase (C) - w/inst $1.00 kingkong
Frogs and Flies (U) - w/inst $2.00 jim
Super Challenge Baseball (C) - w/inst $0.50 anders
Astrosmash (U) - w/inst $0.50 anders
Dark Cavern (U) - w/instructions $1.00 kingkong
International Soccer (U) - w/inst $1.00 vince
Bump 'n' Jump (R) - w/inst $4.00 bones

Milton Bradley

Survival Run (R) $3.00 chrisw
Spitfire Attack (U) $3.00 adam

Mythicon

Sorcerer (R) $3.00 bones
Fire Fly (R) $1.50 kingkong
Star Fox (R) $1.50 kingkong

Panda

Space Canyon (R) $6.00 adam

Parker Brothers

Star Wars: Jedi Arena (R) - w/inst $1.50 anders

Star Wars: Empire Strikes Back (C) $1.50 anders
S.W.:R.O.T.J.:D.S.B. (R) - w/sticker on lbl & inst $1.00 mro
Frogger (C) - w/inst $1.00 kadams
Amidar (U) - w/inst $1.00 kadams
Super Cobra (end lbl missing) (U) $0.50 anders
Reactor (U) $0.50 anders
Tutankham (U) - w/inst $0.50 anders
Sky Skipper (R) - end lbl missing $1.00 kingkong
Q*Bert (C) - w/inst $0.50 anders
Spider-Man (R) $1.00 gamelrd
Strawberry Shortcake: Musical Match-ups (R) - complete $2.00 chrisw
G.I. Joe Cobra Strike (U) $1.00 kingkong

Sega

Tac-Scan (U) $1.50 kadams
Star Trek S. O. S. (R) $1.50 kadams
Buck Rogers: Planet Zoom (U) - w/inst $3.00 chrisw
Congo Bongo (R) $2.00 battle

Spectravision

Gangster Alley (end lbl wear) (R) $2.00 chrisw
Planet Patrol (R) $0.50 anders
Tapeworm (R) $3.50 battle

Telegames

Super Challenge Football (U) $1.00 bones

Telesys

Coco Nuts (fancy cart) (R) - w/inst $2.00 battle
Fast Food (fancy cart) (R) $2.00 battle

Tigervision

Threshold (R) $4.00 bones
Polaris (ER) $16.00 zazoo

20th Century Fox Video Games

Worm War I (Sirus) (U) $2.00 mro
Beany Bopper (Sirus) (R) $1.50 anders
Deadly Duck (R) $1.00 kingkong
Mega Force (R) $1.50 anders
Alien (R) - w/inst $2.00 mro
Turmoil (U) $1.00 kingkong
Crypts Of Chaos (R) - w/inst $3.50 bones
M*A*S*H* (U) $1.00 kingkong

Porky's (R) - w/inst $2.00 mro
Revenge Of The Beefsteak Tomatoes (R) $5.00 bones

U.S. Games

Space Jockey (C) - w/inst $0.50 anders
Sneak 'n Peek (R) $1.50 anders
Word Zapper (U) - w/inst $1.00 kingkong
Commando Raid (R) - w/inst $1.50 anders
Name This Game (R) - w/inst $1.50 anders
Towering Inferno (U) - w/inst $1.00 kingkong
M.A.D. (R) $3.00 chrisw
Gopher (R) - w/inst $2.00 mro
Squeeze Box (ER) - w/inst $4.00 chrisw
Eggomania (R) - w/instructions $2.00 mro
Picnic (fancy cart) (ER) $4.00 bones
Piece O' Cake (fancy cart) (ER) - w/inst $3.00 safe
Raft Rider (fancy cart) (ER) $4.00 safe
Entombed (fancy cart) (ER) $3.00 safe

Xonox

Chuck Norris Superkicks (ER) $15.00 kenny
Sir Lancelot (ER) $25.00 kenny

Zellers

Ocean City Defender (ER) $8.00 kenny

Zimag

Tanks But No Tanks (R) $10.00 kenny

Systems & Peripherals

Atari 2600: Four switch, wood front panel in orignal box
w/two joysticks, set of paddles, power supply, R/F modulator,
owners manual and the following loose games: Combat, Defender,
Space Invaders, Missle Command, Pac-Man, Asteroids,
Swordquest Fireworld, Raiders Of The Lost Ark, E.T., Pole Position,
RealSports Football, Vanguard, Ms. Pac-Man, Target Fun, Laser Blast,
Kaboom!, Chopper Command, Pitfall!, Donkey Kong, Cosmic Ark,
Astrosmash, M*A*S*H*, Star Wars: Jedi Arena, Mega Force, and M.A.D.
$37.00 masterc

Sears Video Arcade: Six switch, wood front panel w/two joysticks,
power supply, R/F modulator and the following loose Sears games: Space
Invaders, Night Driver, Bowling, and Asteroids
$5 min
Remote Control Joysticks - complete in orignal box

$8.00 chrisw
Atari 2600 Manual Package:
Air-Sea Battle, Outlaw, Slot Racers, Canyon Bomber, Super Breakout,
Street Racer, Backgammon, 3-D Tic-Tac-Toe, Video Olympics, Breakout,
RealSports Baseball, Swordquest: Fireworld, RealSports Volleyball,
RealSports Football, Centipede, Millipede, 1981 Green Catalog,
1981 Red Catalog, 1982 Red Catalog, 1983 Fold-Out Catalog,
The Atari Advantage 7800 Collectors Poster, Barnstorming,
Spider Fighter, Activision Spring 1982 and Acti Summer 1982 Catalog
$5.00 danz
Track & Field controller for 2600 $7.00 adam
2600 Joystick $1.00 anders
2600 Joystick $1.00 anders
Video Touch Pad $4.00 anders
Touch Me Handheld (SC) $4.00 anders
Stuntcycle stand alone unit $6.00 squire
Atari Video Pinball stand alone unit $6.00 squire
Atari Game Center (no cover) $4.50 marc
Telegames Center $4.50 marc
Vid-Lid Plus (holds 10 games + inst) $4.00 anders
Wood Game Holder (hold 16 games) $4.50 marc

Atari 7800

Atari

Centipede (R) - w/inst $0.50 anders
Asteroids (R) - complete $2.00 anders
Dig Dug (R) - w/inst $0.50 anders
Food Fight (R) $0.50 anders
Galaga (R) $0.50 anders
Ms. Pac-Man (U) - w/inst $0.50 anders
Pole Position II (C) - w/inst $0.50 anders
Xevious (U) - w/inst $1.00 kadams
Choplifter! (U) - w/inst $0.50 anders
Karateka (U) - w/inst $1.50 anders
Crack'ed (R) $1.50 anders
Dark Chambers (U) - w/inst $1.50 anders
Mat Mania Challenge (R) - shrinkwrapped $1.50 anders
Scrapyard Dog (R) - shrinkwrapped $1.50 anders

Absolute

Tomcat F-14 Flight Simulator (R) $4.50 bones

System & Misc.

Atari 7800: w/owners manual, two joysticks, power supply, R/F modulator
and Pole Position II
$25.00 anders

Atari 7800 instruction package:
Centipede, Asteroids,Dig Dug, Joust, Robotron 2084, Desert Falcon,
Ballblazer, Touchdown Football, One-On-One Basketball, Hat Trick,
Impossible Mission, Crossbow, Ace Of Aces, Donkey Kong,
Donkey Kong Junior, Tower Toppler and Jinks
$2.00 danz
Atari 5200

Atari

Centipede (C) $1.00 kingkong
Defender (C) $1.00 kingkong
Football (C) $1.50 kingkong
Galaxian (C) $1.50 kingkong
Joust (U-) $1.50 kingkong
Jungle Hunt (U-) $1.50 anders
Kangaroo (writing on lbl) (C+) $1.50 kingkong
Missle Command (C+) $1.00 kingkong
Ms. Pac-Man (lbl fade) (U-) $1.50 kingkong
Pac-Man (C-) $1.00 danz
Pengo (writing on lbl) (R-) $2.00 mro
Pole Position (C+) - w/inst $1.50 kingkong
Soccer (C) $1.00 kingkong
Space Invaders (C) $1.00 danz
Star Raiders (C+) $1.00 kingkong
Super Breakout (C-) - w/inst $1.50 anders
Vanguard (U-) $1.50 jeffd

Activision

H.E.R.O. (R) $1.50 kingkong
River Raid (U) $2.00 archangel

CBS Electronics

Blue Print (R-) $2.00 kingkong
Gorf (R-) $2.00 kingkong

Parker Brothers

Frogger (writing on lbl) (C+) $1.50 kingkong
Popeye (writing on lbl) (C+) $1.00 kingkong
Q*Bert (C+) $2.00 archangel
Star Wars: The Arcade Game (writing on end lbl) (R+) $5.00 adam
Super Cobra (writing on lbl) (R) $2.00 kingkong

Sega

Congo Bongo (R-) $1.50 kingkong

System & Peripherals

Atari 5200: Four port model in orignal box w/power supply, switchbox,
one working controller, and the following loose games:
Defender, Galaxian, Joust, Pac-Man, Pole Position, Super Breakout, and
Vanguard
$35.00 jeremy
Working 5200 Joystick $5.00 jeremy
Broken 5200 Joystick
Broken 5200 Joystick

Atari 400/800

Activision

Kaboom! (U) $4.00 paul
MegaMania (U) $3.00 garry
River Raid (U) - w/inst $4.00 paul

Atari

Ace of Aces (C) $2.50 james s
Asteroids (C) $4.50 jamesl
Barnyard Blaster (U) $2.00 austin
Basic (1985 version) (R) $2.50 jamesl
Basketball (C) $1.00 kingkong
Bug Hunt (U) $3.00 mro
Centipede (C) $1.00 kingkong
Defender (C) $1.00 kingkong
Donkey Kong (C) - w/inst $1.50 zzyzx
Donkey Kong Junior (C) $4.00 paul
Fight Night (U) $4.00 jamesl
Flight Simulator II (C) $2.50 zzyzx
Hardball (U) - w/inst $2.00 smitty
Jungle Hunt (U) - w/inst $2.00 smitty
Missle Command (C) $1.50 zzyzx
Necromancer (U) $4.00 paulc
Pac-Man (C) $1.00 kingkong
Pengo (U) $2.50 brianm
Pilot (U) $1.50 zzyzx
Pole Position (C) $1.00 austin
Qix (C) $5.00 brianm
RealSports Football (C) $1.00 paulc
Skywriter (U) - w/inst $3.00 zzyzx
Star Raiders (C) $1.00 kingkong
Super Breakout (C) - complete $5.00 paul
Typo Attack (U) $2.00 smitty

Big Five

Miner 2049er (C) $4.00 paulc

Epyx

Gateway to Apshai (U) - w/inst $2.00 morph
Pitstop (U) - w/inst $3.00 zzyzx
Silicon Warrior (C) $3.00 cmoore

IDSI

Pool 400 (R) $3.50 zzyzx

Parker Brothers

James Bond 007 (R) $3.50 zzyzx
Q*Bert (C) $1.50 zzyzx

Roklan

Deluxe Invaders (C) - w/inst $5.00 jamesl
Gorf (C) $4.00 paulc
Wizard Of Wor (C) $2.00 brianm

Romox

Princess and Frog (R) $7.00 garry

Sega

Buck Rogers: Planet of Zoom (U) $5.00 jamesl

Spinnaker

Alphabet Zoo (U) - complete $2.00 zzyzx
Delta Drawing (U) - w/ inst $3.00 zzyzx
Facemaker (U) - complete $2.00 zzyzx

Synapse

Shamus (C) - (very cool clear red cart) $5.50 brianm

TG Software

Droids (ER) $5.00 jamesl

Thorn EMI

Kickback (U) $2.50 kingkong

Systems & Periphrals

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130 XE - tested w/power supply, two joysticks, and the following loose games
Donkey Kong, Flight Simulator II, Pac-Man, Star Raiders, and Skywriter.
$15.00 battle
65 XE - tested w/power supply and owners manual
$10.00 bill
Atari 800 - w/power supply and Atari service contract
$20.00 anders
800 XL - w/power supply and owners manual
$12.00 battle
1050 Disk Drive - untested w/power supply
$7.00 battle
XM 301 modem - untested

Suncom Animation station - untested w/owners manual
$4.00 zzyzx

This auction is dedicated to the Old Lady. Without her a lot of this would have been impossible. Thank You

3077. Don't Fear's Huge 3rd Auction Part 2: (update 8)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <345E9018.A5A248B4@prodigy.com>
Source record: 69011
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.nintendo,rec.games.video.misc,rec.games.vectrex

Don't Fear's Huge 3rd Auction Part 2: (update 8)

1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to
send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to
play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features the following:

Aquarius - 8 Items Arcadia 2001 - 8 Items
Farichild - 6 Itmes Colecovision - 39 Items
Intellevision - 132 Items Vectrex - 21 Items
Nintendo - 4 Items TI-994A - 19 Items
TRS-80 - 3 Items Vic-20 - 9 Items
Commodore - 34 Items Bally Astrocade - 1 Item
Odyssey 2 - 27 Items Handhelds - 15 Items
Misc - 12 Items Timex Sinclair - 1 Item

Intellivision

Mattell

Demo Cart $6.00 flyer
Auto Racing (U) - complete $1.00 kingkong
NHL Hockey (C) - complete $3.50 chris s
Las Vegas Roulette (U) - complete $2.00 flyer
ABPA Backgammon (R) - complete $3.50 owner
Checkers (R) - complete $2.00 flyer
Armor Battle (C) - shrinkwrapped $0.50 kingkong
The Electric Company Word Fun (R) - complete $1.50 kingkong
Horse Racing (U) - complete $3.00 squire
NASL Soccer (U) - complete $1.50 briang
Tennis (C) - complete $1.00 kingkong
PGA Golf (C) - complete $2.00 flyer
U.S. Ski Team Skiing (C) - shrinkwrapped $3.00 dblitz
Sea Battle (C) - complete $1.00 daveb
Boxing (U) - complete $1.00 briang
NFL Football (C) - complete $3.00 squire
L.V. Poker & Blackjack (C) - complete $0.50 kingkong
Space Battle (U) - complete $0.50 kingkong
The Electric Company Math Fun (R) - complete $1.50 kingkong
Major League Baseball (C) - complete $3.50 chris s
NBA Basketball (U) - complete $2.00 briang
PBA Bowling (C) - complete $1.50 kingkong
Sub Hunt (C) - w/inst & overlays $1.00 kingkong
Advanced Dungeons & Dragons (U) - shrinkwrapped $3.00 briang
Motocross (white lbl) (U) - w/box & overlays $1.50 kingkong
USCF Chess (R) - complete $6.00 flyer
Space Spartans (U) - complete $3.00 steveb
Astrosmash (U) - complete $0.50 kingkong
Snafu (C) - complete $2.00 steveb
Space Armada (C) - complete $0.50 kingkong
Triple Action (C) - complete $2.00 steveb
Bomb Squad (U) - complete $2.50 daveb
B-17 Bomber (U) - complete $2.50 pete
Mission X (U)complete $1.50 kingkong
Buzz Bombers (R) - complete $3.00 flyer
Loco-Motion (U) - complete $1.50 owner
Thunder Castle (ER) - complete $3.50 kingkong
Mind Strike (ER) - complete $3.00 flyer
Scooby Doo's Maze Chase (ER) - w/inst & overlay $4.00 flyer
Mr. Basic Meets Bits 'n Bytes (ER) - complete $2.50 kingkong
Melody Blaster (ER) - shrinkwrapped $18.00 dblitz
The Jetsons' Way With Words (ER) - complete $20.00 dblitz
Burgertime (U) - complete $1.00 kingkong
Kool-Aid Man (R) $6.00 flyer
Bump 'n' Jump (U) - complete $2.50 daveb
M.O.T.U.: Power Of He-Man (U) - complete $5.00 flyer
Space Hawk (U) - complete $0.50 kingkong

Utopia (C) - complete $1.00 kingkong
Star Strike (C) - complete $0.50 kingkong
AD&D: Treasure of Tarmin (U) - shrinkwrapped $3.00 briang
Frog Bog (U) - shrinkwrapped $2.00 flyer
Royal Dealer (C) - complete $2.00 kingkong
Reversi (U) - shrinkwrapped $1.50 kingkong
Night Stalker (C) - shrinkwrapped $1.00 kingkong
Pinball (U) - complete $3.50 kingkong
Shark! Shark! (R) - complete $4.00 owner
Tron Deadly Discs (C) - shrinkwrapped $7.00 dblitz
Tron Maze-A-Tron (R) - complete $2.00 braing
Tron Solar Sailer (R) - complete $3.00 flyer
Lock 'n' Chase (C) - complete $1.00 kingkong
Sharp Shot (R) - complete $2.00 flyer
Vectron (R) - complete $1.50 daveb
World Champ Baseball (U) - w/olays & inst $3.50 chris s

INTV Corporation

Pac-Man (ER) - complete $3.00 kingkong
World Cup Soccer (ER) - complete $2.50 kingkong
Championship Tennis (ER) - shrinkwrapped $3.50 owner
Thin Ice (ER) - complete $3.50 kingkong
Super Pro Football (ER) - w/inst $2.50 kingkong
Hover Force (ER) $3.00 flyer
Tower Of Doom (ER) $8.00 nigefan
Diner (ER) - complete $18.00 dblitz
Chip Shot Super Pro Golf (ER) - complete $12.00 dblitz
Commando (ER) - w/instructions $3.00 fred
Slam Dunk Super Pro Basketball (ER) - complete $5.50 kingkong
Learning Fun Album I (ER) - w/instructions $10.00 shrink
Slap Shot Super Pro Hockey (ER) - complete $4.00 squire
Pole Position (ER) - complete $8.00 kingkong
Dig Dug (ER) - complete $8.00 flyer
Learning Fun Album II (ER) - w/box $13.50 jaguar
Mountain Madness Super Pro Skiing (ER)-shrinked $12.00 dblitz
Body Slam Super Pro Wrestling (ER) $3.00 flyer

Activision

Stampede (U) - w/box & inst $1.00 flyer
Pitfall! (U) - w/box & overlays $1.00 dirk
Happy Trails (R) - w/overlays $4.00 flyer
The Dreadnaught Factor (R) - shrinkwrapped $3.00 flyer
Beamrider (R) - complete $2.50 kingkong
Worm Whomper (R) - shrinkwrapped $3.50 kingkong
River Raid (R) $2.00 flyer

Atarisoft

Pac-Man (R) $2.00 garry
Defender (R) - complete $4.50 kingkong
Centipede (R) - complete

Coleco

Donkey Kong (C) - complete $1.50 kingkong
Venture (C) - complete $1.00 kingkong
Mouse Trap (R) - complete $1.00 kingkong
Lady Bug (U) $2.00 kingkong
Zaxxon (R) - complete $3.00 jaguar
Carnival (C) - complete $1.50 kingkong
Donkey Kong Jr. (R) $2.00 smitty

Imagic

Demon Attack (U) - complete $1.50 daveb
Atlantis (U) - complete $1.00 kingkong
Beauty & The Beast (U) - shrinkwrapped $1.00 acro
Swords & Serpents (ER) - w/inst $4.00 flyer
Dragonfire (U) - complete $1.50 daveb
Microsurgeon (U) - w/overlays $2.00 flyer
Tropical Trouble (ER) - w/inst $4.00 flyer
Dracula (ER) - w/one overlay $2.00 flyer
Nova Blast (U) - w/inst $2.00 flyer
Truckin' (ER) - complete $6.00 flyer
White Water! (ER) $2.50 briang
Safecraker (R) $3.00 flyer
Fathom (ER) - complete $75.00 dblitz

Interphase

Blockade Runner (R) - w/box & inst $4.00 flyer
Sewer Sam (R) - w/box $1.50 kingkong

Parker Brothers

Star Wars: the Empire Strikes Back (U) - w/box $8.00 flyer
Frogger (C) - shrinkwrapped
Q*Bert (C) - complete $2.00 chris s
Popeye (ER) - complete $3.50 kingkong

Sears

Bowling (R) - complete $3.00 kingkong
Boxing (R) - w/box, inst & overlay $2.50 kingkong
Frog Bog (U) - w/box $4.00 csb
Roulette (U) - shrinkwrapped $3.50 kingkong
Space Armada (R) - complete $2.50 kingkong
Space Battle (R) - complete $2.50 kingkong

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Systems & Periphals
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Intellevision w/two working controllers, power supply, R/F modulator and
the following games: Auto Racing,
Armor Battle, NFL Football, L.V. Poker & Blackjack, Major League
Baseball, Advanced Dungeons & Dragons,
Astrosmash, Triple Action, Burgertime, Star Strike, Night Stalker, and
Lock 'n' Chase
$32.00 daveb

Intellevision II w/two controllers and power supply
$23.00 cartman

INTV System III w/two working controllers, power supply and owners
manual
$37.00 flyer

Intellivoice Voice Synthesis Module in box w/loose B-17 Bomber
$19.00 daveb
Intellivision Computer Module (ECS) w/power supply and owners manual
$50.00 jeremy

Intellevision System Changer - allows you to play 2600 games (UR)
$12.00 flyer

Sears Super Video Arcade w/two controllers and power supply
$8.00 dblitz

Plastic Game Center for Intellevision (w/cover)
$1.00 acro

Vectrex
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GCE
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Armor Attack (complete) $15.00 anders
Comic Chasm (complete) $10.00 anders
Fortress Of Narzod (complete) $13.00 shrink
Hyperchase (complete) $16.00 zzyzx
Rip Off (w/inst & overlay) $6.00 adam
Scramble (w/overlay) $6.00 adam
Solar Quest (w/inst & overlay) $8.00 anders
Spike (complete) $11.00 kingkong
Spin Ball (complete) $18.00 shrink
Star Trek (complete) $18.00 shrink
Starhawk (w/inst & overlay) $7.00 anders
Web Wars (w/overlay) $7.00 adam
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Milton Bradley
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Clean Sweep (complete) (PAL) $8.00 anders
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System & Misc
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Vectrex w/working controller and no screen burn
$65.00 cmoore

Vectrex owners manual $5.00 zzyzx
Minestorm instructions $1.50 anders
Cosmic Chasm instruction $2.00 zzyzx
Armor Attack instructions $1.50 anders
Minestorm overlay $5.00 anders
Cosmic Chasm overlay $2.00 zzyzx
Armor Attack overlay $1.50 anders

Odyssey 2
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Magnavox
--------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $0.50 kingkong
Las Vegas Blackjack! (R) - complete $1.00 kingkong
Football! (U) $0.50 buckeye
Bowling!/Basketball! (U) - complete $0.50 kingkong
Math-a-Magic!/Echo! (R) - complete $1.00 acro
Computer Intro! (U) $1.00 mro
Baseball! (C) $0.50 kingkong
Computer Golf! (U) $0.50 buckeye
I've Got Your Number! (R) $2.00 smitty
Invaders From Hyperspace! (C) $0.50 kingkong
Thunderball! (R) $0.50 buckeye
Showdown in 2100 A.D. (C) - complete $1.50 buckeye
War Of Nerves! (U) - complete $1.00 acro
Hockey!/Soccer! (U) $0.50 kingkong
Dynasty! (U) $0.50 kingkong
Alien Invaders Plus! (C) - complete $1.00 acro
Quest for the Rings! (U) - complete $4.00 adam
UFO! (U) $1.00 briang
Conquest of the World! (U) - complete $3.00 kingkong
Keyboard Creations (ER) $2.00 mro
The Great Wall Street Fortune Hunt (R) - complete $2.50 owner
K.C. Munchkin! (C) $0.50 mro
Freedom Fighters! (C) $0.50 buckeye
Pick Axe Pete! (U) $0.50 mro
K.C. Krazy Chase! (voice) (U) $1.00 mro
P.T. Barnum's Acrobats (voice) (ER) -w/inst $1.50 gamelrd
Attack Of The Timelord! (ER) $2.00 mro
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System
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Odyssey 2 in orignal box w/two detachable joysticks, power supply, R/F
modulator owners manual, and the
following loose games: Speedway!/Spin-out!/Crypto-Logic!, Football!,
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Bowling!/Basketball!, Alien Invaders
Plus!, Quest For The Rings!, and K.C Munchkin!
$15.00 owner
Nintendo

Activision

Super Pitfall (U+)

Nintendo

Super Mario Bros/Duck Hunt (C)

Enix

Dragon Warrior II (U+) $18.00 masterc
Dragon Warrior IV (R) $18.00 masterc

Misc.

Donkey Kong Circus (G&W Panoramic) (IR) - w/inst $10.00 obijan
Nintendo Game & Watch Catalog $2.50 docr
Two NES Controllers in orignal box $5.00 robert

Aquarius

Tron Deadly Discs (U) - complete $5.00 jeremy
Astrosmash (R) - complete $5.00 fred
Night Stalker (R) - missing 1 controller overlay $2.00 smitty
Utopia (U) - complete $5.00 fred
Biorhythms (ER) - complete $5.00 fred

System & Periphals

Aquarius complete in orignal box w/keyboard box and Mini Expander box
and all kinds of documentation and
bonuses. The complete package!
$30.00 jeremy

Aquarius Mini Expander w/instructions
$2.50 mro
Aquarius Data Recorder
$7.00 dblitz

Arcadia 2001

#1: Cat Trax (complete) $4.00 anders
#2: Space Attack (complete) $4.50 owner
#3: Escape (complete) $2.00 anders
#5: Space Raiders (complete) $2.50 owner
#10: Missle War (complete) $4.50 owner

#15: Baseball (complete) $4.50 owner
#20: Tanks A Lot (shrinkwrapped) $4.50 owner

System

Arcadia 2001 w/power supply, controllers and the following games:
Escape and Baseball (complete)
$25.00 owner

Bally Astrocade

System

Bally Astrocade w/power supply, controllers, plastic cover and Tornado
Baseball, Hockey, Tennis, Handball
$35.00 anders

Channel F

Fairchild

#9 Drag Race (U) $4.00 anders
#13 Robot War/ Torpedo Alley (U) - complete $4.00 anders
#16 Dodge It (U) $4.00 anders

Zircon

#12 Baseball (C) - w/box $2.00 anders
#23 Galatic Space Wars/ Lunar Lander (R) - w/box $7.00 shrink
------
System

Fairchild Channel F in orignal box w/two controllers, plastic cover,
power supply and the following games: #13
(complete) and #12 (no end lbl)
$35.00 anders
Colecovision

Activision

Keystone Kapers (R) $2.00 kingkong

Atarisoft

Centipede (U) $2.00 adam
Defender (R) $2.00 adam

Coleco

Burgertime (U) $2.00 kingkong
Cosmic Avenger (C) $1.00 kingkong

Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Jr. (C) -w/inst $1.00 kingkong
Gorf (C) $1.00 gamelrd
Illusions (R) $2.50 owner
Ken Uston Blackjack/Poker (U) $1.50 kingkong
Looping (C) $1.00 kingkong
Mr. Do! (C) $2.00 kingkong
Mouse Trap (C) - w/overlay $1.00 kingkong
Pepper II (U) - w/inst $2.00 brianm
Roc 'n' Rope (U) $2.00 owner
Rocky Super Action Boxing (C) $1.00 kingkong
Smurfs R.I.G.C. (C) - w/inst $1.50 anders
Space Panic (C) $1.50 kingkong
Subroc (U) - w/inst $1.50 buckeye
Super Action Baseball (C) $1.00 kingkong
Super Action Football (C) $1.50 kingkong
Tarzan (R) $1.50 kingkong
Time Pilot (U) - w/inst $1.50 kingkong
Turbo (C) $1.00 buckeye
Victory (U) - sealed $1.50 kingkong
Zaxxon (C) $0.50 kingkong

Epyx

Jumpman Junior (R) $2.00 kingkong

Fisher Price

Memory Manor (ER) $2.00 kingkong

Micro Fun

Miner 2049er (U) $2.00 kingkong

Spinakker

Alphabet Zoo (R) $8.50 joelie
Facemaker (R) $2.00 smitty
Juke Box (R) - complete $10.00 csb

Sunrise

Gust Buster (ER) - complete $13.00 owner

Parker Brothers

Popeye (C) $1.00 kingkong
Q*Bert (C) $1.00 kingkong

Xonox

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-----
Slurpy (ER) - lbl wear $8.00 csb
Word Feud (ER) - complete $13.00 owner
-------------
System & Misc
-------------
Colecovision in orignal box w/owners manual, two controllers, power
supply, R/F modulator, Expansion Module
#1 and the following loose games: Donkey Kong, Gorf, Looping, Pepper
II, Smurfs R.I.G.C, Super Challenge
Baseball, Subroc, and Zaxxon
$45.00 squire

Colecovision Expansion Module #2 w/loose Turbo $7.00 squrie
Two Broken Super Action Controllers
Colecovision Brown Dust Cover $0.50 chrisw
Donkey Kong Jr. Tabletop Game (ER++)
$16.00 docr
Head to Head Baseball (SC)

Commodore 64
------------
Activision
----------
Decathalon $1.50 anders
---------
Atarisoft
---------
Centipede (complete) $1.00 zzyzx
Galaxian $1.00 kingkong
-------------------
Broderbund Software
-------------------
Choplifter! $1.50 anders
------------
CBS Software
------------
Coconotes (complete) $2.50 zzyzx
Movie Musical Madness $2.00 mro
---------
Commodore
---------
International Soccer $1.00 kingkong
Juipter Lander $1.00 kingkong
Kickman $1.00 kingkong
Lazarian $1.00 kingkong
Lemans $1.00 kingkong
Music Composer $1.00 kingkong
Omega Race $0.50 kingkong
Radar Rat Race $0.50 kingkong
Super Expander $1.50 mro
```

Wizard Of Wor $1.00 kingkong

Creative Software

Crisis Mountain $1.00 kingkong

Epyx

Fast Load $1.00 kingkong
Gateway To Apshai $1.00 kingkong
Jumpman Junior $1.00 kingkong
Pitstop $1.00 kingkong

Fisher Price

Sea Speller $1.00 kingkong

HES
---
64 Fourth $1.50 kingkong
HES Mon 64 $1.00 kingkong
Rootin' Tootin' $1.00 kingkong

Parker Brothers

Frogger (complete) $2.50 zzyzx
Q*Bert (complete) $2.50 zzyzx

Reston Software

Miner 2049er (complete) $2.50 zzyzx

Sega

Congo Bongo $1.50 kingkong
Tapper $1.50 kingkong
Up 'n' Down $1.00 kingkong

Spinnaker

Bubble Burst $1.00 kingkong

Misc.

C-16 w/power supply and tutorial cart
$5.00 anders
Commodore Magic Voice Speech Module complete in orignal box
$6.00 zzyzx

Timex Sinclair

Timex Sinclair 1000 with add on with the following
loose tapes: Loan Morgage Amortizer, Gambler, Computer Coach
Super Math, Vu-calc, Flight Sim, Statistics, Stamp Collector
Backgammon
$20.00 jeremy

TI-994A

Atarisoft

Donkey Kong (VR) $2.00 adam
Moon Patrol (VR) $2.00 adam
Pole Position (VR) $2.00 adam
Protector (VR) $1.50 adam

Mechatronic

Extended Basic II Plus (German cart) (UR) $2.00 adam

Texas Instruments

Alligator Mix (R) $1.50 seedog
Alien Addition (R) $1.50 seedog
Burgertime (R) - w/inst $2.00 seedog
Early Reading (R) $0.50 kingkong
Hunt The Wumpus (C) $0.50 kingkong
Minus Mission (R) $0.50 kingkong
Munch Man (C) $0.50 kingkong
Number Magic (U) $0.50 kingkong
Numeration 1 (R) $1.50 adam
Parsec (C) $0.50 kingkong
Scholastic Spelling - Level 3 (R) $0.50 kingkong
TI Extended BASIC (U) $1.00 adam
Video Graphs (R) $1.00 adam

System

Two TI-994a's in original boxs w/power supplys, R/F modulators and the
following games: Early Reading and
Parsec
$25.00 jeremy
Super Cart: some leggy cart I found with a red light built into it,
possibly homemade
$3.50 jaguar
Handhelds

Electronic Readout Systems Inc.

Football $1.00 acro

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-----
Entex
-----
Baseball 2 (SC) $1.00 acro
-----
Epoch
-----
Baseball (SC) $1.00 acro
-------
Konnami
-------
Blades Of Steel (RA) $1.00 kingkong
-----------------
Radio Shack/Tandy
-----------------
Sky Duel 3-D $2.00 acro
-----
Tiger
-----
Head To Head Talking Baseball (ER+) $1.00 kingkong
All-Pro Basketball (R--) $1.00 kingkong
Copycat (CS) - no battery cover
Dragon (ER) $1.00 kingkong
Speedboat (R) $1.00 kingkong
----
Tomy
----
3-D, Thundering Turbo (ER++) $6.00 adam
Scramble (battery cover doesn't stay closed) (ER++) $5.00 adam

Vic-20
------
Academy Software
----------------
Typing Tutor/Word Invaders (cassette) - complete
---------
Atarisoft
---------
Pac-Man (C) - complete $1.00 kingkong
---------
Commodore
---------
The Count (C) - complete $1.00 kingkong
An Introduction To Basic: Part 1 (cassette) - complete
An Introduction To Basic: Part 2 (cassette) - complete
------
Imagic
------
Demon Attack (C) - complete $2.00 brent
Atlantis (C) - complete $1.00 kingkong
```

Dragonfire (U) - complete $2.00 brent

Sega

Star Trek S.O.S. (C) - complete $1.50 kingkong

TRS-80

Radio Shack

Canyon Climber FREE tpiatk
Shooting Gallery FREE tpiatk
Mystery Cart (no lbl) FREE tpiatk

Misc.

Atari Force Full Size #3,5,7,9,12,16,17,18,19,20 $5.00 bones
Atari Age July/Aug 1983 Vol 2 Num 2 $3.00 smedley
Hi-Res 1983 Premiere Issue
Analog Computing July/Aug 1983 Num 12
Power Play Computing Winter 1982 Vol 1 Num 3
Pac-Man Puzzle Game by MB (complete, box wear) $1.00 smitty
Pac-Man "Rubik's Cube" (a few faded stickers) $3.00 adam
Donkey Kong Puzzle by MB (missing one piece)
Frogger Puzzle by MB (complete) $2.00 shrink
Frogger Board Game by MB (complete)
Q*Bert Colorforms (missing one, box wear)

This auction is dedicated to the Old Lady. Without her a lot of this
would have been impossible. Thank You

3078. Re: DE RE ATARI - I see there are problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <345e4528.9454438@news.aatech.com>
Source record: 69012

On Thu, 30 Oct 1997 15:27:25 -0600, AsciiRider
<notimportant@atall.com> wrote:

>AsciiRider wrote:
>>
>> Kenneth Jennings wrote:
>> >
>> > On Thu, 30 Oct 1997 10:44:53 -0600, AsciiRider
>> > <notimportant@atall.com> wrote:
>> >
[snip snip snip]

>> As for doing a chapter this weekend...how about chapter three?
>>
>> Ascii
>
>I meant chapter four. Sorry.

I got most of Section 4 typed into my Psion this weekend. Just a page or two left. However, I have to go to a client site all week, so I'm won't be able to post the plain text until next weekend. Also, while I'm gone I can probably work on some of the short stuff in the manual.

(If anyone is interested, I can also hand it out as a Psion5 Word document and I've done some of the illustrations in Sketch too. I can also put this together in a FinalWriter97 document for people with Amigas. I also have PageStream, so I could DTP the entire thing and get the output as postscript files ready to be dumped to a printer.)

BTW, I am currently playing telephone tag with some people at JTS to find out the current disposition of the Atari 8-bit stuff (re: copyrights, etc.) (Would you believe the company is so small they don't have a separate legal office? I was routed to Human Resources where the attorney is.)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3079. **** FOR SALE: ATARI 2600 BASE UNIT*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <34711b4a.75492777@news.erols.com>
Source record: 69013
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplacealt.atari.2600

```
USED but not "abused . " In working condition.
Not supplied with joy sticks.
Asking price $10.00 Plus Shipping.
Contact happyman at erols.com (when emailing replace the "at" with the @)
```

3080. The Portland Atari Club is BACK!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <63ik5r$le7$1@news.chatlink.com>
Source record: 69014
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Portland Atari Club is back, and we are now in the process of picking up the pieces and reorganizing the club.

Former President David Hunt has stepped back in as President, and is now interested in rebuilding the club back to it's former glory like it was under his past presidency.

The plans are veery ambitious, and he is planning on offering support not only for the 8-Bit and ST lines of computers, but also the Falcon, Jaguar, Atari 2600/5200/7800, and anyone using emulators on ANY platform!

We invite you to come and help us mold this club into one of the most dynamic clubs in the nation once again.

Our next meeting will be at the Round Table Pizza Parlor located across 122nd Ave, and just South of K-Mart on SE 122nd & Sandy Blvd. in Portland, Oregon.

Take I-205 to the Sandy Blvd. Exit, go East on Sandy to 122nd Ave, then several blocks South to Round Table Pizza on the West Side of the street.

The meeting will start 7:00pm on Tuesday Nov. 4th, 1997.

Come and join in, we want your input.

For further information, please contact Ben Smith, Vice President, (503)-256-9974 24hrs.

David Hunt, President

3081. Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19971103031800.WAA06978@ladder01.news.aol.com>
Source record: 69015

I might be interested in purchasing either an Atari 800 or an 800xl to replace my current Atari 400 computer. However, I need some info first.

1) Does the 800xl come with an 80-column card built-in, or would I have to add it?

2) Will the 800xl run most of my 400 carts and disks?

3) Which keyboard is better (easier to type on), the 800 or the 800xl? (the 400 is quite difficult.)

4) Is the 800xl worth the extra $3 I'd have to pay for it?

Thanks for the help!

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

3082. Re: WTB : Computer Eyes digitizer

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <63k0jukln4@nuke.csu.net>
Source record: 69016

Vidar Olavesen (olavese@online.no) wrote:
: Anybody has this device for the 8-bit ? I would like to buy one! Please
: email if you're willing to sell or know where to get one! Take Atarian
: care!

Hmm... I have one. Since I have access to a "Snappy" video digitizer
for the PC as well as a flatbed scanner, I guess I no longer need mine
(I haven't used it in a LONG time).

How much are you willing to pay? :) Or do you have something you can
trade me? (Normally, I just give stuff to people, but I'm so incredibly
broke right now! And my bike was recently stolen! <:^( )

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3083. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_878552914@rtfm.mit.edu>
Source record: 69017
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 27, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

3084. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0311970917450001@macmcurrent.library.carleton.edu>
Source record: 69018

In article <Pine.GSO.3.95.971102233202.15840A-100000@fissure.scar>, Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>On 3 Nov 1997, PBjurman wrote:

>> 2) Will the 800xl run most of my 400 carts and disks?
>The 800XL will run 90-95% of your 400 carts and disks, I think Michael
>Current created a list of 400/800 only 8bit programs.

Here's that list, still looking to make any additions/corrections.

Subject: 13.16) What games run only on the 400 and 800 models?

Here they are!

Alley Cat Synapse
Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase Parker Brothers
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision
Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Micro Illustrator Chalkboard Inc.

Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Story Machine
Zaxxon 16K DataSoft
Zaxxon 32K DataSoft

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3085. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bce876$ace7f940$ba374382@hawks-pc>
Source record: 69019

Many will work with translator though! I run a lot of these games on my
130XE

Michael Current <mcurrent@carleton.edu> wrote in article
<mcurrent-0311970917450001@macmcurrent.library.carleton.edu>...
> In article <Pine.GSO.3.95.971102233202.15840A-100000@fissure.scar>, Alan
> Christie <94chrisv@scar.utoronto.ca> wrote:
>
> >On 3 Nov 1997, PBjurman wrote:
>
> >> 2) Will the 800xl run most of my 400 carts and disks?
> >The 800XL will run 90-95% of your 400 carts and disks, I think Michael
> >Current created a list of 400/800 only 8bit programs.
>
> Here's that list, still looking to make any additions/corrections.
>
> Subject: 13.16) What games run only on the 400 and 800 models?
>
> Here they are!
>
> Alley Cat Synapse
> Apple Panic Broderbund
> Aquatron Sierra On-Line
> Astro Chase Parker Brothers
> Atlantis Imagic
> Attack at EP-CYG-4 (by Bram) Romox
> Bandits
> BearJam Chalkboard Inc.
> Boulders And Bombs CBS
> Chicken Synapse
> Disk 50
> Dreadnaught Factor, The Activision
> Drelbs Synapse
> Forbidden Forest Cosmi
> Galahad And The Holy Grail APX
> Go Hayden
> Gorf Roklan
> Jet Boot Jack English
> Juggler IDSI
> K-Razy Antiks K-Byte
> K-razy Kritters CBS Software
> K-razy Kritters K-Byte
> Kangaroo Atari
> KoalaPainter Koala

> Leo's 'Lectric Paintbrush Chalkboard Inc.
> Leo's Links Chalkboard Inc.
> LogicMaster Chalkboard Inc.
> Lunar Leeper
> Mario Bros. ('83) Atari
> MicroMaestro Chalkboard Inc.
> Micro Illustrator Chalkboard Inc.
> Monster Maze Epyx
> M.U.L.E.(early release only)Electronic Arts
> Nautilus Synapse
> Picnic Paranoia Synapse
> Pool 1.5 IDSI
> Protector II
> Rack 'Em Up Rocklan
> Shamus Synapse
> Slime Synapse
> Snapper Silicon Valley Systems
> Space Dungeon Atari
> Squish 'Em Sirius
> Story Machine
> Zaxxon 16K DataSoft
> Zaxxon 32K DataSoft
>
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> St. Paul Atari Computer Enthusiasts,
http://www.library.carleton.edu/space/
>

3086. problems convert COLRVIEW (.R .G .B) files to CVSquash (.RGB)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63l3vk$1t3$3@triglav.iwaynet.net>
Source record: 69020

I converted the files that came with COLRVIEW to RGB format but some of them came out in monochrome.Has anyone got the CVSquash software at umich to work corectly?

Net-Tamer V 1.09 - Test Drive

3087. Re: Wanted: Sparta Dos X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: Scaldi VanTastle <svt@poustis.com>
Message-ID: <01bce8a5$8a2d3e40$35f65ecf@drt1>
Source record: 69021

How much are people getting for this cartridge?

Austin

Michael Current <mcurrent@carleton.edu> wrote in article
<mcurrent-3110971133230001@macmcurrent.library.carleton.edu>...
> In article <345933E5.DEE84192@factor5.com>, Julian Eggebrecht
> <julian@factor5.com> wrote:
>
> >The title says it all - I am searching for Sparta Dos X on cartridge -
> >Best Electronics has sold out of them, so.....
>
> A couple others that might still have them:
>
> B&C ComputerVisions
> 5917 Stope Way
> El Dorado, Ca. 95623-4716
> USA
> tel: (916) 295-9270
> FAX: (916) 295-9271
> After Nov 1 1997 the area code becomes (530)
> mailto:myatari2@juno.com
> http://www.myatari.com/
>
> Computer Software Services (CSS)
> PO Box 17660
> Rochester NY 14617-0660
> USA
> tel: (716) 429-5639 10am-6pm Mon-Fri
> FAX: (716) 247-7158
> BBS: (716) 247-7157 300-9600 bps
> mailto:76702.1076@compuserve.com (Bob Puff)
>
> --
> Michael Current, mailto:mcurrent@carleton.edu
> 8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
> Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
> St. Paul Atari Computer Enthusiasts,
http://www.library.carleton.edu/space/
>

3088. Atari Auction Final

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971103220901.RAA17664@ladder01.news.aol.com>
Source record: 69022

```
Atari Hardware / Software Auction

Please send bids to wesseago@juno.com
Please include your name, address, phone number,
item bidding on, and bid.

Bid increasements are as follows:
items less than $10 = $1
items $10 and over = $2

Auction will run through November 2.
All items will be going once on October 29,
going twice on October 31, and sold on November 2.

Hardware
--------------------------------------------------
Atari 800 XL with power supply----sold------jc7664b@american.edu $20
Atari 400 with power supply------sold----malyszka@dreamscape.com $18
Atari 1050 with power supply---sold---bodo.martin@rz.uni-jena.de $25
Atari XM301 modem with box, manual,
and original disk--------sold------darkroom@ix.netcom.com $10
Atari 1025 printer----------------sold-----------agte@spocom.com $12
Atari 1010 recorder no power supply--minimum bid $5
Atari 410 recorder with box-------sold-----------pmarsch@aol.com $7
Atari paddles new in box-----------sold--malyszka@dreamscape.com $3
Atari joystick new condition-----sold----malyszka@dreamscape.com $3
Wico command control trackball--minimum bid $5
Pointmaster fire control plug in--minimum bid $1
Axiom AT846 printer interface--minimum bid $3

Software
--------------------------------------------------
--------------------------------------------------

Cartridges--minimum bid $3--carts only
--------------------------------------------------
pac man---------------------sold---------malyszka@dreamscape.com $3
ms. pac man-----------------sold----------luecknik@world-net.net $5
computer chess--------------sold--------------jeep@tc.fluke.com $5
basic computing language----sold--------malyszka@dreamscape.com $3
donkey kong-----------------sold----------------jandc@ccnet.com $4
galaxian
joust-----------------------sold----------------agte@spocom.com $4
star raiders----------------sold--------malyszka@dreamscape.com $3
defender--------------------sold--------malyszka@dreamscape.com $3
pole position---------------sold---------darkroom@ix.netcom.com $4
```

pengo----------sold----------jklein@isd.net $3
eastern front 1941----------sold----------pmarsch@aol.com $7
atari artist
et phone home
atari writer----------sold--------malyszka@dreamscape.com $3
music composer
centipede----------sold----------jklein@isd.net $3
video easel
qix----------sold----------dbetz@xlisper.mv.com $3
kickback
congo bongo
kids on keys
pitstop----------sold----------pmarsch@aol.com $6
river raid----------sold--------malyszka@dreamscape.com $3
sub commander
kinder comp
decathlon----------sold----------jandc@ccnet.com $7
jumpman jr.----------sold----------agte@spocom.com $4
zenji----------sold----------jandc@ccnet.com $4
the designers pencil
miner 2049er----------sold----------jandc@ccnet.com $4
adventure creator----------sold----------dbetz@xlisper.mv.com $6
computer war----------sold------MARIOTTA@worldnet.att.net $3
smart terminal----------sold--------malyszka@dreamscape.com $3
rally speedway----------sold------MARIOTTA@worldnet.att.net $4
mountain king----------sold----------jklein@isd.net $3
mastertype
protector 2----------sold------MARIOTTA@worldnet.att.net $8
fun with art
qbert----------sold----------jeep@tc.fluke.com $5
jumbo jet pilot----------sold----------pmarsch@aol.com $3
zaxxon----------sold----------jklein@isd.net $5
wizard of wor----------sold----------jandc@ccnet.com $5

Disks--no docs--minimum bid $2 each
---
atari 810 master
atariwriter plus----------sold--------malyszka@dreamscape.com $2
nam
blade of blackpoole
atari proofreader
b/graph
bank street writer----------sold--------malyszka@dreamscape.com $2
chessmaster 2000----------sold----------pbjurman $2
hard hat mack----------sold---------darkroom@ix.netcom.com $2
infocom 4 in 1 sampler------sold----------pbjurman $2
timeworks money manager
caverns of khafka
danger in drindisti
curse of ra

atari timewise
typing tutor
forbidden forest
paper clip------------------sold--------malyszka@dreamscape.com $2
printer driver construction set
gorgan
king arthurs heir
atari master diskette 3
timeworks electronic checkbook
tale of beta lyrae----------sold--------cthompso@as.arizona.edu $5
sands of egypt
atari macro assembler-------sold---------darkroom@ix.netcom.com $2
printshop
syncalc---------------------sold--------malyszka@dreamscape.com $2

special
---------------------------sold-------------alan.diaz@snet.net $20
visicalc in new condition w/ folder, box,
sleeve, pocket reference, dif tech ref,
user support plan docs, warranty card,
original disc and holder.

all items are sold as is...all have been tested.
shipping and handling extra...minimum $3
In the case of two equal bids, bid will go
to first bidder.

3089. Re: Atari Fidonet message base - alive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-03 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <63l981$2ul$1@sanos.psych.uw.edu.pl>
Source record: 69023

Wed, 29 Oct 1997 16:38:43 -0600 DavidDayton@bigfoot.com napisal byl w comp.sys.atari.8bit:
> I used to be active on the FidoNet Atari 8-bit message echo. Does anyone
> here still use the FidoNet message bases, or have any idea if they are
> still supported? Also, are any of the Atari 8-bit BBS message networks
> still running, and would there ever be a way to link the Usenet bases,
> the Fidonet, and the BBS boards together for one large message base?

i could link the fidonet ATARI echo with comp.sys.atari.8bit. but i would
have to consult the ATARI moderator...

809
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

3090. Re: FS: Joysticks Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: nospam@myaddress.com
Message-ID: <EJ4In4.K5t@wau.mis.ah.nl>
Source record: 68882

In article <345e8388.1240295@news.mindspring.com>, itrek@mindspring.com (Mike Taylor) wrote:
>Can anyone offer an opinion on which of these joysticks are the best?
>I've only had experience with the BOSS and the Epyx500 both of which
>seemed pretty good.
>
>itrek@mindspring.com

Wico Command Control is my favourite.
Very strong and accurate. Suitable for every game
(except Activision Decathlon).

Email: mlipman at iname dot com

3091. Re: A trip back in time (Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <345F21CD.5CB0@spnt.com>
Source record: 68883

Yes, there are still a few of us programmers left around, I program on
it almost every day, including doing the programming for my IBM etc. on
it. It is so much better of a machine to program on than any other
platform I've found.

The Shadow
Owner, Shadow Software

Nelson wrote:
>
> Hi All,
>
> Wow! It's been about 1.1 to 1.5 years since I last did anything on my Atari
> 8-bit.
>
> I am wondering if there are any programmers out there in Atari 8-bit land.
> Although I am not working on anything new I would like to hear from anyone
> with some interesting projects. My strengths are Action! and ATARI BASIC
> (XL, XE, ABC BASIC Compiler).
>
> My favorite DOS is SpartaDOS X followed by SpartaDOS 3.2 (all flavors).
>
> Today I played a few games (Donkey Kong Jr, Pole Position, PAC MAN, and
> even Frogger). Also went through my list of old Action! routines I had put
> together for various projects, such as the Undelete program for SpartaDOS X
> and 3.2 DOSes.
>
> I am still fascinated by the bit-map (read/update) routine I put together.
> I still have the old BASIC routine I used to test my theories on before I
> started work on the Action! version. You wouldn't believe how many times I
> asked around for such a "beast" and no one had any ideas for me.
>
> Anyway, just letting everyone know of my fascinating trip back to the past.
>
> Nelson Nieves
> NN Tools (SpartaDOS 3.2/X)

3092. Looking for 8-bitters in Mexico

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: frojas@telmex.net
Message-ID: <878660575.7581@dejanews.com>
Source record: 68884

Ok, to Bill Kendrik: Gem Drop! is great the only regret is the lack of sound anyway i like the game very much, i also play your rodent game and is better than the one i've played in the pc??.

Is there anyone in Mexico to talk about 8-bit Atari???, i know Mariano Dominguez, i can't think he's the only one left...

I have an Atari 130XE with the extended memory crippled, does anyone out there have a diagram from that????, i think some of the memory chips are lost, so my 130 has lot of marked pits without ic's in it.

So, i'm also an 8-bit programmer, altough i don't have so much time i'm trying to work in something new, i'm inspired by the great games the eastern europe programmers give us...

Does anyone knows where can i find the NTSC-PAL upgrade?????.

F. Javier Rojas
Greetings from Mexico.

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3093. Atari 1040STf for trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: megcolard@aol.com
Message-ID: <19971104170501.MAA09078@ladder02.news.aol.com>
Source record: 68885

I have a 1040STf I would be interested in trading for 8bit periphials. I am looking for working disk drives, 850 interface, any eeprom programmer/copier for the atari if there are any out there, assemblers/monitors, etc. The 1040 also has a SM monitor both work great with slight case discoloration typical of their age.

Please mail this account or at kesava@vllyoak.resun.com for trade arrangements and offers. I tend to be fairly generous to the resonable.

3094. wanted:atari 8-bit modifications

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: classics@penny-empire.nospam.com
Message-ID: <345f28da.1990388@news.whc.net>
Source record: 68886

I'm looking for: Super Video article
The hack for hooking up the XEP80 via the parallel Bus

Thanks,
Chuck

3095. Re: ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <63nrtupfb3@nuke.csu.net>
Source record: 68887

Spaten (spaten@earthlink.net) wrote:
: I've seen Yogi's ATR megaimages at 1meg, how is this done, can they be
: larger?

ATRs can be up to 16MBs, since modern Atari DOSes can support up
to that size (Hard Drive partitions, for example)

Your sectors get pretty big though! (1 byte file taking up lots of
space)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3096. Re: problems convert COLRVIEW (.R .G .B) files to CVSquash (.RGB)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <63nrh1pfb1@nuke.csu.net>
Source record: 68888

dklugh@iwaynet.net wrote:
: I converted the files that came with COLRVIEW to RGB format but some of them
: came out in monochrome.Has anyone got the CVSquash software at umich to work
: corectly?

Yeah! I've never had a problem with it! What program are you using to
load them? CSView, right?

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3097. Don't Fear's Huge 3rd Auction Part 1 (update 9)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <345FDA8D.F4C35DC7@prodigy.com>
Source record: 68889
Cross-posted to: rec.games.video.classic,rec.games.vectex,rec.games.video.nintendo,comp.sys.atari.8bit,rec.games.video.misc,rec.games.video.marketplace

Don't Fear's Huge 3rd Auction Part 1 (update 9)

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds.
If you choose to send a personal check please allow 2-3 weeks for the
check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of
final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to play can you spot the two classic
game collectors.
Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features:
Atari 2600 - 308 Items Atari 5200 - 31 Items
Atari 7800 - 17 Items Atari Comp - 54 Items

Atari 2600

Prototypes

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----------
Stampede $15.00 marc
Dolphin $20.00 shrink
Name This Game $12.50 marc
Eggomania $14.00 shrink

Atari
-----
Combat (C) - complete $1.00 anders
Air-Sea Battle (U) - w/inst $0.50 anders
Space War (U) - w/inst $1.00 bones
Outlaw (U) - w/inst $0.50 anders
Slot Racers (U) - w/inst $1.00 kingkong
Canyon Bomber (C) - w/inst $1.00 kingkong
Super Breakout (U) - multi lang, complete $1.50 anders
Defender (C) - w/inst $0.50 anders
Warlords (U) - shrinkwrapped $3.00 masterc
Indy 500 (U) - w/inst $1.50 anders
Street Racer (U) - w/inst $0.50 anders
Adventure (C) - w/inst $5.00 masterc
Demons To Diamonds (U) - shrinkwrapped $2.50 gmccl
Pele's Soccer (C) $1.00 patman
Championship Soccer (C) $1.00 battle
Basic Programming (R) - w/inst $4.00 anders
Video Olympics (C) - w/inst $1.00 bones
Breakout (C) - complete, rare white box $3.00 masterc
Home Run (C) - w/inst $0.50 anders
Basketball (C) - w/inst $0.50 anders
Football (C) - w/inst $0.50 anders
Miniature Golf (U) $2.00 kadams
Human Cannonball (U) $4.00 anders
Bowling (C) $1.00 pmarsh
Sky Diver (pic) (U) $1.00 kadams
Circus Atari (C) - complete $1.50 gmccl
Superman (C) - w/inst $1.50 anders
Space Invaders (C) - complete $1.50 gmccl
Night Driver (C) - w/inst $0.50 anders
Golf (C) - w/inst $1.50 edward
Maze Craze (U) - w/inst $2.00 anders
Video Checkers (R) $1.50 edward
Dodge 'Em (U) - w/inst $0.50 anders
Missile Command (C) - w/inst $0.50 anders
Othello (R) - complete, rare white box $2.00 kadams
RealSports Baseball (U) - w/inst $0.50 anders
Surround (C) - w/inst $1.00 kingkong
Hunt & Score (U) $1.50 anders
Code Breaker (U) $1.50 anders
Flag Capture (pic) (U) - w/inst $1.50 anders
Video Chess (U) $1.50 anders
Pac-Man (C) - w/inst $1.50 anders
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Video Pinball (U) - w/inst $1.50 anders
Asteroids (C) - w/inst $0.50 anders
Bezerk (C) - w/inst $0.50 anders
Blackjack (R) - complete $2.00 zazoo
Casino (U) - complete,special edition box $1.50 kingkong
Slot Machine (R) - (some cart damage) $1.00 kingkong
Haunted House (C) - w/inst $0.50 anders
Yars Revenge (C) - w/inst & comic $1.50 masterc
Yar's Revenge (red lbl) (R) $3.00 anders
Swordquest: Earthworld (C) $1.50 anders
Swordquest: Fireworld (C) - complete $3.50 gmccl
Math Grand Prix (C) $1.00 kingkong
Raiders Of The Lost Ark (C) - w/instr $0.50 anders
Star Raiders (U) - w/inst & touch pad $3.00 masterc
Basic Math (U) $1.50 adam
Hangman (U) $1.50 bones
Brain Games (U) - w/inst $2.00 bones
RealSports Volleyball (U) - w/inst $0.50 anders
Football RealSports Soccer (U) - Euro $0.50 anders
RealSports Football (C) - w/inst $1.00 morph
Vanguard (C) - w/inst $1.00 kadams
Swordquest: Waterworld (UR) $40.00 adam
Phoenix (C) - complete $3.00 gmccl
E.T. (C) - shrinkwrapped $2.00 anders
Ms. Pac-Man (C) - w/inst $1.00 battle
Centipede (C) - w/inst/comic book/poster $1.00 battle
Dig Dug (U) - w/multi lang inst $2.00 battle
RealSports Tennis (U) - w/inst $0.50 anders
Battlezone (U) $0.50 anders
Krull (R) - complete $4.00 masterc
Galaxian (U) $1.50 masterc
Jungle Hunt (U) - w/inst $0.50 anders
Kangaroo (U) - complete $1.50 gmccl
Pengo (ER) $15.00 adam
Joust (C) - w/inst $1.00 spider
Moon Patrol (U) - w/multi lang inst $2.50 masterc
Pole Position (C) - w/inst $2.00 masterc
Pole Positn (end lbl error) (C) - w/inst $0.50 anders
Mario Bros. (U) - w/inst $1.00 kadams
Taz (R) $3.50 owner
Crystal Castles (U) - w/inst $1.00 spider
Pigs In Space (ER) $10.00 bones
Millipede (R) - w/inst $1.50 battle
Defender II (R) - w/inst $3.00 chrisw
Jr. Pac-Man (U) - w/inst $1.50 battle
Midnight Magic (R) $1.50 anders
RealSports Boxing (U) - w/inst $1.00 kingkong
Solaris (U) - complete $1.50 gmccl
Crossbow (U) - w/inst $3.00 battle
Desert Falcon (C) - complete $2.00 chrisw

Donkey Kong (U) $2.00 battle
Donkey Kong Jr. (R) - w/inst $4.00 anders
Q*Bert (R) - w/inst $0.50 anders
Super Baseball (U) $3.00 bones
Super Football (U) $1.00 kingkong
Sprint Master (R) - w/inst $5.00 adam
Secret Quest (R) $3.00 bones
Klax (PAL) (ER) $10.00 anders

Sears

Target Fun (C) - w/inst $1.00 kingkong
Blackjack (pic) (R) - w/inst $1.00 kingkong
Breakaway IV (pic) (C) $1.00 kingkong
Memory Match (U) - top lbl damage $1.00 chrisw
Baseball (C) $1.00 kingkong
Maze (pic) (C) $1.00 kingkong
Basketball (U) $1.00 kingkong
Bowling (R) $1.00 kingkong
Dare Diver (ER) $2.50 bones
Superman (ER) $3.50 bones
Night Driver (U) $1.00 chrisw
Golf (C) $1.50 mukchup
Circus (C) $1.00 bones
3-D Tic-Tac-Toe (ER) $1.00 anders
Steeplechase (R) $2.50 bones
Submarine Commander (ER) $10.00 bones
Space Invaders (C) $0.50 anders
Adventure (pic) (U) - w/inst $1.50 anders
Soccer (U) $1.00 kingkong
Checkers (ER) $3.00 bones
Dodger Cars (ER) - lbl wear $1.50 mukchup
Arcade Pinball (R) $2.00 chrisw
Asteroids (U) $0.50 anders
Super Breakout (C) - w/inst $1.00 kingkong
Missile Command (R) $0.50 anders
Defender (C) $0.50 anders

Absolute

Skateboardin' (R) - w/inst $2.00 chrisw

Activision

Dragster (U) $1.00 kadams
Boxing (U) - w/inst $1.00 kingkong
Checkers (ER) - w/inst $5.00 gmccl
Fishing Derby (U) - w/inst $1.50 anders
Skiing (U) - w/inst $1.00 kingkong
Bridge (R) $1.00 kingkong

Tennis (C) $0.50 anders
Laser Blast (C) - w/inst $1.50 anders
Freeway (U) - w/inst $1.50 kadams
Kaboom! (U) - w/inst $1.50 anders
Stampede (U) - w/inst $1.50 anders
Ice Hockey (ER) - (blue lbl) $1.50 anders
Barnstorming (U) - w/inst $1.50 anders
Grand Prix (U) - w/inst $1.00 kadams
Chopper Command (U) - complete $2.50 anders
Chopper Command (blue lbl) (ER) - w/inst $2.00 anders
Megamania (U) - shrinkwrapped $2.50 gmccl
Starmaster (U) $0.50 anders
Pitfall! (blue lbl) (ER) - w/inst $3.00 anders
Sky Jinks (R) - w/inst $1.00 kingkong
River Raid (U) $1.50 anders
Spider Fighter (U) $1.50 anders
Seaquest (R) - w/inst $1.00 kingkong
Oink! (R) - w/inst $2.00 kadams
Dolphin (R) $2.00 squire
Keystone Kapers (ER) - (blue lbl) $2.00 anders
Enduro (blue lbl) (ER) - w/inst $1.50 anders
Plaque Attack (R) $2.50 anders
Robot Tank (R) - w/inst $2.00 squire
Crackpots (R) $1.50 kingkong
Decathalon (R) $4.00 anders
Pressure Cooker (R) - complete $4.50 gmccl
Space Shuttle (blue lbl) (ER) $3.00 anders
Pitfall II: Lost Caverns (R) $2.00 kadams
H.E.R.O. (R) $2.50 adam
Beamrider (R) $4.00 bones
Cosmic Commuter (R) $6.00 adam
Kung-Fu Master (R) - w/inst $1.50 adam
Commando (R) - complete $0.50 anders
Rampage (R) $5.00 kenny
Double Dragon (R) $3.00 bones
Ghosbusters (R) $1.00 gmccl

Amiga

Mogul Maniac (ER) $6.00 safe

Apollo

Skeet Shoot (R) - complete $5.00 kenny
Space Cavern (red lbl) (U) $1.50 anders
Racquetball (orange lbl) (U) $1.00 kingkong
Lost Luggage (blue lbl) (U) - w/inst $4.00 bones
Shark Attack (blue lbl) (U) $1.50 kingkong
Infiltrate (blue lbl) (U) - w/inst $1.50 anders

CBS Electronics

Wizard Of Wor (R) $1.00 kingkong
Gorf (U) - w/inst $1.00 kingkong
Blueprint (writing on lbl) (U) $1.00 kingkong
Solar Fox (U) $0.50 anders
Omega Race (U) - w/inst $3.00 chrisw
Mountain King (R) $1.50 kingkong

Coleco

Donkey Kong (C) - w/inst $1.00 kadams
Zaxxon (U) $2.00 battle
Venture (C) - w/inst $1.50 anders
Mouse Trap (U) - w/inst $1.50 anders
Smurfs: R.I.G.C. (U) - w/inst $2.50 owner
Donkey Kong Jr. (R) $1.50 anders
Front Line (R) $4.00 owner

Cooper Black

Dragon Treasure (ER) $6.00 anders

Data Age

Encounter At L-5 (U) - w/inst $1.50 kingkong
Warplock (C) $2.00 chrisw
Sssnake (C) $3.00 kenny
Airlock (C) $1.00 kingkong
Bugs (U) - w/inst $3.00 kenny
Journey Escape (C) - w/inst $1.00 spider
Bermuda Triangle (R) - w/inst $2.00 anders

Epyx

Summer Games (R) $2.00 anders
Winter Games (R) - w/inst $0.50 anders
California Games (R) $0.50 anders

Froggo

Task Force (R) - complete $4.50 gmccl
Sea Hawk (R) $4.00 bones

Imagic

Trick Shot (R) - w/inst $1.00 kingkong
Demon Attack (blue lbl) (ER) - w/inst $1.00 anders
Star Voyager (C) - w/inst $0.50 anders
Atlantis (U) - complete $1.50 gmccl

Cosmic Ark (U) - w/inst $0.50 anders
Fire Fighter (R) $1.50 anders
Shootin' Gallery (ER) $10.00 kenny
Riddle of the Sphinx (U) - w/ inst $0.50 anders
Dragonfire (C) - w/inst $0.50 anders
Fathom (R) $1.00 gamelrd
Solar Storm (R) $2.50 bones
Moonsweeper (U) $1.00 kingkong
Laser Gates (R) $4.00 bones

Konami

Pooyan (end quarter lbl missing) (ER) $3.00 adam

M Network

Adven of Tron (white lbl) (U) - w/inst $1.00 battle
Masters Of The Universe (R) $4.00 chrisw
Burgertime (R) - w/inst $3.00 anders
Kool-Aid Man (U) $2.50 battle
S.C. Football (white lbl) (C) - w/inst $0.50 anders
Space Attack (C) - complete $1.00 anders
Armor Ambush (C) - w/inst $0.50 anders
Tron Deadly Discs (U) $2.50 battle
Lock 'n Chase (C) - w/inst $1.00 kingkong
Frogs and Flies (U) - w/inst $2.00 jim
Super Challenge Baseball (C) - w/inst $0.50 anders
Astrosmash (U) - w/inst $0.50 anders
Dark Cavern (U) - w/instructions $1.00 kingkong
International Soccer (U) - w/inst $1.00 vince
Bump 'n' Jump (R) - w/inst $4.00 bones

Milton Bradley

Survival Run (R) $3.00 chrisw
Spitfire Attack (U) $3.50 anders

Mythicon

Sorcerer (R) $3.00 bones
Fire Fly (R) $1.50 kingkong
Star Fox (R) $1.50 kingkong

Panda

Space Canyon (R) $6.00 adam

Parker Brothers

Star Wars: Jedi Arena (R) - w/inst $1.50 anders

Star Wars: Empire Strikes Back (C) $1.50 anders
S.W.:R.O.T.J.:D.S.B. (R) - w/sticker on lbl & inst $1.50 anders
Frogger (C) - w/inst $1.50 anders
Amidar (U) - w/inst $1.00 kadams
Super Cobra (end lbl missing) (U) $0.50 anders
Reactor (U) $0.50 anders
Tutankham (U) - w/inst $0.50 anders
Sky Skipper (R) - end lbl missing $1.00 kingkong
Q*Bert (C) - w/inst $0.50 anders
Spider-Man (R) $1.00 gamelrd
Strawberry Shortcake: Musical Match-ups (R) - complete $2.00 chrisw
G.I. Joe Cobra Strike (U) $1.50 anders

Sega

Tac-Scan (U) $1.50 kadams
Star Trek S. O. S. (R) $1.50 kadams
Buck Rogers: Planet Zoom (U) - w/inst $3.00 chrisw
Congo Bongo (R) $2.50 anders

Spectravision

Gangster Alley (end lbl wear) (R) $2.00 chrisw
Planet Patrol (R) $0.50 anders
Tapeworm (R) $3.50 battle

Telegames

Super Challenge Football (U) $1.00 bones

Telesys

Coco Nuts (fancy cart) (R) - w/inst $2.50 anders
Fast Food (fancy cart) (R) $2.50 anders

Tigervision

Threshold (R) $4.00 bones
Polaris (ER) $16.00 zazoo

20th Century Fox Video Games

Worm War I (Sirus) (U) $2.00 mro
Beany Bopper (Sirus) (R) $1.50 anders
Deadly Duck (R) $1.50 anders
Mega Force (R) $1.50 anders
Alien (R) - w/inst $2.00 mro
Turmoil (U) $1.00 kingkong
Crypts Of Chaos (R) - w/inst $3.50 bones
M*A*S*H* (U) $1.00 kingkong

Porky's (R) - w/inst $2.00 mro
Revenge Of The Beefsteak Tomatoes (R) $5.00 bones

U.S. Games

Space Jockey (C) - w/inst $0.50 anders
Sneak 'n Peek (R) $1.50 anders
Word Zapper (U) - w/inst $1.00 kingkong
Commando Raid (R) - w/inst $1.50 anders
Name This Game (R) - w/inst $1.50 anders
Towering Inferno (U) - w/inst $1.00 kingkong
M.A.D. (R) $3.00 chrisw
Gopher (R) - w/inst $2.00 mro
Squeeze Box (ER) - w/inst $4.00 chrisw
Eggomania (R) - w/instructions $2.00 mro
Picnic (fancy cart) (ER) $4.00 bones
Piece O' Cake (fancy cart) (ER) - w/inst $3.00 safe
Raft Rider (fancy cart) (ER) $4.00 safe
Entombed (fancy cart) (ER) $3.00 safe

Xonox

Chuck Norris Superkicks (ER) $15.00 kenny
Sir Lancelot (ER) $25.00 kenny

Zellers

Ocean City Defender (ER) $8.00 kenny

Zimag

Tanks But No Tanks (R) $10.00 kenny

Systems & Peripherals

Atari 2600: Four switch, wood front panel in orignal box
w/two joysticks, set of paddles, power supply, R/F modulator,
owners manual and the following loose games: Combat, Defender,
Space Invaders, Missle Command, Pac-Man, Asteroids,
Swordquest Fireworld, Raiders Of The Lost Ark, E.T., Pole Position,
RealSports Football, Vanguard, Ms. Pac-Man, Target Fun, Laser Blast,
Kaboom!, Chopper Command, Pitfall!, Donkey Kong, Cosmic Ark,
Astrosmash, M*A*S*H*, Star Wars: Jedi Arena, Mega Force, and M.A.D.
$43.00 jeremy

Sears Video Arcade: Six switch, wood front panel w/two joysticks,
power supply, R/F modulator and the following loose Sears games: Space
Invaders, Night Driver, Bowling, and Asteroids
$5 min
Remote Control Joysticks - complete in orignal box

$10.00 owner
Atari 2600 Manual Package:
Air-Sea Battle, Outlaw, Slot Racers, Canyon Bomber, Super Breakout,
Street Racer, Backgammon, 3-D Tic-Tac-Toe, Video Olympics, Breakout,
RealSports Baseball, Swordquest: Fireworld, RealSports Volleyball,
RealSports Football, Centipede, Millipede, 1981 Green Catalog,
1981 Red Catalog, 1982 Red Catalog, 1983 Fold-Out Catalog,
The Atari Advantage 7800 Collectors Poster, Barnstorming,
Spider Fighter, Activision Spring 1982 and Acti Summer 1982 Catalog
$5.00 danz
Track & Field controller for 2600 $7.00 adam
2600 Joystick $1.00 anders
2600 Joystick $1.00 anders
Video Touch Pad $4.00 anders
Touch Me Handheld (SC) $4.00 anders
Stuntcycle stand alone unit $6.00 squire
Atari Video Pinball stand alone unit $6.00 squire
Atari Game Center (no cover) $4.50 marc
Telegames Center $4.50 marc
Vid-Lid Plus (holds 10 games + inst) $4.00 anders
Wood Game Holder (hold 16 games) $4.50 marc

Atari 7800

Atari

Centipede (R) - w/inst $1.50 masterc
Asteroids (R) - complete $3.00 masterc
Dig Dug (R) - w/inst $0.50 anders
Food Fight (R) $0.50 anders
Galaga (R) $0.50 anders
Ms. Pac-Man (U) - w/inst $0.50 anders
Pole Position II (C) - w/inst $0.50 anders
Xevious (U) - w/inst $1.50 anders
Choplifter! (U) - w/inst $1.50 masterc
Karateka (U) - w/inst $1.50 anders
Crack'ed (R) $1.50 anders
Dark Chambers (U) - w/inst $1.50 anders
Mat Mania Challenge (R) - shrinkwrapped $2.00 gmccl
Scrapyard Dog (R) - shrinkwrapped $1.50 anders

Absolute

Tomcat F-14 Flight Simulator (R) $7.00 masterc

System & Misc.

Atari 7800: w/owners manual, two joysticks, power supply, R/F modulator
and Pole Position II
$35.00 masterc

Atari 7800 instruction package:
Centipede, Asteroids,Dig Dug, Joust, Robotron 2084, Desert Falcon,
Ballblazer, Touchdown Football, One-On-One Basketball, Hat Trick,
Impossible Mission, Crossbow, Ace Of Aces, Donkey Kong,
Donkey Kong Junior, Tower Toppler and Jinks
$2.50 anders
Atari 5200

Atari

Centipede (C) $2.00 masterc
Defender (C) $1.00 kingkong
Football (C) $2.50 masterc
Galaxian (C) $1.50 kingkong
Joust (U-) $1.50 kingkong
Jungle Hunt (U-) $1.50 anders
Kangaroo (writing on lbl) (C+) $1.50 kingkong
Missle Command (C+) $1.00 kingkong
Ms. Pac-Man (lbl fade) (U-) $1.50 kingkong
Pac-Man (C-) $1.00 danz
Pengo (writing on lbl) (R-) $2.00 mro
Pole Position (C+) - w/inst $1.50 kingkong
Soccer (C) $1.00 kingkong
Space Invaders (C) $1.00 danz
Star Raiders (C+) $1.00 kingkong
Super Breakout (C-) - w/inst $1.50 anders
Vanguard (U-) $1.50 jeffd

Activision

H.E.R.O. (R) $1.50 kingkong
River Raid (U) $3.00 masterc

CBS Electronics

Blue Print (R-) $2.00 kingkong
Gorf (R-) $3.00 masterc

Parker Brothers

Frogger (writing on lbl) (C+) $2.50 masterc
Popeye (writing on lbl) (C+) $2.00 masterc
Q*Bert (C+) $2.00 archangel
Star Wars: The Arcade Game (writing on end lbl) (R+) $5.00 adam
Super Cobra (writing on lbl) (R) $2.00 kingkong

Sega

Congo Bongo (R-) $1.50 kingkong

System & Peripherals

Atari 5200: Four port model in orignal box w/power supply, switchbox,
one working controller, and the following loose games:
Defender, Galaxian, Joust, Pac-Man, Pole Position, Super Breakout, and
Vanguard
$40.00 masterc
Working 5200 Joystick $7.00 masterc
Broken 5200 Joystick $1.00 masterc
Broken 5200 Joystick

Atari 400/800

Activision

Kaboom! (U) $4.00 paul
MegaMania (U) $3.00 garry
River Raid (U) - w/inst $4.00 paul

Atari

Ace of Aces (C) $2.50 james s
Asteroids (C) $4.50 jamesl
Barnyard Blaster (U) $2.00 austin
Basic (1985 version) (R) $3.00 james s
Basketball (C) $1.00 kingkong
Bug Hunt (U) $3.00 mro
Centipede (C) $1.00 kingkong
Defender (C) $1.00 kingkong
Donkey Kong (C) - w/inst $1.50 zzyzx
Donkey Kong Junior (C) $4.00 paul
Fight Night (U) $4.00 jamesl
Flight Simulator II (C) $2.50 zzyzx
Hardball (U) - w/inst $2.00 smitty
Jungle Hunt (U) - w/inst $2.00 smitty
Missle Command (C) $1.50 zzyzx
Necromancer (U) $4.00 paulc
Pac-Man (C) $1.00 kingkong
Pengo (U) $2.50 brianm
Pilot (U) $1.50 zzyzx
Pole Position (C) $1.00 austin
Qix (C) $5.00 brianm
RealSports Football (C) $1.00 paulc
Skywriter (U) - w/inst $3.00 zzyzx
Star Raiders (C) $1.00 kingkong
Super Breakout (C) - complete $5.00 paul
Typo Attack (U) $2.00 smitty

Big Five

Miner 2049er (C) $4.00 paulc

Epyx

Gateway to Apshai (U) - w/inst $3.00 paul
Pitstop (U) - w/inst $3.00 zzyzx
Silicon Warrior (C) $3.00 cmoore

IDSI

Pool 400 (R) $3.50 zzyzx

Parker Brothers

James Bond 007 (R) $3.50 zzyzx
Q*Bert (C) $1.50 zzyzx

Roklan

Deluxe Invaders (C) - w/inst $6.00 paul
Gorf (C) $4.00 paulc
Wizard Of Wor (C) $2.00 brianm

Romox

Princess and Frog (R) $7.00 garry

Sega

Buck Rogers: Planet of Zoom (U) $5.00 jamesl

Spinnaker

Alphabet Zoo (U) - complete $2.50 james s
Delta Drawing (U) - w/ inst $3.00 zzyzx
Facemaker (U) - complete $2.50 james s

Synapse

Shamus (C) - (very cool clear red cart) $6.00 paul

TG Software

Droids (ER) $5.00 jamesl

Thorn EMI

Kickback (U) $2.50 kingkong

Systems & Periphrals

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130 XE - tested w/power supply, two joysticks, and the following loose games
Donkey Kong, Flight Simulator II, Pac-Man, Star Raiders, and Skywriter.
$17.00 crawl
65 XE - tested w/power supply and owners manual
$10.00 bill
Atari 800 - w/power supply and Atari service contract
$20.00 anders
800 XL - w/power supply and owners manual
$12.00 battle
1050 Disk Drive - untested w/power supply
$7.00 battle
XM 301 modem - untested

Suncom Animation station - untested w/owners manual
$4.00 zzyzx

This auction is dedicated to the Old Lady. Without her a lot of this would have been impossible. Thank You

3098. Re: FS: Joysticks Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <345FFD3F.4F2636C3@nh.ultranet.com>
Source record: 68890

Decathalon was even tougher with that Epyx joystick. What an awkward joystick that was.

Marcel Lipman wrote:

> In article <345e8388.1240295@news.mindspring.com>, itrek@mindspring.com (Mike Taylor)
wrote:
> >Can anyone offer an opinion on which of these joysticks are the best?
> >I've only had experience with the BOSS and the Epyx500 both of which
> >seemed pretty good.
> >
> >itrek@mindspring.com
>
> Wico Command Control is my favourite.
> Very strong and accurate. Suitable for every game
> (except Activision Decathlon).
>
> Email: mlipman at iname dot com

--
Curator of the Unofficial Homepage for Borland C++ Builder
http://www.nh.ultranet.com/~bsturk

Whatever happened to Pong??? Frank Black, The Pixies

3099. Don't Fear's Huge 3rd Auction Part 2: (update 9)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <345FDA98.9B95A16F@prodigy.com>
Source record: 68891
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit,rec.games.video.nintendo,rec.games.vectex

Don't Fear's Huge 3rd Auction Part 2: (update 9)

1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check all in U.S. funds. If you choose to send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of the item.
10. Email me if you are looking for a specific label varaition, I might have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th Once an item has reached the G2 stage, only those on the update list may bid.
14. All orders over $100 will recieve as an added bonus my Freshman video project. You'll get a chance to play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features the following:

Aquarius - 8 Items Arcadia 2001 - 8 Items
Farichild - 6 Itmes Colecovision - 39 Items
Intellevision - 132 Items Vectrex - 21 Items
Nintendo - 4 Items TI-994A - 19 Items
TRS-80 - 3 Items Vic-20 - 9 Items
Commodore - 37 Items Bally Astrocade - 1 Item
Odyssey 2 - 27 Items Handhelds - 15 Items
Misc - 12 Items Timex Sinclair - 1 Item

Intellivision

Mattell

Demo Cart $6.00 flyer
Auto Racing (U) - complete $1.00 kingkong
NHL Hockey (C) - complete $3.50 chris s
Las Vegas Roulette (U) - complete $2.50 owner
ABPA Backgammon (R) - complete $3.50 owner
Checkers (R) - complete $2.00 flyer
Armor Battle (C) - shrinkwrapped $0.50 kingkong
The Electric Company Word Fun (R) - complete $2.50 owner
Horse Racing (U) - complete $3.00 squire
NASL Soccer (U) - complete $1.50 briang
Tennis (C) - complete $1.00 kingkong
PGA Golf (C) - complete $2.00 flyer
U.S. Ski Team Skiing (C) - shrinkwrapped $3.00 dblitz
Sea Battle (C) - complete $1.00 daveb
Boxing (U) - complete $1.00 briang
NFL Football (C) - complete $3.00 squire
L.V. Poker & Blackjack (C) - complete $0.50 kingkong
Space Battle (U) - complete $0.50 kingkong
The Electric Company Math Fun (R) - complete $2.50 owner
Major League Baseball (C) - complete $3.50 chris s
NBA Basketball (U) - complete $2.00 briang
PBA Bowling (C) - complete $1.50 kingkong
Sub Hunt (C) - w/inst & overlays $1.00 kingkong
Advanced Dungeons & Dragons (U) - shrinkwrapped $3.00 briang
Motocross (white lbl) (U) - w/box & overlays $2.00 flyer
USCF Chess (R) - complete $6.00 flyer
Space Spartans (U) - complete $3.00 steveb
Astrosmash (U) - complete $0.50 kingkong
Snafu (C) - complete $2.00 steveb
Space Armada (C) - complete $0.50 kingkong
Triple Action (C) - complete $2.00 steveb
Bomb Squad (U) - complete $2.50 daveb
B-17 Bomber (U) - complete $2.50 pete
Mission X (U)complete $1.50 kingkong
Buzz Bombers (R) - complete $3.00 flyer
Loco-Motion (U) - complete $1.50 owner
Thunder Castle (ER) - complete $5.00 nigefan
Mind Strike (ER) - complete $3.00 flyer
Scooby Doo's Maze Chase (ER) - w/inst & overlay $4.00 flyer
Mr. Basic Meets Bits 'n Bytes (ER) - complete $3.00 flyer
Melody Blaster (ER) - shrinkwrapped $18.00 dblitz
The Jetsons' Way With Words (ER) - complete $20.00 dblitz
Burgertime (U) - complete $1.00 kingkong
Kool-Aid Man (R) $7.00 nigefan
Bump 'n' Jump (U) - complete $4.00 owner
M.O.T.U.: Power Of He-Man (U) - complete $5.00 flyer
Space Hawk (U) - complete $1.50 gmccl

Utopia (C) - complete $1.00 kingkong
Star Strike (C) - complete $0.50 kingkong
AD&D: Treasure of Tarmin (U) - shrinkwrapped $3.00 briang
Frog Bog (U) - shrinkwrapped $3.00 nigefan
Royal Dealer (C) - complete $2.00 kingkong
Reversi (U) - shrinkwrapped $1.50 kingkong
Night Stalker (C) - shrinkwrapped $1.00 kingkong
Pinball (U) - complete $3.50 kingkong
Shark! Shark! (R) - complete $5.00 flyer
Tron Deadly Discs (C) - shrinkwrapped $7.00 dblitz
Tron Maze-A-Tron (R) - complete $2.00 braing
Tron Solar Sailer (R) - complete $3.00 flyer
Lock 'n' Chase (C) - complete $1.00 kingkong
Sharp Shot (R) - complete $2.00 flyer
Vectron (R) - complete $1.50 daveb
World Champ Baseball (U) - w/olays & inst $3.50 chris s

INTV Corporation

Pac-Man (ER) - complete $4.00 owner
World Cup Soccer (ER) - complete $3.00 flyer
Championship Tennis (ER) - shrinkwrapped $4.00 flyer
Thin Ice (ER) - complete $4.00 flyer
Super Pro Football (ER) - w/inst $2.50 kingkong
Hover Force (ER) $3.00 flyer
Tower Of Doom (ER) $8.00 nigefan
Diner (ER) - complete $18.00 dblitz
Chip Shot Super Pro Golf (ER) - complete $12.00 dblitz
Commando (ER) - w/instructions $3.00 fred
Slam Dunk Super Pro Basketball (ER) - complete $6.00 flyer
Learning Fun Album I (ER) - w/instructions $10.00 shrink
Slap Shot Super Pro Hockey (ER) - complete $4.00 squire
Pole Position (ER) - complete $10.00 chris s
Dig Dug (ER) - complete $10.00 chris s
Learning Fun Album II (ER) - w/box $15.00 shrink
Mountain Madness Super Pro Skiing (ER)-shrinked $12.00 dblitz
Body Slam Super Pro Wrestling (ER) $3.00 flyer

Activision

Stampede (U) - w/box & inst $1.00 flyer
Pitfall! (U) - w/box & overlays $1.00 dirk
Happy Trails (R) - w/overlays $4.00 flyer
The Dreadnaught Factor (R) - shrinkwrapped $3.00 flyer
Beamrider (R) - complete $3.00 flyer
Worm Whomper (R) - shrinkwrapped $4.00 flyer
River Raid (R) $2.00 flyer

Atarisoft

Pac-Man (R) $2.00 garry
Defender (R) - complete $5.00 flyer
Centipede (R) - complete

Coleco

Donkey Kong (C) - complete $2.00 flyer
Venture (C) - complete $1.00 kingkong
Mouse Trap (R) - complete $1.00 kingkong
Lady Bug (U) $2.00 kingkong
Zaxxon (R) - complete $3.00 jaguar
Carnival (C) - complete $2.00 flyer
Donkey Kong Jr. (R) $2.00 smitty

Imagic

Demon Attack (U) - complete $1.50 daveb
Atlantis (U) - complete $1.00 kingkong
Beauty & The Beast (U) - shrinkwrapped $1.00 acro
Swords & Serpents (ER) - w/inst $4.00 flyer
Dragonfire (U) - complete $1.50 daveb
Microsurgeon (U) - w/overlays $2.50 robert
Tropical Trouble (ER) - w/inst $4.00 flyer
Dracula (ER) - w/one overlay $2.00 flyer
Nova Blast (U) - w/inst $2.00 flyer
Truckin' (ER) - complete $7.00 nigefan
White Water! (ER) $3.00 flyer
Safecraker (R) $3.00 flyer
Fathom (ER) - complete $80.00 furnier

Interphase

Blockade Runner (R) - w/box & inst $4.00 flyer
Sewer Sam (R) - w/box $1.50 kingkong

Parker Brothers

Star Wars: the Empire Strikes Back (U) - w/box $8.00 flyer
Frogger (C) - shrinkwrapped
Q*Bert (C) - complete $2.00 chris s
Popeye (ER) - complete $4.00 flyer

Sears

Bowling (R) - complete $3.00 kingkong
Boxing (R) - w/box, inst & overlay $2.50 kingkong
Frog Bog (U) - w/box $4.00 csb
Roulette (U) - shrinkwrapped $3.50 kingkong
Space Armada (R) - complete $2.50 kingkong
Space Battle (R) - complete $2.50 kingkong

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Systems & Periphals
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Intellevision w/two working controllers, power supply, R/F modulator and
the following games: Auto Racing,
Armor Battle, NFL Football, L.V. Poker & Blackjack, Major League
Baseball, Advanced Dungeons & Dragons,
Astrosmash, Triple Action, Burgertime, Star Strike, Night Stalker, and
Lock 'n' Chase
$40.00 masterc

Intellevision II w/two controllers and power supply
$23.00 cartman

INTV System III w/two working controllers, power supply and owners
manual
$37.00 flyer

Intellivoice Voice Synthesis Module in box w/loose B-17 Bomber
$20.00 flyer
Intellivision Computer Module (ECS) w/power supply and owners manual
$50.00 jeremy

Intellevision System Changer - allows you to play 2600 games (UR)
$12.00 flyer

Sears Super Video Arcade w/two controllers and power supply
$8.00 dblitz

Plastic Game Center for Intellevision (w/cover)
$3.00 jeremy
Vectrex
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GCE
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Armor Attack (complete) $15.00 anders
Comic Chasm (complete) $10.00 anders
Fortress Of Narzod (complete) $22.00 dblitz
Hyperchase (complete) $16.00 zzyzx
Rip Off (w/inst & overlay) $7.00 anders
Scramble (w/overlay) $6.50 anders
Solar Quest (w/inst & overlay) $8.00 anders
Spike (complete) $11.00 kingkong
Spin Ball (complete) $18.00 shrink
Star Trek (complete) $18.00 shrink
Starhawk (w/inst & overlay) $7.00 anders
Web Wars (w/overlay) $7.00 adam
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Milton Bradley
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Clean Sweep (complete) (PAL) $8.00 anders
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System & Misc

Vectrex w/working controller and no screen burn
$65.00 cmoore

Vectrex owners manual $5.50 anders
Minestorm instructions $1.50 anders
Cosmic Chasm instruction $2.00 zzyzx
Armor Attack instructions $1.50 anders
Minestorm overlay $5.00 anders
Cosmic Chasm overlay $2.00 zzyzx
Armor Attack overlay $3.00 dblitz

Odyssey 2

Magnavox

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $0.50 kingkong
Las Vegas Blackjack! (R) - complete $2.00 buckeye
Football! (U) $0.50 buckeye
Bowling!/Basketball! (U) - complete $0.50 kingkong
Math-a-Magic!/Echo! (R) - complete $1.00 acro
Computer Intro! (U) $1.00 mro
Baseball! (C) $0.50 kingkong
Computer Golf! (U) $0.50 buckeye
I've Got Your Number! (R) $2.00 smitty
Invaders From Hyperspace! (C) $0.50 kingkong
Thunderball! (R) $0.50 buckeye
Showdown in 2100 A.D. (C) - complete $1.50 buckeye
War Of Nerves! (U) - complete $1.00 acro
Hockey!/Soccer! (U) $0.50 kingkong
Dynasty! (U) $0.50 kingkong
Alien Invaders Plus! (C) - complete $1.00 acro
Quest for the Rings! (U) - complete $4.00 adam
UFO! (U) $1.00 briang
Conquest of the World! (U) - complete $3.00 kingkong
Keyboard Creations (ER) $2.00 mro
The Great Wall Street Fortune Hunt (R) - complete $2.50 owner
K.C. Munchkin! (C) $0.50 mro
Freedom Fighters! (C) $0.50 buckeye
Pick Axe Pete! (U) $0.50 mro
K.C. Krazy Chase! (voice) (U) $1.00 mro
P.T. Barnum's Acrobats (voice) (ER) -w/inst $1.50 gamelrd
Attack Of The Timelord! (ER) $2.00 mro

System

Odyssey 2 in orignal box w/two detachable joysticks, power supply, R/F
modulator owners manual, and the
following loose games: Speedway!/Spin-out!/Crypto-Logic!, Football!,
Bowling!/Basketball!, Alien Invaders

Plus!, Quest For The Rings!, and K.C Munchkin!
$15.00 owner
Nintendo

Activision

Super Pitfall (U+)

Nintendo

Super Mario Bros/Duck Hunt (C)

Enix

Dragon Warrior II (U+) $20.00 joepub
Dragon Warrior IV (R) $20.00 joepub

Misc.

Donkey Kong Circus (G&W Panoramic) (IR) - w/inst $11.00 docr
Nintendo Game & Watch Catalog $2.50 docr
Two NES Controllers in orignal box $5.00 robert

Aquarius

Tron Deadly Discs (U) - complete $5.00 jeremy
Astrosmash (R) - complete $5.00 fred
Night Stalker (R) - missing 1 controller overlay $2.00 smitty
Utopia (U) - complete $6.00 dblitz
Biorhythms (ER) - complete $8.00 dblitz

System & Periphals

Aquarius complete in orignal box w/keyboard box and Mini Expander box
and all kinds of documentation and
bonuses. The complete package!
$30.00 jeremy

Aquarius Mini Expander w/instructions
$2.50 mro
Aquarius Data Recorder
$7.00 dblitz

Arcadia 2001

#1: Cat Trax (complete) $4.00 anders
#2: Space Attack (complete) $5.00 anders
#3: Escape (complete) $2.00 anders
#5: Space Raiders (complete) $3.00 anders
#10: Missle War (complete) $5.00 anders
#15: Baseball (complete) $5.00 anders

#20: Tanks A Lot (shrinkwrapped) $5.00 anders

System

Arcadia 2001 w/power supply, controllers and the following games:
Escape and Baseball (complete)
$27.00 anders

Bally Astrocade

System

Bally Astrocade w/power supply, controllers, plastic cover and Tornado
Baseball, Hockey, Tennis, Handball
$35.00 anders

Channel F

Fairchild

#9 Drag Race (U) $4.00 anders
#13 Robot War/ Torpedo Alley (U) - complete $4.00 anders
#16 Dodge It (U) $4.00 anders

Zircon

#12 Baseball (C) - w/box $2.00 anders
#23 Galatic Space Wars/ Lunar Lander (R) - w/box $7.50 anders
------
System

Fairchild Channel F in orignal box w/two controllers, plastic cover,
power supply and the following games: #13
(complete) and #12 (no end lbl)
$35.00 anders
Colecovision

Activision

Keystone Kapers (R) $2.00 kingkong

Atarisoft

Centipede (U) $2.00 adam
Defender (R) $2.00 adam

Coleco

Burgertime (U) $2.00 kingkong
Cosmic Avenger (C) $1.00 kingkong
Donkey Kong (C) - w/inst $0.50 anders

Donkey Kong Jr. (C) -w/inst $2.00 masterc
Gorf (C) $1.00 gamelrd
Illusions (R) $2.50 owner
Ken Uston Blackjack/Poker (U) $1.50 kingkong
Looping (C) $1.00 kingkong
Mr. Do! (C) $3.00 masterc
Mouse Trap (C) - w/overlay $1.00 kingkong
Pepper II (U) - w/inst $2.00 brianm
Roc 'n' Rope (U) $2.00 owner
Rocky Super Action Boxing (C) $1.00 kingkong
Smurfs R.I.G.C. (C) - w/inst $1.50 anders
Space Panic (C) $1.50 kingkong
Subroc (U) - w/inst $1.50 buckeye
Super Action Baseball (C) $1.00 kingkong
Super Action Football (C) $1.50 kingkong
Tarzan (R) $2.00 jwa
Time Pilot (U) - w/inst $2.50 masterc
Turbo (C) $1.50 mro
Victory (U) - sealed $1.50 kingkong
Zaxxon (C) $0.50 kingkong

Epyx

Jumpman Junior (R) $2.00 kingkong

Fisher Price

Memory Manor (ER) $3.00 jwa

Micro Fun

Miner 2049er (U) $2.00 kingkong

Spinakker

Alphabet Zoo (R) $8.50 joelie
Facemaker (R) $2.00 smitty
Juke Box (R) - complete $10.00 csb

Sunrise

Gust Buster (ER) - complete $13.00 owner

Parker Brothers

Popeye (C) $1.00 kingkong
Q*Bert (C) $1.00 kingkong

Xonox

Slurpy (ER) - lbl wear $9.00 owner
Word Feud (ER) - complete $13.00 owner

System & Misc

Colecovision in orignal box w/owners manual, two controllers, power
supply, R/F modulator, Expansion Module
#1 and the following loose games: Donkey Kong, Gorf, Looping, Pepper
II, Smurfs R.I.G.C, Super Challenge
Baseball, Subroc, and Zaxxon
$55.00 masterc

Colecovision Expansion Module #2 w/loose Turbo $7.00 squrie
Two Broken Super Action Controllers
Colecovision Brown Dust Cover $2.00 jeremy
Donkey Kong Jr. Tabletop Game (ER++)
$16.00 docr
Head to Head Baseball (SC)

Commodore 64

Activision

Decathalon $1.50 anders

Atarisoft

Centipede (complete) $1.00 zzyzx
Galaxian $1.00 kingkong

Broderbund Software

Choplifter! $1.50 anders

CBS Software

Coconotes (complete) $2.50 zzyzx
Movie Musical Madness $2.00 mro

Commodore

International Soccer $1.00 kingkong
Juipter Lander $1.00 kingkong
Kickman $1.00 kingkong
Lazarian $1.00 kingkong
Lemans $1.00 kingkong
Music Composer $1.00 kingkong
Omega Race $0.50 kingkong
Radar Rat Race $0.50 kingkong
Speed/bingo Math NEW!
Super Expander $1.50 mro

Wizard Of Wor $1.00 kingkong

Creative Software

Crisis Mountain $1.00 kingkong

Epyx

Fast Load $1.00 kingkong
Gateway To Apshai $1.00 kingkong
Jumpman Junior $1.00 kingkong
Pitstop $1.00 kingkong

Fisher Price

Sea Speller $1.00 kingkong

HES
---
64 Fourth $1.50 kingkong
HES Mon 64 $1.00 kingkong
Retro Ball NEW!
Rootin' Tootin' $1.00 kingkong

Parker Brothers

Frogger (complete) $2.50 zzyzx
Q*Bert (complete) $2.50 zzyzx

Reston Software

Miner 2049er (complete) $2.50 zzyzx

Scarborough Systems

Master Type NEW!

Sega

Congo Bongo $1.50 kingkong
Tapper $1.50 kingkong
Up 'n' Down $1.00 kingkong

Spinnaker

Bubble Burst $1.00 kingkong

Misc.

C-16 w/power supply and tutorial cart

$5.00 anders
Commodore Magic Voice Speech Module complete in orignal box
$6.00 zzyzx

Timex Sinclair

Timex Sinclair 1000 with add on with the following
loose tapes: Loan Morgage Amortizer, Gambler, Computer Coach
Super Math, Vu-calc, Flight Sim, Statistics, Stamp Collector
Backgammon
$20.00 jeremy

TI-994A

Atarisoft

Donkey Kong (VR) $2.00 adam
Moon Patrol (VR) $2.00 adam
Pole Position (VR) $2.00 adam
Protector (VR) $1.50 adam

Mechatronic

Extended Basic II Plus (German cart) (UR) $2.00 adam

Texas Instruments

Alligator Mix (R) $1.50 seedog
Alien Addition (R) $1.50 seedog
Burgertime (R) - w/inst $2.00 seedog
Early Reading (R) $0.50 kingkong
Hunt The Wumpus (C) $0.50 kingkong
Minus Mission (R) $0.50 kingkong
Munch Man (C) $0.50 kingkong
Number Magic (U) $0.50 kingkong
Numeration 1 (R) $1.50 adam
Parsec (C) $0.50 kingkong
Scholastic Spelling - Level 3 (R) $0.50 kingkong
TI Extended BASIC (U) $5.00 bill
Video Graphs (R) $1.00 adam

System

Two TI-994a's in original boxs w/power supplys, R/F modulators and the
following games: Early Reading and
Parsec
$25.00 jeremy
Super Cart: some leggy cart I found with a red light built into it,
possibly homemade
$3.50 jaguar
Handhelds

```
---------
Electronic Readout Systems Inc.
------------------------------
Football $1.00 acro
-----
Entex
-----
Baseball 2 (SC) $1.00 acro
-----
Epoch
-----
Baseball (SC) $1.00 acro
-------
Konnami
-------
Blades Of Steel (RA) $1.00 kingkong
-----------------
Radio Shack/Tandy
-----------------
Sky Duel 3-D $2.00 acro
-----
Tiger
-----
Head To Head Talking Baseball (ER+) $1.00 kingkong
All-Pro Basketball (R--) $1.00 kingkong
Copycat (CS) - no battery cover
Dragon (ER) $1.00 kingkong
Speedboat (R) $1.00 kingkong
----
Tomy
----
3-D, Thundering Turbo (ER++) $6.00 adam
Scramble (battery cover doesn't stay closed) (ER++) $5.00 adam

Vic-20
------
Academy Software
----------------
Typing Tutor/Word Invaders (cassette) - complete
---------
Atarisoft
---------
Pac-Man (C) - complete $1.00 kingkong
---------
Commodore
---------
The Count (C) - complete $1.00 kingkong
An Introduction To Basic: Part 1 (cassette) - complete
An Introduction To Basic: Part 2 (cassette) - complete
------
```

Imagic

Demon Attack (C) - complete $2.00 brent
Atlantis (C) - complete $1.00 kingkong
Dragonfire (U) - complete $2.00 brent

Sega

Star Trek S.O.S. (C) - complete $1.50 kingkong

TRS-80

Radio Shack

Canyon Climber FREE tpiatk
Shooting Gallery FREE tpiatk
Mystery Cart (no lbl) FREE tpiatk

Misc.

Atari Force Full Size #3,5,7,9,12,16,17,18,19,20 $5.00 bones
Atari Age July/Aug 1983 Vol 2 Num 2 $3.00 smedley
Hi-Res 1983 Premiere Issue
Analog Computing July/Aug 1983 Num 12 $1.00 crawl
Power Play Computing Winter 1982 Vol 1 Num 3
Pac-Man Puzzle Game by MB (complete, box wear) $1.00 smitty
Pac-Man "Rubik's Cube" (a few faded stickers) $3.00 adam
Donkey Kong Puzzle by MB (missing one piece)
Frogger Puzzle by MB (complete) $2.00 shrink
Frogger Board Game by MB (complete)
Q*Bert Colorforms (missing one, box wear)

This auction is dedicated to the Old Lady. Without her a lot of this
would have been impossible. Thank You

3100. Help ATR8000?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <3460103E.4351@ccnet.com>
Source record: 68892

Does anyone have a Manual for the ATR8000?Any other help on this?

3101. ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: Spaten <spaten@earthlink.net>
Message-ID: <63rl83$q4n@bolivia.earthlink.net>
Source record: 68893

I've seen Yogi's ATR megaimages at 1meg, how is this done, can they be larger?

spaten@earthlink.net

3102. Re: come to see my sire

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: nospam@myaddress.com
Message-ID: <EJ4Iro.K8H@wau.mis.ah.nl>
Source record: 68894

In article <63ligvcs1@news.internetsat.com>, redraven@nordnet.fr (delelis) wrote:
>Well, all is in the title.
>
>Go here :
>
> http://home.nordnet.fr/~redraven
>

I thought they killed the French royal family a few centuries ago ... 8-)

Email: mlipman at iname dot com

3103. Jim King hard to contact

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <63nh8a$d82@alexander.INS.CWRU.Edu>
Source record: 68895

Jim King. Your e-mail bounces. no_spam is appended to the address
I write and it comes back as undeliverable. Is this intentional?
I mean, I write out your address jeking@xmission.com and it
bounces.
Russ

3104. Re: Jim King hard to contact

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bce946$937174c0$6e374382@hawks-pc>
Source record: 68896

Try this : jeking@kingtechsvcs.com

James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote in article
<63nh8a$d82@alexander.INS.CWRU.Edu>...
>
> Jim King. Your e-mail bounces. no_spam is appended to the address
> I write and it comes back as undeliverable. Is this intentional?
> I mean, I write out your address jeking@xmission.com and it
> bounces.
> Russ
>

3105. Re: games with trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <63nrlgpfb2@nuke.csu.net>
Source record: 68897

```
DNS DEBRO (dnsdebro@aol.com) wrote:
: >Howdy!
: >
: >are there any other programms which run with a trackball/st-mouse?

: If you are talking about the Atari 8-bit computers then any program that uses
: the joystick will also work with the trackball. Some game of course work
: better than others like Missle Command and Centipede.

He means are there any other programs which actually use the
analog trakball input, not the joystick mode of the trakball
(which, of course, all joystick games do, since they can't tell
the difference!)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/
```

3106. Re: ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: "Todd S. Elliott" <eyeth@erols.com>
Message-ID: <345F97A2.F4F20850@erols.com>
Source record: 68898

William Kendrick wrote:
> Spaten (spaten@earthlink.net) wrote:
> : I've seen Yogi's ATR megaimages at 1meg, how is this done, can they be
> : larger?
>
> ATRs can be up to 16MBs, since modern Atari DOSes can support up
> to that size (Hard Drive partitions, for example)
>
> Your sectors get pretty big though! (1 byte file taking up lots of
> space)
>
How big are they? The c64/128 disk drive's sectors remain at 256 bytes, even
when 16MB partitions are used.

-Todd Elliott

3107. Setting the time in SpartaDOS - I Can't Be the First Person to Think of This?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bce93f$5a67e120$b0f7c9c7@dangermouse>
Source record: 68899

Like many die-hard Atarians, I now use my Atari with an SIO2PC and big SpartaDOS images loaded from the PC's hard disk, and like many other Atarians I get really annoyed at having to set the date and time every time I reboot.

R-Time 8 cartridges are getting very hard to find, but wouldn't it be possible to write a small executable to place in the SpartaDOS STARTUP file that used the SIO2PC facility to query the date/time from the PC?

This program must already exist somewhere!

Graham.

---
remove the .nospam from the E-mail address to reply.

3108. WoW!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: Subway95@webtv.net
Message-ID: <63ou2t$67r$1@newsd-124.bryant.webtv.net>
Source record: 68900

Wow Atari users, I still have my 800xl,400 plus 2 1050(Happy drives)
1030modem and a MPP450 modem, and get this! A whole 20meg harddrive with
Forum BBS software on it! Hmm I should put a boad back up! Long live the
80's!

(spam filter)

3109. Re: new QMEG+OS 4.0!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6hFEOdTpzHB@peter.soemtron.sb.sub.de>
Source record: 68901

In article <Re: new QMEG+OS 4.0!!>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

Howdy William!

> : enhancments
> : enough for you?! ;-)
> Do all of those cool (but incompatibly written) European demos work
> with it?

every european demos works on a european computer :-) .. and yes I think
so. Stefan Dorndorf found up here only one (really unknown) game, which
won't run with qmeg. It changes imho some os routines
own) game, that modifies the os. So qmeg won't work right. But that's not
a problem. I have installed a little switcher, which activates the
original atari os with his pretty useless self test ;-)

> :) And when you said "XL mode", do you mean it has the
> XL OS built into it to?

no, well at least not really. But it can change automatically to an very
compatible xl-mode which should run nearly all the old and newer 800XL
stuff. I know only 2 or 3 (bad) games which enable this mode, but work
perfectly.

...and yes, it's a 16k Eprom chip.

hey, it's cool to load the whole "Silent Service" disk into ram and play
it with no disk drive access ;-) faaaasst ;-)
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3110. Wanted: Disk software

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: pbjurman@aol.com
Message-ID: <19971104024100.VAA17744@ladder01.news.aol.com>
Source record: 69024

I'm looking for disk software for the Atari 8-bit that would run in 32K RAM on an Atari 400 (especially games: arcade, Infocom-type, anything except Fisher-Price type software). If you don't want to sell your software, then just make me a copy, and I'll pay for your shipping, plus a little extra for your trouble. Please send me a list of what you have and if I'm interested I'll let ya know. Thanks!

-Sam

S a m H a r t m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit the Video Game High Score Page:
http://members.aol.com/pbjurman/highscores.html

3111. **** FOR SALE: ATARI 2600 BASE UNIT*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <3493871d.168646192@news.erols.com>
Source record: 69025
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplacealt.atari.2600

```
USED but not "abused . " In working condition.
Not supplied with joy sticks.
Asking price $10.00 Plus Shipping.
Contact happyman at erols.com (when emailing replace the "at" with the @)
```

3112. AMS Show

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: DGS <dgs@clara.net>
Message-ID: <63ms5i$d5m$1@eros.clara.net>
Source record: 69026

Hello again! I've not been around on here for about 7 weeks because I've been working on the Island of Jersey, but I'm back and on 8 Nov 97 (this Saturday) I'll be exhibitng at the AMS show in Stafford (UK) as usual. If you're in the UK, come along and see us. We'll have all our product range with us, along with some special offers on most products. We'll also have a stack of used hardware for both the Atari and PC, so come along and see us.

A.M.S. SHOW
BINGLEY HALL, STAFFORD, UK
8 NOVEMBER 1997
10am - 4pm

Any questions, please E-Mail to: dgs@clara.net
WWW site: www.dgs.clara.net

Dean Garraghty.

3113. ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: Spaten <spaten@earthlink.net>
Message-ID: <63mg29$s1i@suriname.earthlink.net>
Source record: 69027

I've seen Yogi's ATR megaimages at 1meg, how is this done, can they be larger?

spaten@earthlink.net

3114. ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: Spaten <spaten@earthlink.net>
Message-ID: <63mg81$hh@ecuador.earthlink.net>
Source record: 69028

I've seen Yogi's ATR megaimages at 1meg, how is this done, can they be larger?

spaten@earthlink.net

3115. ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: Spaten <spaten@earthlink.net>
Message-ID: <63mg4k$s46@suriname.earthlink.net>
Source record: 69029

I've seen Yogi's ATR megaimages at 1meg, how is this done, can they be larger?

spaten@earthlink.net

3116. Re: Any comments on Gem D

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <63mktd$pbs@freenet-news.carleton.ca>
Source record: 69030

(dklugh@iwaynet.net) writes:
> I just noticed that Bill says not to write-protect the disk and APE was bitching
> about trying to use a un-registered feature in the SIO command-frame log so I
> switched APE to 2X speed to be able to write.
> (which has "USDoubler" next to it even thought the USD 1050s runs at (nearly)
> 3 times the speed of normal 1050s)

If your so upset about the 'bitching' why not register it instead of stealing
it? By your own posts youve used up your 30 day trial period about
50 times.

And as you've been told on many occasions, because a USD drive
spends most of its time seeking it never even gets to 2x, except on LONG
sustaned reads, on a specially formatted diskette, w/o much seeking or
non-sequential sector reads. (read: almost never).

> Remember that the PC-Mirror can't write at ANY speed!

Thats right, stealing has its penalities. I look forward to you bitching
about more free products in the future. Perhaps you could do some
more critical reviews of the free cpu emulators for us?

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3117. Re: The Portland Atari Club is BACK!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-04 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <345F20F8.4F04@spnt.com>
Source record: 69031
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Thanks, once I manage to get things re-organized, I will indeed be looking for such connections once again. It seems as though in my absence, all such benefits and contacts have been lost, but since I have resurrected PAC from the ashes before, I am pretty confident I can do it again.

The Shadow

Alan Sharkis wrote:
>
> The Shadow <The_Shadow@spnt.com> wrote in article
> <63ik5r$le7$1@news.chatlink.com>...
> > The Portland Atari Club is back, and we are now in the
> > process of picking up the pieces and reorganizing the club.
>
> Please consider, if you intend to publish a newsletter, getting into an
> exchange agreement with other existing user groups. I'm the newsletter
> editor of Thge Ol' Hackers Atari User Group, an international, exclusively
> 8-bit user group. We publish a bimonthly newsletter on floppy.

3118. Re: Atari Fidonet message base - alive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bce983$b38ed080$81c2accf@asharkis.erols.com>
Source record: 68902

maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl> wrote in article
<63l981$2ul$1@sanos.psych.uw.edu.pl>...
> Wed, 29 Oct 1997 16:38:43 -0600 DavidDayton@bigfoot.com napisal byl w
comp.sys.atari.8bit:
> i could link the fidonet ATARI echo with comp.sys.atari.8bit. but i would
> have to consult the ATARI moderator...
>

The moderator is Larry Black. Post a message to him in the Fido Echo. I'm
sure he'll answer.

3119. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dengoth@uss.net
Message-ID: <345fc903.3158736@news.uss.net>
Source record: 68903

I am confused of how the 800 and 800xl are camparative.

Does the 800xl have built in all of the cards in the slots of the 800?

I understand the 800xl was released after the 800. Is the 800xl a
superior machine?

3120. Re: ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <EJ5p0r.5zp@iglou.com>
Source record: 68904

In message <345F97A2.F4F20850@erols.com>,
eyeth@erols.com (Todd S. Elliott) wrote:
>William Kendrick wrote:
>> Spaten (spaten@earthlink.net) wrote:
>> : I've seen Yogi's ATR megaimages at 1meg, how is this done, can they be
>> : larger?
>>
>> ATRs can be up to 16MBs, since modern Atari DOSes can support up
>> to that size (Hard Drive partitions, for example)
>>
>> Your sectors get pretty big though! (1 byte file taking up lots of
>> space)
>>
>How big are they? The c64/128 disk drive's sectors remain at 256 bytes, even
>when 16MB partitions are used.
>
That's how it is in Mydos, and I think in Spartados too (256 byte sectors).
In Mydos you have the limit of 64 files per directory, so you end up with
a lot of subdirectories.

--
Bill Marcum
"Avoid making eye contact with the factory people. They can see
directly into your soul."

3121. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: Lazy Bone <zhulien@alphalink.com.au>
Message-ID: <3460A9E5.MD-0.198.zhulien@alphalink.com.au>
Source record: 68905
Cross-posted to: alt.c64,comp.sys.amiga.emulations,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

Hey Jay...

If you want to become part of this interesting project, visit the
website:

http://www.alphalink.com.au/~zhulien/GENOS.htm

Read the details of how to join the mailing list and you can then
communicate with all the other programmers - currently we have coders
for Z80, 6502, 6809, 80x86 - of course, the more help the better.

Regards

Julian Cassin

> Hm... what's that little chip labelled "Z80" in my 128? <smiling grin> mebbe
> they should have included that in the below text. And since i dont use the 64
> mode of my 128 too much anymore, the 128K of ram 64K of video ram really come
> into play.

3122. Re: Browse Atari 8-bit disks on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34607287.587842BD@ix.netcom.com>
Source record: 68906

PBjurman wrote:

> From what I've heard, there's a few FTP libraries on the Internet that have
> lots of games and programs for the Atari 8-bit computers. Is there some PC
> software that would allow me to download the file from the Internet and write
> the file to a 5.25" disk for use in my Atari? Thanks for your help!
>
> -Sam
>
> S a m H a r t m a n n p b j u r m a n @ a o l . c o m
> ---
> -------
> AgentQ on #rgvc - Visit the Video Game High Score Page:
> http://members.aol.com/pbjurman/highscores.html

Sam,
Actually there is. It is a conversion of SIO2PC from Nick Kennedy, called
1050-2-pc. It requires a variation of the SIO2PC cable. It connects from the PC
serial port to only one floppy drive (only one SIO device can be used on this
cable). The software is a modified version SIO2PC to make the PC the controlling
unit instead of the Atari 8-bit computer controlling the PC. Nick specifies all of
the construction for the cable. Check
ftp://atari.archive.umich/atari/8bit/emulators .
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3123. Re: Setting the time in SpartaDOS - I Can't Be the First Person to Think of This?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <63qf3o$n88@freenet-news.carleton.ca>
Source record: 68907

> R-Time 8 cartridges are getting very hard to find, but wouldn't it be
> possible to write a small executable to place in the SpartaDOS STARTUP file
> that used the SIO2PC facility to query the date/time from the PC?
>
> This program must already exist somewhere!

There is a command already in APE to download the date and time, since one
of the earlier versions i believe. I never got around to writing the
program to set the spartados clock, so its gone unused.

If any of you feel like writing a small ML program, e-mail me and I
will give you the specifics.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3124. Auction....Atari Age Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: Josh <lobo14@ix.netcom.com>
Message-ID: <34613FC7.7027@ix.netcom.com>
Source record: 68908

Hi,
I have four Atari Age magazines from 1982/83. Features ET, Crazy Climber, Realsports, and video game masters competition. Bids close Saturday.

Thanks,
lobo14@ix.netcom.com

3125. Don't Fear's Huge 3rd Auction Part 1 (update 10)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <346139AF.975C1C59@prodigy.com>
Source record: 68909
Cross-posted to: rec.games.video.classic,rec.games.video.nintendo,rec.games.video.misc,rec.games.video.marketplace,comp.sys.atari.8bit,rec.games.vectrex

```
Don't Fear's Huge 3rd Auction Part 1 (update 10)

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds.
If you choose to send a personal check please allow 2-3 weeks for the
check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of
final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to play can you spot the two classic
game collectors.
Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features:
Atari 2600 - 308 Items Atari 5200 - 31 Items
Atari 7800 - 17 Items Atari Comp - 54 Items

Atari 2600
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Prototypes
```

```
----------
Stampede $15.00 marc
Dolphin $21.00 marc
Name This Game $12.50 marc
Eggomania $14.50 marc

Atari
-----
Combat (C) - complete $1.00 anders
Air-Sea Battle (U) - w/inst $0.50 anders
Space War (U) - w/inst $1.50 anders
Outlaw (U) - w/inst $0.50 anders
Slot Racers (U) - w/inst $1.50 anders
Canyon Bomber (C) - w/inst $1.50 anders
Super Breakout (U) - multi lang, complete $1.50 anders
Defender (C) - w/inst $0.50 anders
Warlords (U) - shrinkwrapped $3.00 masterc
Indy 500 (U) - w/inst $1.50 anders
Street Racer (U) - w/inst $0.50 anders
Adventure (C) - w/inst $5.00 masterc
Demons To Diamonds (U) - shrinkwrapped $3.00 anders
Pele's Soccer (C) $1.00 patman
Championship Soccer (C) $1.00 battle
Basic Programming (R) - w/inst $4.00 anders
Video Olympics (C) - w/inst $1.00 bones
Breakout (C) - complete, rare white box $3.50 anders
Home Run (C) - w/inst $0.50 anders
Basketball (C) - w/inst $0.50 anders
Football (C) - w/inst $0.50 anders
Miniature Golf (U) $2.50 squire
Human Cannonball (U) $4.00 anders
Bowling (C) $1.00 pmarsh
Sky Diver (pic) (U) $1.50 anders
Circus Atari (C) - complete $2.00 anders
Superman (C) - w/inst $1.50 anders
Space Invaders (C) - complete $1.50 gmccl
Night Driver (C) - w/inst $0.50 anders
Golf (C) - w/inst $1.50 edward
Maze Craze (U) - w/inst $3.00 masterc
Video Checkers (R) $1.50 edward
Dodge 'Em (U) - w/inst $0.50 anders
Missile Command (C) - w/inst $0.50 anders
Othello (R) - complete, rare white box $2.00 kadams
RealSports Baseball (U) - w/inst $0.50 anders
Surround (C) - w/inst $1.50 anders
Hunt & Score (U) $1.50 anders
Code Breaker (U) $1.50 anders
Flag Capture (pic) (U) - w/inst $1.50 anders
Video Chess (U) $1.50 anders
Pac-Man (C) - w/inst $1.50 anders
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Video Pinball (U) - w/inst $2.00 masterc
Asteroids (C) - w/inst $0.50 anders
Bezerk (C) - w/inst $0.50 anders
Blackjack (R) - complete $2.00 zazoo
Casino (U) - complete,special edition box $1.50 kingkong
Slot Machine (R) - (some cart damage) $2.00 franchise
Haunted House (C) - w/inst $0.50 anders
Yars Revenge (C) - w/inst & comic $2.00 anders
Yar's Revenge (red lbl) (R) $3.00 anders
Swordquest: Earthworld (C) $1.50 anders
Swordquest: Fireworld (C) - complete $3.50 gmccl
Math Grand Prix (C) $1.50 anders
Raiders Of The Lost Ark (C) - w/instr $0.50 anders
Star Raiders (U) - w/inst & touch pad $3.00 masterc
Basic Math (U) $1.50 adam
Hangman (U) $2.00 anders
Brain Games (U) - w/inst $2.00 bones
RealSports Volleyball (U) - w/inst $0.50 anders
Football RealSports Soccer (U) - Euro $0.50 anders
RealSports Football (C) - w/inst $1.00 morph
Vanguard (C) - w/inst $1.50 anders
Swordquest: Waterworld (UR) $40.00 adam
Phoenix (C) - complete $3.00 gmccl
E.T. (C) - shrinkwrapped $2.00 anders
Ms. Pac-Man (C) - w/inst $1.50 anders
Centipede (C) - w/inst/comic book/poster $1.50 anders
Dig Dug (U) - w/multi lang inst $2.00 battle
RealSports Tennis (U) - w/inst $0.50 anders
Battlezone (U) $0.50 anders
Krull (R) - complete $4.00 masterc
Galaxian (U) $2.00 anders
Jungle Hunt (U) - w/inst $0.50 anders
Kangaroo (U) - complete $2.00 anders
Pengo (ER) $15.00 adam
Joust (C) - w/inst $1.50 anders
Moon Patrol (U) - w/multi lang inst $3.00 anders
Pole Position (C) - w/inst $2.00 masterc
Pole Positn (end lbl error) (C) - w/inst $0.50 anders
Mario Bros. (U) - w/inst $1.00 kadams
Taz (R) $4.00 anders
Crystal Castles (U) - w/inst $1.50 anders
Pigs In Space (ER) $10.00 bones
Millipede (R) - w/inst $1.50 battle
Defender II (R) - w/inst $3.50 battle
Jr. Pac-Man (U) - w/inst $1.50 battle
Midnight Magic (R) $1.50 anders
RealSports Boxing (U) - w/inst $1.00 kingkong
Solaris (U) - complete $2.00 anders
Crossbow (U) - w/inst $3.00 battle
Desert Falcon (C) - complete $2.50 anders

Donkey Kong (U) $2.50 anders
Donkey Kong Jr. (R) - w/inst $4.00 anders
Q*Bert (R) - w/inst $1.00 franchise
Super Baseball (U) $3.00 bones
Super Football (U) $1.00 kingkong
Sprint Master (R) - w/inst $5.00 adam
Secret Quest (R) $3.00 bones
Klax (PAL) (ER) $12.00 franchise

Sears

Target Fun (C) - w/inst $1.00 kingkong
Blackjack (pic) (R) - w/inst $1.00 kingkong
Breakaway IV (pic) (C) $1.00 kingkong
Memory Match (U) - top lbl damage $1.00 chrisw
Baseball (C) $1.00 kingkong
Maze (pic) (C) $1.00 kingkong
Basketball (U) $1.50 franchise
Bowling (R) $1.00 kingkong
Dare Diver (ER) $3.00 anders
Superman (ER) $4.00 anders
Night Driver (U) $1.00 chrisw
Golf (C) $2.00 franchise
Circus (C) $1.00 bones
3-D Tic-Tac-Toe (ER) $1.00 anders
Steeplechase (R) $2.50 bones
Submarine Commander (ER) $11.00 squire
Space Invaders (C) $0.50 anders
Adventure (pic) (U) - w/inst $1.50 anders
Soccer (U) $1.00 kingkong
Checkers (ER) $3.00 bones
Dodger Cars (ER) - lbl wear $2.00 anders
Arcade Pinball (R) $2.00 chrisw
Asteroids (U) $0.50 anders
Super Breakout (C) - w/inst $1.50 anders
Missile Command (R) $0.50 anders
Defender (C) $0.50 anders

Absolute

Skateboardin' (R) - w/inst $2.50 anders

Activision

Dragster (U) $1.50 anders
Boxing (U) - w/inst $1.00 kingkong
Checkers (ER) - w/inst $6.00 chrisw
Fishing Derby (U) - w/inst $1.50 anders
Skiing (U) - w/inst $1.00 kingkong
Bridge (R) $3.00 shihab

Tennis (C) $0.50 anders
Laser Blast (C) - w/inst $1.50 anders
Freeway (U) - w/inst $2.00 anders
Kaboom! (U) - w/inst $1.50 anders
Stampede (U) - w/inst $1.50 anders
Ice Hockey (ER) - (blue lbl) $1.50 anders
Barnstorming (U) - w/inst $2.50 shihab
Grand Prix (U) - w/inst $1.50 anders
Chopper Command (U) - complete $2.50 anders
Chopper Command (blue lbl) (ER) - w/inst $2.00 anders
Megamania (U) - shrinkwrapped $3.50 shihab
Starmaster (U) $0.50 anders
Pitfall! (blue lbl) (ER) - w/inst $3.00 anders
Sky Jinks (R) - w/inst $1.50 anders
River Raid (U) $1.50 anders
Spider Fighter (U) $1.50 anders
Seaquest (R) - w/inst $1.50 anders
Oink! (R) - w/inst $2.50 anders
Dolphin (R) $2.50 anders
Keystone Kapers (ER) - (blue lbl) $3.50 shihab
Enduro (blue lbl) (ER) - w/inst $1.50 anders
Plaque Attack (R) $2.50 anders
Robot Tank (R) - w/inst $2.00 squire
Crackpots (R) $2.50 shihab
Decathalon (R) $4.00 anders
Pressure Cooker (R) - complete $4.50 gmccl
Space Shuttle (blue lbl) (ER) $3.00 anders
Pitfall II: Lost Caverns (R) $3.50 shihab
H.E.R.O. (R) $3.50 shihab
Beamrider (R) $5.50 shihab
Cosmic Commuter (R) $7.00 squire
Kung-Fu Master (R) - w/inst $2.00 anders
Commando (R) - complete $1.50 shihab
Rampage (R) $6.00 shihab
Double Dragon (R) $4.00 squire
Ghosbusters (R) $2.00 shihab

Amiga

Mogul Maniac (ER) $6.00 safe

Apollo

Skeet Shoot (R) - complete $5.00 kenny
Space Cavern (red lbl) (U) $1.50 anders
Racquetball (orange lbl) (U) $1.00 kingkong
Lost Luggage (blue lbl) (U) - w/inst $4.00 bones
Shark Attack (blue lbl) (U) $1.50 kingkong
Infiltrate (blue lbl) (U) - w/inst $1.50 anders

CBS Electronics

Wizard Of Wor (R) $1.50 anders
Gorf (U) - w/inst $1.50 anders
Blueprint (writing on lbl) (U) $1.50 anders
Solar Fox (U) $0.50 anders
Omega Race (U) - w/inst $3.00 chrisw
Mountain King (R) $2.00 anders

Coleco

Donkey Kong (C) - w/inst $1.50 anders
Zaxxon (U) $2.50 anders
Venture (C) - w/inst $1.50 anders
Mouse Trap (U) - w/inst $1.50 anders
Smurfs: R.I.G.C. (U) - w/inst $3.00 anders
Donkey Kong Jr. (R) $1.50 anders
Front Line (R) $4.00 owner

Cooper Black

Dragon Treasure (ER) $6.00 anders

Data Age

Encounter At L-5 (U) - w/inst $1.50 kingkong
Warplock (C) $2.00 chrisw
Sssnake (C) $3.00 kenny
Airlock (C) $1.00 kingkong
Bugs (U) - w/inst $3.00 kenny
Journey Escape (C) - w/inst $1.00 spider
Bermuda Triangle (R) - w/inst $2.00 anders

Epyx

Summer Games (R) $2.00 anders
Winter Games (R) - w/inst $0.50 anders
California Games (R) $0.50 anders

Froggo

Task Force (R) - complete $5.00 bones
Sea Hawk (R) $4.00 bones

Imagic

Trick Shot (R) - w/inst $1.50 anders
Demon Attack (blue lbl) (ER) - w/inst $1.00 anders
Star Voyager (C) - w/inst $0.50 anders
Atlantis (U) - complete $2.00 anders

Cosmic Ark (U) - w/inst $0.50 anders
Fire Fighter (R) $1.50 anders
Shootin' Gallery (ER) $10.00 kenny
Riddle of the Sphinx (U) - w/ inst $0.50 anders
Dragonfire (C) - w/inst $0.50 anders
Fathom (R) $1.50 anders
Solar Storm (R) $2.50 bones
Moonsweeper (U) $1.50 anders
Laser Gates (R) $8.00 john

Konami

Pooyan (end quarter lbl missing) (ER) $3.00 adam

M Network

Adven of Tron (white lbl) (U) - w/inst $1.50 anders
Masters Of The Universe (R) $4.00 chrisw
Burgertime (R) - w/inst $3.50 battle
Kool-Aid Man (U) $2.50 battle
S.C. Football (white lbl) (C) - w/inst $0.50 anders
Space Attack (C) - complete $1.00 anders
Armor Ambush (C) - w/inst $0.50 anders
Tron Deadly Discs (U) $2.50 battle
Lock 'n Chase (C) - w/inst $1.50 anders
Frogs and Flies (U) - w/inst $2.00 jim
Super Challenge Baseball (C) - w/inst $0.50 anders
Astrosmash (U) - w/inst $0.50 anders
Dark Cavern (U) - w/instructions $1.50 anders
International Soccer (U) - w/inst $1.00 vince
Bump 'n' Jump (R) - w/inst $4.00 bones

Milton Bradley

Survival Run (R) $3.00 chrisw
Spitfire Attack (U) $3.50 anders

Mythicon

Sorcerer (R) $3.00 bones
Fire Fly (R) $1.50 kingkong
Star Fox (R) $1.50 kingkong

Panda

Space Canyon (R) $8.00 franchise

Parker Brothers

Star Wars: Jedi Arena (R) - w/inst $2.00 battle

Star Wars: Empire Strikes Back (C) $1.50 anders
S.W.:R.O.T.J.:D.S.B. (R) - w/sticker on lbl & inst $1.50 anders
Frogger (C) - w/inst $1.50 anders
Amidar (U) - w/inst $1.50 anders
Super Cobra (end lbl missing) (U) $0.50 anders
Reactor (U) $0.50 anders
Tutankham (U) - w/inst $0.50 anders
Sky Skipper (R) - end lbl missing $1.00 kingkong
Q*Bert (C) - w/inst $0.50 anders
Spider-Man (R) $1.50 anders
Strawberry Shortcake: Musical Match-ups (R) - complete $2.50 anders
G.I. Joe Cobra Strike (U) $1.50 anders

Sega

Tac-Scan (U) $1.50 kadams
Star Trek S. O. S. (R) $2.00 franchise
Buck Rogers: Planet Zoom (U) - w/inst $3.00 chrisw
Congo Bongo (R) $2.50 anders

Spectravision

Gangster Alley (end lbl wear) (R) $2.50 anders
Planet Patrol (R) $0.50 anders
Tapeworm (R) $3.50 battle

Telegames

Super Challenge Football (U) $1.50 franchise

Telesys

Coco Nuts (fancy cart) (R) - w/inst $2.50 anders
Fast Food (fancy cart) (R) $3.00 battle

Tigervision

Threshold (R) $5.00 franchise
Polaris (ER) $16.00 zazoo

20th Century Fox Video Games

Worm War I (Sirus) (U) $2.00 mro
Beany Bopper (Sirus) (R) $1.50 anders
Deadly Duck (R) $1.50 anders
Mega Force (R) $1.50 anders
Alien (R) - w/inst $2.00 mro
Turmoil (U) $1.50 anders
Crypts Of Chaos (R) - w/inst $3.50 bones
M*A*S*H* (U) $1.50 anders

Porky's (R) - w/inst $2.00 mro
Revenge Of The Beefsteak Tomatoes (R) $5.00 bones

U.S. Games

Space Jockey (C) - w/inst $1.50 shihab
Sneak 'n Peek (R) $2.50 shihab
Word Zapper (U) - w/inst $2.00 shihab
Commando Raid (R) - w/inst $2.50 shihab
Name This Game (R) - w/inst $2.50 shihab
Towering Inferno (U) - w/inst $2.00 shihab
M.A.D. (R) $5.00 shihab
Gopher (R) - w/inst $3.00 shihab
Squeeze Box (ER) - w/inst $5.50 shihab
Eggomania (R) - w/instructions $3.00 shihab
Picnic (fancy cart) (ER) $5.00 franchise
Piece O' Cake (fancy cart) (ER) - w/inst $4.00 shihab
Raft Rider (fancy cart) (ER) $5.00 shihab
Entombed (fancy cart) (ER) $5.00 shihab

Xonox

Chuck Norris Superkicks (ER) $15.00 kenny
Sir Lancelot (ER) $25.00 kenny

Zellers

Ocean City Defender (ER) $8.00 kenny

Zimag

Tanks But No Tanks (R) $10.00 kenny

Systems & Peripherals

Atari 2600: Four switch, wood front panel in orignal box
w/two joysticks, set of paddles, power supply, R/F modulator,
owners manual and the following loose games: Combat, Defender,
Space Invaders, Missle Command, Pac-Man, Asteroids,
Swordquest Fireworld, Raiders Of The Lost Ark, E.T., Pole Position,
RealSports Football, Vanguard, Ms. Pac-Man, Target Fun, Laser Blast,
Kaboom!, Chopper Command, Pitfall!, Donkey Kong, Cosmic Ark,
Astrosmash, M*A*S*H*, Star Wars: Jedi Arena, Mega Force, and M.A.D.
$48.00 masterc

Sears Video Arcade: Six switch, wood front panel w/two joysticks,
power supply, R/F modulator and the following loose Sears games: Space
Invaders, Night Driver, Bowling, and Asteroids
$5 min
Remote Control Joysticks - complete in orignal box

$11.00 chrisw
Atari 2600 Manual Package:
Air-Sea Battle, Outlaw, Slot Racers, Canyon Bomber, Super Breakout,
Street Racer, Backgammon, 3-D Tic-Tac-Toe, Video Olympics, Breakout,
RealSports Baseball, Swordquest: Fireworld, RealSports Volleyball,
RealSports Football, Centipede, Millipede, 1981 Green Catalog,
1981 Red Catalog, 1982 Red Catalog, 1983 Fold-Out Catalog,
The Atari Advantage 7800 Collectors Poster, Barnstorming,
Spider Fighter, Activision Spring 1982 and Acti Summer 1982 Catalog
$7.00 shihab
Track & Field controller for 2600 $7.00 adam
2600 Joystick $1.00 anders
2600 Joystick $1.00 anders
Video Touch Pad $4.00 anders
Touch Me Handheld (SC) $4.00 anders
Stuntcycle stand alone unit $10.00 owner
Atari Video Pinball stand alone unit $10.00 owner
Atari Game Center (no cover) $4.50 marc
Telegames Center $4.50 marc
Vid-Lid Plus (holds 10 games + inst) $4.00 anders
Wood Game Holder (hold 16 games) $6.00 owner

Atari 7800

Atari

Centipede (R) - w/inst $2.00 anders
Asteroids (R) - complete $3.50 anders
Dig Dug (R) - w/inst $0.50 anders
Food Fight (R) $1.00 briang
Galaga (R) $0.50 anders
Ms. Pac-Man (U) - w/inst $0.50 anders
Pole Position II (C) - w/inst $0.50 anders
Xevious (U) - w/inst $1.50 anders
Choplifter! (U) - w/inst $2.00 anders
Karateka (U) - w/inst $1.50 anders
Crack'ed (R) $1.50 anders
Dark Chambers (U) - w/inst $1.50 anders
Mat Mania Challenge (R) - shrinkwrapped $2.50 anders
Scrapyard Dog (R) - shrinkwrapped $1.50 anders

Absolute

Tomcat F-14 Flight Simulator (R) $7.00 masterc

System & Misc.

Atari 7800: w/owners manual, two joysticks, power supply, R/F modulator
and Pole Position II
$40.00 scott

Atari 7800 instruction package:
Centipede, Asteroids,Dig Dug, Joust, Robotron 2084, Desert Falcon,
Ballblazer, Touchdown Football, One-On-One Basketball, Hat Trick,
Impossible Mission, Crossbow, Ace Of Aces, Donkey Kong,
Donkey Kong Junior, Tower Toppler and Jinks
$2.50 anders
Atari 5200

Atari

Centipede (C) $2.00 masterc
Defender (C) $1.00 kingkong
Football (C) $2.50 masterc
Galaxian (C) $1.50 kingkong
Joust (U-) $1.50 kingkong
Jungle Hunt (U-) $1.50 anders
Kangaroo (writing on lbl) (C+) $1.50 kingkong
Missle Command (C+) $1.00 kingkong
Ms. Pac-Man (lbl fade) (U-) $1.50 kingkong
Pac-Man (C-) $1.00 danz
Pengo (writing on lbl) (R-) $2.00 mro
Pole Position (C+) - w/inst $1.50 kingkong
Soccer (C) $1.00 kingkong
Space Invaders (C) $1.00 danz
Star Raiders (C+) $1.00 kingkong
Super Breakout (C-) - w/inst $1.50 anders
Vanguard (U-) $1.50 jeffd

Activision

H.E.R.O. (R) $1.50 kingkong
River Raid (U) $3.00 masterc

CBS Electronics

Blue Print (R-) $2.00 kingkong
Gorf (R-) $3.00 masterc

Parker Brothers

Frogger (writing on lbl) (C+) $2.50 masterc
Popeye (writing on lbl) (C+) $2.00 masterc
Q*Bert (C+) $2.00 archangel
Star Wars: The Arcade Game (writing on end lbl) (R+) $5.00 adam
Super Cobra (writing on lbl) (R) $2.00 kingkong

Sega

Congo Bongo (R-) $1.50 kingkong

System & Peripherals

Atari 5200: Four port model in orignal box w/power supply, switchbox,
one working controller, and the following loose games:
Defender, Galaxian, Joust, Pac-Man, Pole Position, Super Breakout, and
Vanguard
$40.00 masterc
Working 5200 Joystick $7.00 masterc
Broken 5200 Joystick $1.00 masterc
Broken 5200 Joystick

Atari 400/800

Activision

Kaboom! (U) $4.00 paul
MegaMania (U) $3.00 garry
River Raid (U) - w/inst $4.00 paul

Atari

Ace of Aces (C) $2.50 james s
Asteroids (C) $4.50 jamesl
Barnyard Blaster (U) $2.00 austin
Basic (1985 version) (R) $3.00 james s
Basketball (C) $1.00 kingkong
Bug Hunt (U) $3.00 mro
Centipede (C) $1.00 kingkong
Defender (C) $1.00 kingkong
Donkey Kong (C) - w/inst $1.50 zzyzx
Donkey Kong Junior (C) $4.00 paul
Fight Night (U) $4.00 jamesl
Flight Simulator II (C) $2.50 zzyzx
Hardball (U) - w/inst $2.00 smitty
Jungle Hunt (U) - w/inst $2.00 smitty
Missle Command (C) $1.50 zzyzx
Necromancer (U) $4.00 paulc
Pac-Man (C) $1.00 kingkong
Pengo (U) $2.50 brianm
Pilot (U) $1.50 zzyzx
Pole Position (C) $1.00 austin
Qix (C) $5.00 brianm
RealSports Football (C) $1.00 paulc
Skywriter (U) - w/inst $3.00 zzyzx
Star Raiders (C) $1.00 kingkong
Super Breakout (C) - complete $5.00 paul
Typo Attack (U) $2.00 smitty

Big Five

Miner 2049er (C) $4.00 paulc

Epyx

Gateway to Apshai (U) - w/inst $3.00 paul
Pitstop (U) - w/inst $3.00 zzyzx
Silicon Warrior (C) $3.00 cmoore

IDSI

Pool 400 (R) $5.00 cmoore

Parker Brothers

James Bond 007 (R) $5.00 cmoore
Q*Bert (C) $1.50 zzyzx

Roklan

Deluxe Invaders (C) - w/inst $6.00 paul
Gorf (C) $4.00 paulc
Wizard Of Wor (C) $2.00 brianm

Romox

Princess and Frog (R) $8.00 cmoore

Sega

Buck Rogers: Planet of Zoom (U) $5.00 jamesl

Spinnaker

Alphabet Zoo (U) - complete $2.50 james s
Delta Drawing (U) - w/ inst $3.00 zzyzx
Facemaker (U) - complete $2.50 james s

Synapse

Shamus (C) - (very cool clear red cart) $6.50 brad

TG Software

Droids (ER) $5.00 jamesl

Thorn EMI

Kickback (U) $2.50 kingkong

Systems & Periphrals

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130 XE - tested w/power supply, two joysticks, and the following loose games
Donkey Kong, Flight Simulator II, Pac-Man, Star Raiders, and Skywriter.
$19.00 battle
65 XE - tested w/power supply and owners manual
$10.00 bill
Atari 800 - w/power supply and Atari service contract
$20.00 anders
800 XL - w/power supply and owners manual
$12.00 battle
1050 Disk Drive - untested w/power supply
$7.00 battle
XM 301 modem - untested

Suncom Animation station - untested w/owners manual
$4.00 zzyzx

This auction is dedicated to the Old Lady. Without her a lot of this would have been impossible. Thank You

3126. Atari Per. to serial ? cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: Brian Whitman <bwhitman@wpi.edu>
Message-ID: <Pine.OSF.3.96.971105231710.31038D-100000@wpi.WPI.EDU>
Source record: 68910

A long time ago I bought a cable that had the atari black plastic perhip. cable on one end and a rs-232 cable on the other. It was meant for hooking up a 1050 drive to my ST and transferring files for Xformer use or for downloading files and using them on my 130xe.

I am now using a Win95 system, and the 130xe is in the closet. Can I use that cable to somehow hook up my 130xe to my computer here and have my computer be its disk drive? My 1050 has long since bit the dust.

Thanks!

Brian Whitman
bwhitman@wpi.edu - http://www.netspace.org/users/bwhitman
MMW: http://www.netspace.org/mmw JMP: http://www.netspace.org/jmp
"we're forced to bed, but we're free to dream" - t.t.h.

3127. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63qblp$20o$5@triglav.iwaynet.net>
Source record: 68911
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

On 1997-10-23 he110@cleveland.Freenet.Edu(BillR.Core) said:
>I didn't catch the whole thread here. Is G-OS going to be a
>universal GUI for all 8-bit computers? What existing GUI (if any)

Well the GUI would be the CP ("Command Processor"),not the OS.

>will it resemble? If it were up to me, I would design a GUI
>with the best features of GEM (Atari ST), Intuition (Amiga), and
>NeXTSTEP (NeXt Computer). Namely, the Object-oriented nature
>of NeXTSTEP, combined with the Multitasking and extensibility
>of Intuition, along with the straightforwardness of GEM.

I HATED the ST's interface.The Amiga's was much better.And you could choose not
to load it.And Amiga's workbench let you pass lower-case filenames (or
whatever) to programmes.GEM translates all letters to upper-case.Really anoying
with ZOO or other programmes that take UNIX-like options.

Intuition has nothing to do with multi-tasking.That's the job of exec.
(="Executive Multitasker",the core of the Amiga OS)
You're thinking of Windows on the PC.
I never understood the point of having the CP multi-task the computer.

>One feature absolutely needed for any future GUI would be
>some sort of Slip or PPP stack. This would enable a WWW browser,
>IRC client, and Mail client to be written, which would
>increase the ability of the individuals involved to
>communicate easily and quickly. These would be the 'killer apps'
>that any new OS needs to gain acceptance.

SLIP and PPP would be device handlers,not part of the OS.
And from what I hear,SLIP would be hard enough to implement.Forget about PPP.

Net-Tamer V 1.09 - Test Drive

3128. Re: Bounty Bob Strikes Back (Miner II)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63qblm$20o$4@triglav.iwaynet.net>
Source record: 68912
Cross-posted to:
comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.classic,rec.collecting,alt.atari.2600,rec.games.video.atari

On 1997-10-17 reicher6@pilot.msu.edu said:
>looking for a copy of Bounty Bob Strikes Back for the Atari 800. I
>have many games for the Atari 2600, 400/800, 7800, 5200 and
>intellevision that I would be willing to trade. If you have a copy
>for trade, look at my web page at:
>http://pilot.msu.edu/user/reicher6/atari.htm
>for a list of games I own. I am willing to trade just about
>anything for BBSB!

I got it off of ftp.hackerz.com.
You'll need to use double quotes around filenames with spaces in them.
I wish that Yogi would use simpler filenames.

Net-Tamer V 1.09 - Test Drive

3129. what SIO device is being accessed when you get error#130?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63qblk$20o$3@triglav.iwaynet.net>
Source record: 68913

Has anyone ever wondered why you hear SIO timing-out noises when you try to access a non-existent handler.If there's no handler than how does the Atari know what SIO ID# to access?
Is there a special ID# reserved for a device could could directly answer CIO requests?
(like a file server)

Net-Tamer V 1.09 - Test Drive

3130. Re: Levels for classic games (Was: Caves for Boulder Dash Construction Kit)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63qbm8$20o$9@triglav.iwaynet.net>
Source record: 68914

On 1997-10-23 rsely@dhs.state.nj.us said:
>> Here's an idea:
>> Why doesn't somebody set up a web-site for levels made for
>>classic games. A lot of old games have level-editors, and have
>>gone out of fashion before the WWW became as popular as it is

So they could've been stored on FTP sites.You should really make a FTP site
your primary concern and HTTP secondary.
(HTTP is really not suited for downloading files)

>>today. Nowardays, there aren't many games with level-editors, so
>>instead, there should be a way of uploading levels for old games
>>so they can be shared. I believe that many games use the same
>>format for storing levels, so Atari 8-bit Boulderdash levels can
>>be used with the C64 version and vice-versa. Unfortunately, a lot

Unless they're stored in files I don't see how a Commodore game would use them.
The sector addressing is totally different.You'd have to use a conversion
programme.Remember that many Commodore games access the hardware directly where
all atari games must go through the disk drive OS.This means that Commodore
game disks can have different number of tracks and sectors-per-track where as
Atari drives numbers the sectors from 1 to the highest sector (usually 720).
There's no track or side numbers to deal with.Just a sinlge (16-bit) sector#.
You'd have to know where to put each sector in the DCM file.Also Commodore
uses bigger sectors.

>>of these games use non-standard disk-formats (eg. Mr. Robot
>>level-save disks), so some sort of utility would have to be
>>written for the XL to convert Mr. Robot levels into the sort of
>disk-format that can then be converted into DCM or XFD. That way,

DCM files can contain any kind of disks,not just file disks.

>>they can be uploaded and shared with C64 users, etc. > In fact,
>>someone could also make versiond of these classic games for the PC
>>that use exactly the same level formats (I believe that Mr. Robot
>>under an Atari Emulator cannot access non-standard disks like the
>one it uses to save games). >

Just put them up on umich.

Net-Tamer V 1.09 - Test Drive

3131. Re: Left Cartridge vs. Right Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63qbm4$20o$8@triglav.iwaynet.net>
Source record: 68915

On 1997-10-15 thor@math.tu-berlin.de(ThomasRichter) said:
>pbjurman@aol.com (PBjurman) writes:
>>I have an Atari 400, so that's probably why I don't understand the
>>difference between left and right-cartridge (since the 800 has
>>two cartridge ports). What is the difference (if any)? I only
>own left-cartridge programs.
>The difference is to which memory the cardidge is mapped to. The
>left-cartigde ROMs appear in the area of 0xa000 to 0xbfff, the
>right cartidge is mapped to 0x8000 to 0x9fff. I've heard of only
>one "right cartridge", a basic extension for the "standard" XL
>basic, to be used with "Atari Basic" as right cartridge.

To make this more clear,the left cartridge maps into the 40k mark and the right one to the 32k mark.Of course this applies to 8k (and 4k?) cartridges.
16k cartridges go into the left slot and take up both areas.
The Atari will only run (and init) a cartridge that's pluged into the corect slot.This makes copying 8k cartridges easy.You just put BASIC in the left slot and the game in the right and use a BASIC programme to copy it to a file.You'll also have to append run and init addresses and prepend a binary-file header.
(it's not like MS-DOS)

The R-Time8 cartridge can be used in either slot.

Net-Tamer V 1.09 - Test Drive

3132. Re: Atari disks and emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63qbmc$20o$11@triglav.iwaynet.net>
Source record: 68916

On 1997-10-27 same said:
>Hello,
>Just dug out all my old Atari 8-bit software on floppy, and have
>downloaded a couple of emlators for my PC. I sold my
>Atari+peripherals years ago, but would love to get access to all
>this amazing software. Is there anyway to transfer those files on
>my old disks to my PC without having access to an old Atari drive
>to hook up to my PC. I have a 5 1/4 drive for my PC -- can any
>emulators out there today read Atari disks if they're in that
>drive? What are my options?

Atari disks can be used in a PC drive.But only the top side.The PC disk drive doesn't let you flip over the disk.Hence the addition of a up-side-down drive head;perhaps the most useless floppy drive enhancement ever made.

Net-Tamer V 1.09 - Test Drive

3133. Re: Original Atari Developers Documentation!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63qbma$20o$10@triglav.iwaynet.net>
Source record: 68917

On 1997-10-19 darkroo4m@ix.netcom.com said:
>Hi,
>Well, I finally decided to go look for more stuff, knowing that I
>must have more lying around. And....I found a whole box of
>original Atari Developers documentation. I found the original BIOS
>source code, and the original DOS source code....amongst other

Are you talking about the ST?
The ST has a BIOS,GEMDOS,XBIOS and AES.
This newsgroup is for the Atari home computer system,not the ST.

Net-Tamer V 1.09 - Test Drive

3134. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63qblt$20o$6@triglav.iwaynet.net>
Source record: 68918
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

All in all,I'm happy with staying with the ordinary Atari OS.

On 1997-10-24 zhulien@alphalink.com.au said:
>> I didn't catch the whole thread here. Is G-OS going to be a
>> universal GUI for all 8-bit computers? What existing GUI (if any)
>Firstly we are currently designing a HAL (hardware compatibility
>layer) that sits on top of the CPU to make all computers (8, 16 or
>32 bit) alike from the programmers point of view.

A 32-bit 6502???

>> will it resemble? If it were up to me, I would design a GUI
>> with the best features of GEM (Atari ST), Intuition (Amiga), and
>> NeXTSTEP (NeXt Computer). Namely, the Object-oriented nature
>> of NeXTSTEP, combined with the Multitasking and extensibility
>> of Intuition, along with the straightforwardness of GEM.
>The OS is the next stage after the HAL and will probably have a CLI
>and a GUI - I am opting for a shared library/devices scheme like
>AmigaDOS.

Actually AmigaDOS has nothing to do with libraries,besides being stored in one.
Exec handles the libraries.AmigaDOS just handles "handlers" like DOS
(the "filesystem handler") and CON:. (as opossed to exec's "devices")
Term programmes go straight to the OS instead of AmigaDOS's SER: handler.
I think that you meant "AmigaOS".

I never liked the arangment my self.Why would the "dos" library handle output
to the screen?
It's really more properly called the "UNIX" library since it organizes access
to the OS (which is VERY unlike UNIX) in a UNIX-like fashion.
(file handles,device handlers that take filenames (like DF0: and CON:))

Net-Tamer V 1.09 - Test Drive

3135. Re: ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: "Ross J. Hartley" <ross@argohouston.com>
Message-ID: <3460140B.2332@argohouston.com>
Source record: 68919

Spaten wrote:
>
> I've seen Yogi's ATR megaimages at 1meg, how is this done, can they be
> larger?
>
> spaten@earthlink.net

I have a 10 Meg image with about 9 Megs of games. I think you can use
the APE program to initialize it, and use MyDos to format/access it.
Unfortunately, with a 64 file per directory limit, I have MANY
directories.

3136. Re: Browse Atari 8-bit disks on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3460726F.255CBA6F@ix.netcom.com>
Source record: 68920
Body handling: HTML body converted to readable text

PBjurman wrote:

From what
I've heard, there's a few FTP libraries on the Internet that have

lots of games and
programs for the Atari 8-bit computers. Is there some PC

software that would
allow me to download the file from the Internet and write

the file to a 5.25"
disk for use in my Atari? Thanks for your help!

-Sam

S a m H a r t
m a n n p b j u r m a n @ a o l . c o m

AgentQ on #rgvc - Visit
the Video Game High Score Page:

http://members.aol.com/pbjurman/highscores.html

Sam,

Actually
there is. It is a conversion of SIO2PC from Nick Kennedy, called 1050-2-pc.
It requires a variation of the SIO2PC cable. It connects from the PC serial
port to only one floppy drive (only one SIO device can be used on this
cable). The software is a modified version SIO2PC to make the PC the controlling
unit instead of the Atari 8-bit computer controlling the PC. Nick specifies
all of the construction for the cable. Check
ftp://atari.archive.umich/atari/8bit/emulators
..

--

Robert S Ely --- Communications
Systems Technician

rsely@dhs.state.nj.us
-or- rely@ix.netcom.com

====|||====Atari 8-bit user
since 1982====|||=====

```
===/ | \==130XE--Sparta
DOS X--BASIC XE==/ | \====
```

3137. Vidar Olavesen Contact ME!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: bfuehring@aol.com
Message-ID: <19971105160201.LAA22257@ladder02.news.aol.com>
Source record: 68921

I got your check in the mail. However, you never did tell me that you wanted the item for sure.....Since I didn't here back from you in over a week, I deleted your e-mail. Also, you never did send your address. I do have an address on the check, but I cannot translate so the post office can ship. I presume Norge is Norway, right? let me know Asap so I can get this out.

3138. Re: M.U.L.E. copy protection

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: Tim Irvin <ziggy29@netgate.net>
Message-ID: <B0868DDC-C47D@205.214.160.75>
Source record: 68922

>I'm looking to buy a copy of MULE for the Atari 800. Given that this will
>be on o-l-d media, I'm very interested in making a personal backup to play
>off of, but I understand that this game is copy protected. What is the
>best way to duplicate this disk?

Some people with the right equipment may be willing to copy it. That's
probably the best solution for a "onesie-twosie" type need. There is
also an "ATR to disk" program which will take a (usually 90K) ATR
image and copy it into a disk, though this will require at least a 1050
drive even for a single density disk because the ATR is slightly larger
than the 90K you can fit on a single density disk with or without any
DOS.

If you have a lot of copy protected disks you want to protect, an
investment in an 810 or 1050 with a Happy or Archiver chip may be the
best bet--they can be found for $30-75, depending on which model and
the profit motive of the seller...

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

3139. Re: Left Cartridge vs. Right Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63qbm1$20o$7@triglav.iwaynet.net>
Source record: 68923

On 1997-10-23 rga24@cam.ac.uk said:
>>table. This would allow our cartridge to install itself as the
>>default display output...so any program that did not write
>>directly to the hardware, but went through the standard display
>>output BIOS calls, would work with our board...transparently!

Not to put too fine a point on it but it's the ST that has a BIOS,not the Atari.
I assume that you're talking about the Atari HCS ("Home Computer System")
becuase you mention the fabled SuperCartridge page,$D5.
(which is what XON.COM for SDX accesses to switch the cartridge back in)

If the programme did call device handler routines directly,then it wouldn't
work with your upgrade nor any other RAM screen handler.It would also not work
on all versions of the Atari since the handler routines move from version to
version.Better to go through the OS (CIO).

The same goes for the PC.Programmes that access BIOS screen routines defeat
the purpose of loading super fast ANSI (CON:) drivers.
Then again ANSI does suck.
(you can't use multiple video buffers or read the contents of the screen or
use different character sets,like you can on the Atari)
Still it's anoying to try to unzip a file on a BBS and just get a bunch of
blank lines.(PKUNZIP uses the "ANSI interupt" rather than the OS)
ANSIPLUS does give you a lot more features than Microsoft's pathetic ANSI
driver.
(ANSIPLUS is the only ANSI driver I've used that doesn't depend on your
video BIOS.IT also takes advantage of 32-bit CPUs)
The BIOS is just nightmarishly slow on the PC.Especially if you can't shadow it
to RAM.Just set Telix to "BIOS screen writes" and press ALT-Z to look at the
help screen to see what I mean!
(why doesn't Telix store the help screen in a different video buffer?)

Of course just start up Linux to see a VT102 emulator (Linux's version of ANSI)
that runs incredibly fast.(remember that "less" uses ANSI/VT codes and it's as
fast as MS-DOS programmes that access video memory directly)

Net-Tamer V 1.09 - Test Drive

3140. non-artefacting version of Lode Runner up on Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63qbme$20o$12@triglav.iwaynet.net>
Source record: 68924

The file version of Lode Runner on Yogi's JellyStone site is different from the (normal) disk version.It doesn't use artefacting (320x200 mode).
So it'll work in emulators.

How did this come about?

Net-Tamer V 1.09 - Test Drive

3141. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63qblj$20o$2@triglav.iwaynet.net>
Source record: 68925

On 1997-10-28 rsely@dhs.state.nj.us said:
>Bill R. Core wrote:
>> I suggest that all new software being written for the A8 be
>> written in such a way that it fails to run on an emulator.
>> If people want to run something for the Atari computer, they
>> should just get a REAL Atari computer. To do this for the
>> Xformer is not that hard. just check a couple of locations for
>> impossible values on a real system.
>> ////Pakrat

Well if you're using artefacting (320x200) mode just use black on white instead
of white on black and it'll be useless on XL-IT since XL-IT always sets the
foreground brightness to the brightest(15) and leaves the background where it
is.This makes StarFleet nearly un-playable.
(of course the user could always switch to non-artefacting mode)

>Bill,
>Is that really nice!? I use both and am glad I can. The 130XE,MI/O,
>XF551, modem, hard drive, not to mention all the power supplies
>would be a mess moving to<>from work. Hense I use PCXf3.60 at work
>AND on my home PC (Pentium 133). This allows me to use programs at
>home and at work. I can move file easily from one platform to the
>other. I, for one, am glad there are emulators. Thanx to the
>emulator programmers!!!

Well just being graphics intensive makes it useless on the emulators.
(interlaced screens and such)

Net-Tamer V 1.09 - Test Drive

3142. Re: driver software available?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-05 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <63qblf$20o$1@triglav.iwaynet.net>
Source record: 68926

On 1997-10-28 tmscc.bell@sympatico.ca said:
>thanks to those who responded...my next logical question of course,
>where can I get the afforementioned driver software...anybody
>willing to send me a copy for the cost of disk(s) & postage?

Well the software only works with programmes that use the OS (CIO) to print
text to the screen.And it's slow.
(and BASIC defeats burst mode so it's even slower with it)

Since BobTerm accesses the screen directly,it comes with it's own version of
the XEP-80 driver.So if you just want to calls BBSs you can use that.
(only with BobTerm)

Net-Tamer V 1.09 - Test Drive

3143. Re: A trip back in time (Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: nelson.nieves@cybernetworking.com
Message-ID: <878776677@cybernetworking.com>
Source record: 68927

Hi Bill,
I asked as I am thinking about putting up an Atari 8-bit programming
page. I haven't seen any.

-> I just released "Gem Drop" (written in Action! Comes with sourcecode!)

-> http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/

3144. needed Happy disk for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Eric Murphy <advweb@shell.wco.com>
Message-ID: <63r9sjgve2@news.wco.com>
Source record: 68928

I need the disk that came with the Happy for the 810/1050 and can't seem to find one. Can anyone help? Please email the reply as I tend not to check any news groups very often.

TIA
Eric

3145. atari 800xl system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: htr2001@aol.com
Message-ID: <19971106021501.VAA17329@ladder01.news.aol.com>
Source record: 68929

atari 800 xl sytem including disk drives/cassette drive/printer and Amdek color monitor plus over 50 items of software such as Chess/arcade games/wargames/letter perfect. All documentation available. System is completely operational and in excellent condition. Asking $50 or best offer - YOU pay shipping (from Miami Fla). I have a complete inventory I can fax or attach in Lotus 123 format (wk4) via email. Contact me via e-mail at HTR2001@aol.com and leave me your fax number or address. All items MUST GO - I need the room.

3146. Re: FS: Joysticks Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971106030001.WAA22185@ladder01.news.aol.com>
Source record: 68930

>Can anyone offer an opinion on which of these joysticks are the best?
>I've only had experience with the BOSS and the Epyx500 both of which
>seemed pretty good.

The WICO command control is great. Had mine for 12 years, still works as good
as first day!

3147. Re: NIRPAL

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971106025301.VAA21590@ladder02.news.aol.com>
Source record: 68931

>
>>Does anyone here have the PAL upgrade instructions for NTSC machines? I
>
>

All you need to do is pull the NTSC chip out of the board, and you are good to go. I have yet to run a PAL game that didn't work PERFECTLY by just doing this. I have said it before and I'll say it again, if you don't have a Pal chip you are using half an 8 bit Atari. Enjoy!

3148. Atari 8-Bit Computers: Frequently Asked Questions

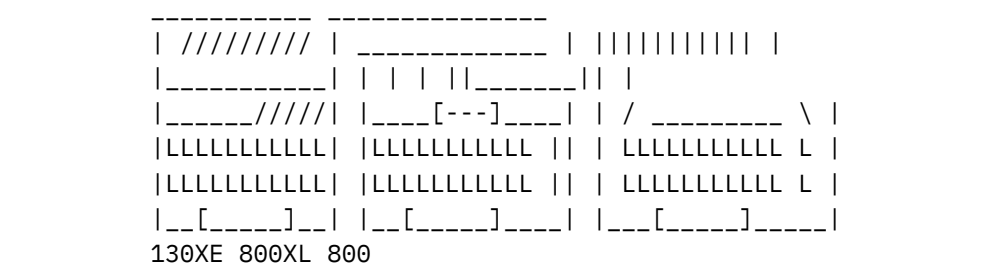
Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/faq_878808163@rtfm.mit.edu>
Source record: 68932
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

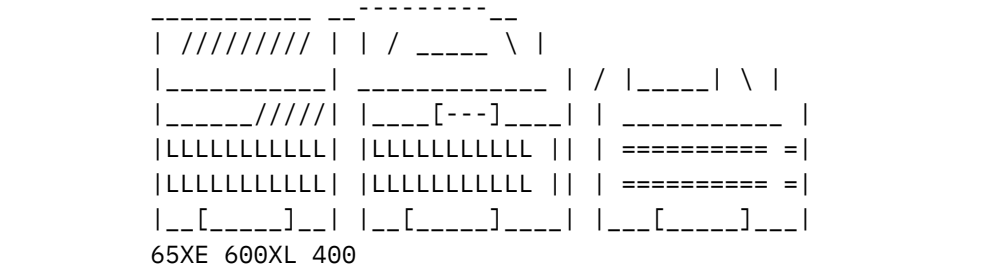
Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: October 25, 1997

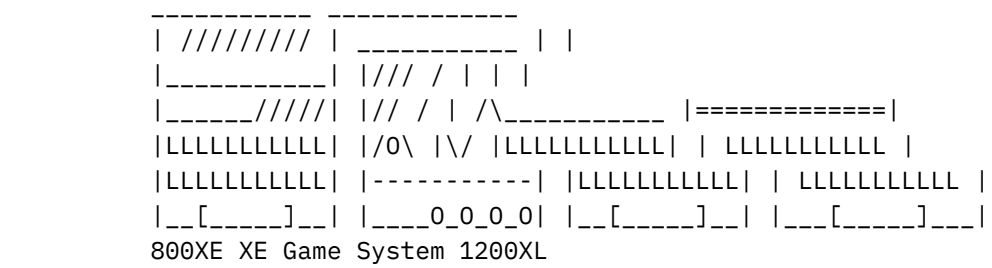
Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Frequently Asked Questions List







Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu

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given.

This FAQ list is in a constant state of development and comes with no guarantees. If you see any problems, I need to hear from you!

Please refer to the latest version of this FAQ list whenever possible! Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/faq/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/faq

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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0.1) Table of contents

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Reader-suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with Ultraspeed roms?
-with XEP-80

-with any particular terminal program

Video Upgrades
-Adding chroma\lumi to 800XL

How can I make my commercial boot disk (cart)
into a load file or disk image?

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE 800XE XE Game System

Here is a very condensed history of Atari, centered around their 8-bit
computers.

1972
Atari Inc. is formed by Nolan Bushnell, incorporated on Tuesday, June 27.
Atari created the first coin-operated arcade video game with the introduction
of Pong. The video game industry was launched and has shaped pop culture ever
since.

1976
Warner Communications acquires Atari Inc.

1977
Atari launches the Video Computer System (VCS), giving birth to home
video game systems.

1978
In December, Atari announces the Atari 400 and 800 personal computers, using
the 6502 microprocessor. The Atari 800 was code-named "Colleen"; the 400,
"Candy."

The following are most of the team who originally designed the 400/800.
Credit for providing this information for the FAQ goes to:
Doug Neubauer (by way of James Finnegan, mailto:finneganj@delphi.com)
Jerry Jessop, mailto:jjessop@ix3.ix.netcom.com
Scott Emmons, mailto:scotte@center.uscs.com

VLSI HARDWARE:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators - Partner in "Cyan Engineering"
Lawrence D. Emmons - Also one of the creators - Partner in "Cyan Engineering"
Joe Decuir - ANTIC and system and creator
???A French guy - ANTIC logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - POKEY logic design
Mark Shieu - POKEY chip design
Steve Stone - POKEY layout design
Steve Smith - Technician for ANTIC and GTIA

Delwin Pearson - Technician for POKEY

OS PROGRAMMERS:
Larry Kaplan
David Crane
Bob Whitehead
Al Miller

1979
The Atari 400 and Atari 800 Home Computers debut at the Winter Consumer Electronics Show (CES) in early January.

Jerry Jessop, mailto:jjessop1@home.com writes:
"The first official small shipment of the 400/800 was on August 29th 1979. These were hand built pilot run units to Sears that needed to be in stock by Sept. 1 so they could be placed in the big fall catalog. The units were placed in the Sears warehouse and then immediatly returned to Atari after the "in stock" requirment had been meet.

The first "real" consumer units were shipped in Nov. of 79 and were 400's to Sears followed very shortly by 800's."

These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 128 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 8 graphics modes and 6 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

1981
November: 400/800's begin shipping with the new GTIA chip in place of CTIA, increasing the palette of simultaneously displayable colors to 256 and adding 3 new graphics modes. CTIA is totally phased out by the end of the year.

Jerry Jessop, mailto:jjessop1@home.com adds:
"The very first proto systems did have the GTIA, but it had some problems and was not released in the consumer version until 1981. The GTIA was completed before the CTIA."

1982
The introduction of the 1200XL in late 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics

demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 16K Operating System offers many new features, including an alternate International Character Set.

1983
In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface (PBI), providing direct memory access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

1984
Warner Communications sells Consumer Electronics and Home Computer divisions of Atari Inc. to Tramiel Technologies on Monday, July 2.

Atari Corporation is formed by Tramiel Technologies and its products marketed under the Atari brand.

(Atari Games Corporation is also formed from the former coin-op division and markets coin-op games under the Atari Games brand.

Today Atari Games is an indirect, wholly-owned subsidiary of the Midway Games division of WMS Industries.

WMS Industries Inc.
3401 N California Ave
Chicago IL 60618-5899
USA
http://www.wms.com/

Midway Games Inc. (a division of WMS)
http://www.midway.com/

Atari Games Corporation (a subsidiary of Midway Games)
http://www.atarigames.com/)

1985
The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus the FREDDY chip, supporting the unique (but rarely used) ability for the 6502C and the ANTIC to independently access RAM banks. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface (ECI), continuing the powerful feature of direct memory access.

1987
In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

The 800XE, a 130XE with just 64K, was released at some point in eastern Europe. [WHEN???]

1992
Atari officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996
On July 31, 1996, Atari Corp. became a JTS Corp. subsidiary.
JTS Corporation, with headquarters in San Jose, Calif., was founded in 1994 to design, manufacture and supply enhanced-capacity hard disk drives for the notebook and desktop personal computer market. JTS offers an innovative line of ultra-slim 3.0-inch disk drives that provide higher capacity and lower cost per megabyte than competitive alternatives in the portable computer market. The president and chief executive officer of JTS, Tom Mitchell, was formerly the president and chief operating officer of Conner Peripherals and co-founder, president and chief operating officer of Seagate Technology.

JTS Corporation
166 Baypointe Pkwy
San Jose CA 95134-1621
USA
Phone: 408-468-1800
Fax: 408-468-1619
mailto:info@jtscorp.com
http://www.jtscorp.com/

Atari Corporation (a JTS subsidiary)
http://www.atari.com/

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer,

ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his/her computer platform was developed years before the IBM PC or Apple Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a popular alternative in today's home computer marketplace.

Subject: 1.3) What are the some of the performance features of the 8-bit Atari?

Some of this text by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

CLOCK SPEED:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

SCREEN REFRESH RATE:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines

ANTIC AND THE DISPLAY LIST:
ANTIC CIO/BASIC Display Resolution Number of
Mode # Graphics # Type (full screen) Colors
---
2 0 Char 40 x 24 1 *
3 - Char 40 x 19 1 *
4 12 ++ Char 40 x 24 5
5 13 ++ Char 40 x 12 5
6 1 Char 20 x 24 5
7 2 Char 20 x 12 5
8 3 Map 40 x 24 4
9 4 Map 80 x 48 2
A 5 Map 80 x 48 4
B 6 Map 160 x 96 2
C 14 ++ Map 160 x 192 2
D 7 Map 160 x 96 4
E 15 ++ Map 160 x 192 4
F 8 Map 320 x 192 1 *
F 9 + Map 80 x 192 1 **
F 10 + Map 80 x 192 9
F 11 + Map 80 x 192 16 ***
* 1 Hue; 2 Luminances
** 1 Hue; 16 Luminances
*** 16 Hues; 1 Luminance
+ require the GTIA chip. 1979-1981 400/800's shipped with CTIA
++ Not available via the BASIC GRAPHICS command in 400/800's.

GRAPHICS INDIRECTION (COLOR REGISTERS AND CHARACTER SETS):
Nine color registers are available. Each color register holds any of 16
luminances x 16 hues = 256 colors. (Four registers are for player-missile
graphics.

Character sets of 128 8x8 characters, each with a normal and an inverse video
incarnation, are totally redefinable.

PLAYER-MISSLE GRAPHICS:
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

DISPLAY LIST INTERRUPTS (DLI's):
Screen modes can be mixed (by lines) down the screen using the Display

List - a program which is executed by the ANTIC graphics chip every
screen refresh:

All other screen attributes (color, player/missile horizontal position,
screen width, player/missile/playfield priority, etc.) can be ajusted
at any point down the screen via DLI's.

SCROLLING:
Fine scrolling (both vertical and horizontal) can be enabled on any
line on the screen.

SOUND:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.

A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following text was written by Chris Crawford and appears in De Re
Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a (PIA). However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an
instruction set, a program (called the display list), and data. The display
list and the display data are written into RAM by the 6502. ANTIC retrieves
this information from RAM using direct memory access (DMA). It processes the
higher level instructions in the display list and translates these instructions
into a real-time stream of simple instructions to GTIA.

CTIA ("Color Television Interface Adapter") / GTIA ("George's Television
Interface Adapter") is a television interface chip. ANTIC directly controls
most of GTIA's operations, but the 6502 can be programmed to intercede and

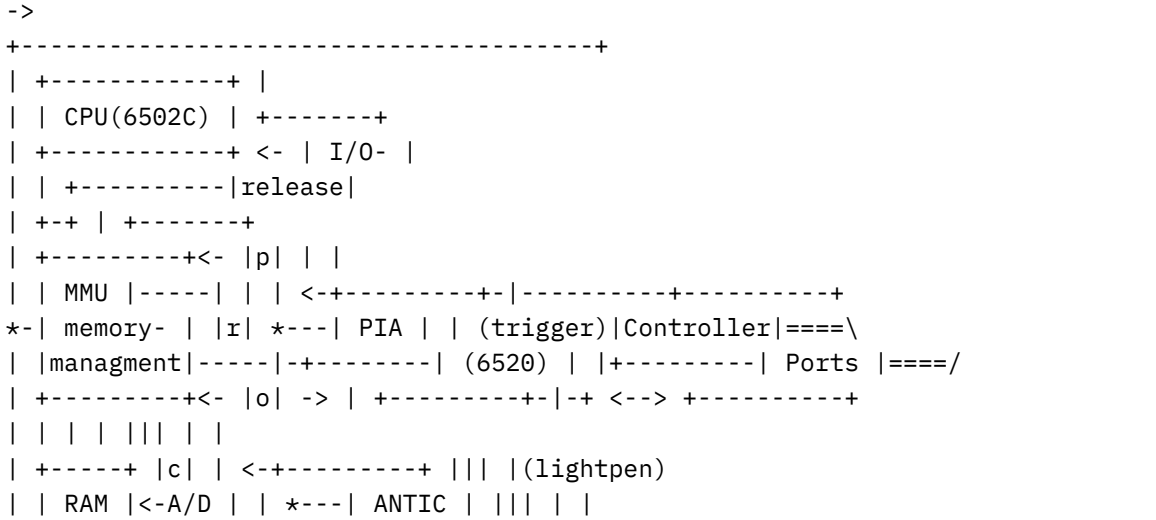
control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

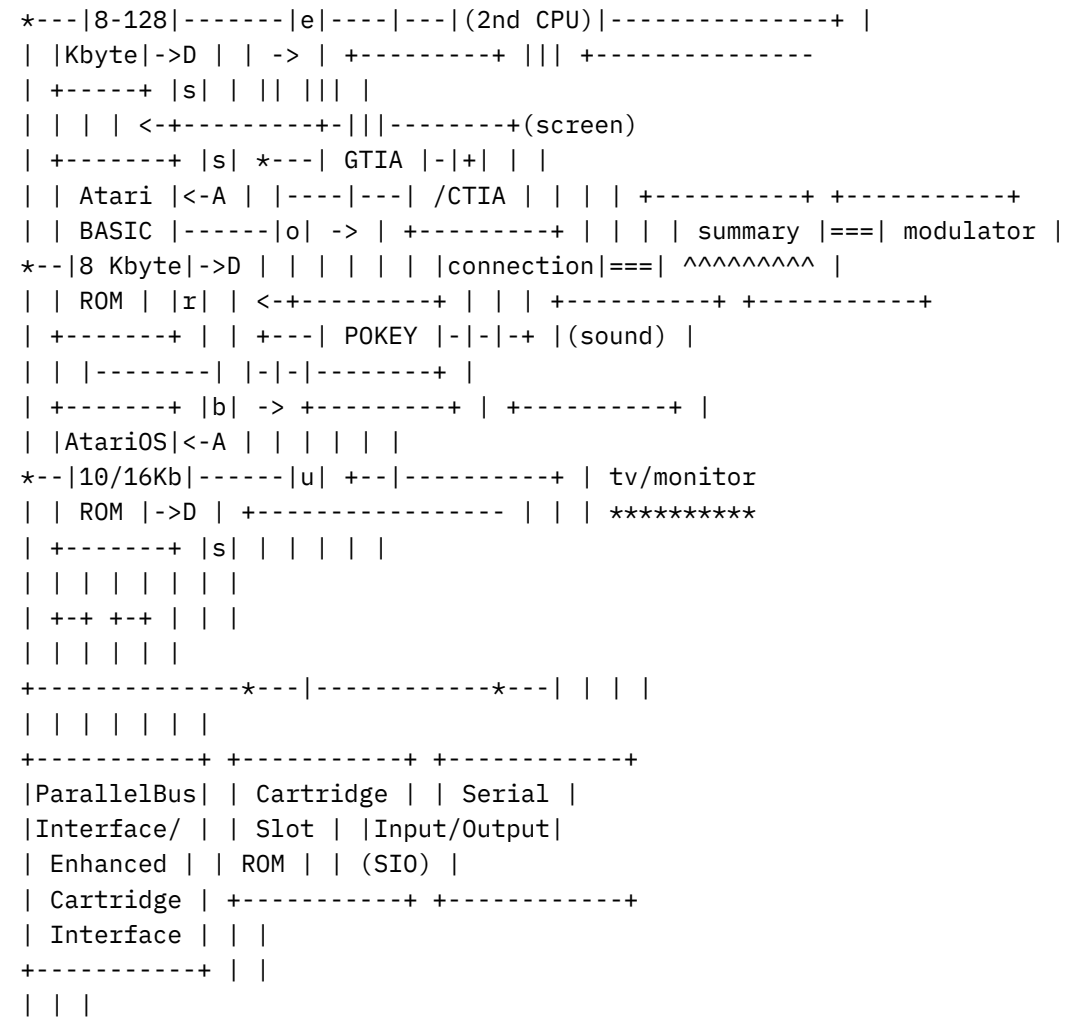
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDY, a RAM address multiplexer. According to mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "FREDDY is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. FREDDY also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a FREDDY but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from FREDDY, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to FREDDY for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say FREDDY does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO FREDDY) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.sb.sub.de (Peter))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800:8/16/48K,1200XL/800XL/65XE/800XE/XEGS:64K,600XL:16K,130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the Atari 8-bit family of computers, including the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986 when the earlier comp.sys.atari newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use alt.binaries.atari and alt.binaries.atari.d or upload the software to the University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

Subject: 2.2) What other Usenet newsgroups cover the 8-bit Atari?

news:comp.sys.atari.advocacy
Opinionated discussions about Atari computers. Unmoderated.

news:comp.sys.atari.announce
Announcements related to Atari computers. Dead newsgroup?
Moderated by Yat Siu, mailto:lexicor@world.std.com

news:comp.sys.atari.programmer
Programming Atari computers. Unmoderated.

news:rec.games.video.classic
Orphan home video game systems. Unmoderated.

news:comp.emulators.misc
Emulating one kind of computer on another. Unmoderated.

news:comp.emulators.announce
Announcements related to computer emulators.
Moderated by Qualcomm, mailto:emulators-request@qualcomm.com

news:alt.binaries.atari
uuencoded software for Atari computers. Unmoderated.

news:alt.binaries.atari.d
Descriptions/discussions on software posted on alt.binaries.atari. Unmoderated.

news:alt.binaries.comp.atari8bit
uuencoded software just for the 8-bit Atari. Not widely available.

Subject: 3.1) What is INFO-ATARI8?

INFO-ATARI8 is an e-mail list for discussion about the Atari 8-bit family of computers.

To subscribe to INFO-ATARI8, send a message to:
mailto:listserv@vm.marist.edu
that says:
subscribe info-atari8

Owner= HARRY@MARIST (A Harry Williams)

INFO-ATARI8 was created on December 9, 1986.

Subject: 3.2) What is the Classic Computers List?

The Classic Computers List is a discussion list for people who collect/preserve/restore old computers of any kind. If you would like more info you can find it at http://weber.u.washington.edu/~bcw/ccl.html .

If you don't have access to the web, then send an e-mail to mailto:bill@booster.u.washington.edu (Bill Whitson, ClassicCmp ListOp).

On the web site you'll find information on how to subscribe in addition to the two ClassicCmp FAQs. If you decide to subscribe, please read all three documents first.

Subject: 3.3) What is ATARIPL?

From: Wojciech Hartman <harti@waw.pdi.net>
Date: Saturday, March 15, 1997 3:51 AM

I am proud to announce that there is a mailing list "ataripl" for all polish-speaking Atari users and enthusiasts.

To subscribe the lists you have to send an email to mailto:majordomo@piwo.bl.pg.gda.pl containing a line "subscribe ataripl".

Subject: 3.4) What is ATARI8-L?

atari8-l mailing list

created especially for discussion about ANIX project (unix for atari8), but any atari 8bit related threads are welcome. english language only.

to subscribe, please mail a message to mailto:majordomo@zwieracz.psych.uw.edu.pl

containing a line:

subscribe atari8-l <mailing address you'd like to receive the list to>

in the body (not the subject) of your message

there is also mail2news gateway that translates all postings on the list to easy to read usenet articles, available read-only to everyone at: news://zwieracz.psych.uw.edu.pl/listserv.atari8-l

if you get any problems, please report to mailto:krap@zwieracz.psych.uw.edu.pl.

Subject: 3.5) What is ATARI8-PL?

Slaves (mailto:nic0@calia.daewoo.lublin.pl) writes:

I've got an excellent news for you - there's a new discussion list, ONLY about atari 8bit scene news, uploads on Taquart site, and so on. All in all, to make the first PL-ENG list about atari8. The creator and moderator of this list is Slaves (me). If you want to subscribe there, mail:

mailto:listserv@xenon.reset-pc.lublin.pl
subscribe atari8-pl

Subject: 4.0) What is XL Search?

XL Search is a new and growing search engine created and maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick), designed to provide much-improved access to the various PD/freeware/shareware Atari 8-bit software archives available on the Internet.

XL Search is located at: http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

You can also access XL Search via e-mail! Send mail to:
mailto:kendrick@zippy.sonoma.edu with the subject "xlsearch" for details.

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Bill Kendrick, mailto:kendrick@zippy.sonoma.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

Mirror web sites:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
http://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file and mail it to mailto:kendrick@zippy.sonoma.edu
(Bill Kendrick).

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no
(Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software
Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate
directory. Please include a readme file with each upload, so people know
what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

A mirror of Kevin Atkinson;s ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari
8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The
Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.7) What is the Slovakian Archive?

This FTP site contains some demos, games, utils, zines from all the world.
Here you can also find some Slovak or Czech stuff.

Contact: mailto:mchorvat@econ.umb.sk (Marco, of GMG)

ftp://svs.scsss.sk/pub/atari/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

Internet access to the Cleveland Free-Net (Cleveland, Ohio, USA):

telnet://freenet-in-a.cwru.edu or
telnet://freenet-in-b.cwru.edu or
telnet://freenet-in-c.cwru.edu

Type "go atari" at any menu.

Contact:
mailto:xx004@cleveland.freenet.edu (Atari SIG)

The Cleveland Free-Net now has a home page:
http://cnswww.cns.cwru.edu/net/easy/fn/

Subject: 5.2) What is the National Capital FreeNet Atari Users SIG?

Internet access to the National Capital FreeNet (Ottawa, Ontario, Canada):

telnet://telnet.ncf.carleton.ca (Type "go atari" at any menu) or
gopher://gopher.ncf.carleton.ca or
http://www.ncf.carleton.ca/

Contact:
mailto:ac382@freenet.carleton.ca (Jack Kitowicz) or
mailto:aa728@freenet.carleton.ca (Blair Dea)

Subject: 5.3) What is the Victoria Telecommunity Network Atari Users SIG?

Internet access to the Victoria Telecommunity Network (Victoria, British
Columbia, Canada):

telnet://freenet.victoria.bc.ca (Type "go atari" at any menu)

Contact:
mailto:ua558@freenet.victoria.bc.ca (Gordon Hooper) or
mailto:ud264@freenet.victoria.bc.ca (Ted Skrecky)

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
Wolfgang Burger, mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
Michael Steve, mailto:steve.2@osu.edu
http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
Stephen Christian, mailto:schrist@interlog.com
http://www.interlog.com/~schrist/taf/

BBS HOME PAGES:

Beco Tel
Bernard Kok, mailto:bernard@becotel.demon.nl
http://www.becotel.demon.nl/

Atari Inside
Marius Diepenhorst, mailto:pokey@dds.nl
http://huizen.dds.nl/~pokey/

The Last Hope
Ryan Goolevitch, mailto:ryang@trideja.com
http://www.trideja.com/lasthope/

OTHER HOME PAGES:

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

Beyond ....The Black Stump Atari Page
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:rob@ksk.sala.se
http://www.ksk.sala.se/~rob/dungeon/

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://graf.fciencias.unam.mx:100/~mariano/atari.html

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://www.cc.utah.edu/~krw8466

Atari 8-bit Emulator Page
Tony Smolar, mailto:asmolar@ma.ultranet.com
http://www.ultranet.com/~asmolar/atari8/

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://aegis.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/atarieng.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.execpc.com/~krieg/VidGames.htm

The M*U*L*E Web
David L. Tucker, mailto:dtucker@dtucker.ultranet.com
http://www.ultranet.com/~dtucker/

The Digital ANTIC Project
Kevin Savetz, mailto:savetz@northcoast.com
http://www.atarimagazines.com/

TIGHT group - Atari 8-bit stuff
Michal Franczak, mailto:mfranczak@ajax.umcs.lublin.pl
http://ajax.umcs.lublin.pl/~mfranczak/atari/

The Atari 400/800 and OSS
Paul Laughton, mailto:paul@laughton.com
http://www.laughton.com/paul/abps/oss/oss.html

InfoMan's Atari Page
Trevor Holyoak, mailto:infoman@poboxes.com
http://www.holyoak.com/atari/

BKproductions 8bit Power!
Will Fisher, mailto:blackat@direct.ca
http://www.ogopogo.com/blackat/8bit/

Atari Gaming Headquarters
Keita Iida, John Hardie & Les Caron, mailto:atari@mindspring.com
http://www.mindspring.com/~keita/agh.html

Phoenix Atari Connection
John Collins, mailto:bosco@inficad.com
http://www.inficad.com/~bosco/

ATARI XL/XE Computer - Welcome / Willkommen / Bienvenue
Ulf Petersen, mailto:ulf@antic.cls.de
http://members.aol.com/upetersen/atari.htm

Classic Video Game High Score List
Russ Melanson, mailto:rfm@primenet.com
http://www.primenet.com/~rfm/cvhigh.html

Nordic Atari Show (NAS) and Convention
Rolf Johansson, mailto:rojo@tripnet.se
http://www.tripnet.se/sak/nas/

Atari 8-Bit
Marcus Phillips, mailto:marcusphillips@geocities.com.
http://www.geocities.com/RainForest/4677/Atari8.html

Alternate Reality on the Web
Sean Noble, mailto:seaner@exo.com
http://www.pacificone.com/sean/

Captain Balde's Atari Bookmarks
Rich Tietjens, mailto:atari@teleport.com
http://www.teleport.com/~atari/

Computer Trading Zone
Sean Noble, mailto:trader@pacificone.com
http://www.pacificone.com/trader/

FM Atari 8bit Info
Fred Meijer, mailto:webmaster@meijer.demon.nl
http://www.meijer.demon.nl/

The Classics Exchange
David Wyn Davies, mailto:starwars@enterprise.net
http://homepages.enterprise.net/starwars/

The Fuji Federation
David Schmudde, mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fujihome.htm

Planet Irata...World of Atari
Tony Cervo, mailto:tcervo@slip.net
http://www.geocities.com/SiliconValley/Vista/3015/

Atari XL/XE Games And Demos
Sven Gleich / CubE, mailto:sven.gleich@mb1.tu-chemnitz.de
http://www.tu-chemnitz.de/~sgl/atari/

HeAvEn's Demo-Homepage
mailto:nadkar@fh-pforzheim.de
http://iraul1.ira.uka.de/~s_tomczy/

The Video Game High Score Page
Sam Hartmann, mailto:pbjurman@aol.com
http://members.aol.com/pbjurman/highscores.html

Atari 8-bit Projects & Stuff
Sidney Cadot, mailto:sidney@ch.twi.tudelft.nl
http://ch.twi.tudelft.nl/~sidney/atari/

The Atari Prototypes & Vaporwares Site
Curt Vendel, mailto:cvendel@aol.com
http://members.aol.com/cvendel/vaporware.html

Atari Preservation Society (APS)
mailto:ShelShock@aol.com (Dave Bell)
http://www.geocities.com/SiliconValley/Vista/1863/main.html

Atari 8-bit & Linux
mailto:pavel@atrey.karlin.mff.cuni.cz (Pavel Machek)
http://atrey.karlin.mff.cuni.cz/~pavel/atari/

Page of all Atarians and M.E.C. Group (Masters of Electric City)
Dhor, mailto:dhor@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~dhor/atari/atari.html

Atari Technical Information
mailto:trevin@xmission.com (Trevin Beattie)
http://www.xmission.com/~trevin/atari/atari.html

Ken's Atari 8-Bit Page
Ken Siders, mailto:ken_siders@compuserve.com
http://ourworld.compuserve.com/homepages/ken_siders/atari.htm

Cobra Team Home Page
Krzysztof Sieniawski, mailto:chris@superexpress.com.pl
http://chris.se.com.pl/

Break Movie Warehouse (ATASCII movies)
Tom D'Ambrosio, mailto:ambrosia@flash.net
http://www.flash.net/~ambrosia/index3.html

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #rgvc - Classic Games and Systems Collectors. "Rec.Games.Video.Classic"

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of

the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:76702.1076@compuserve.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
(There's also a 1.23 that's specific to PC XFormer)
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit

Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T XE v. 2.72 (128K) or Ice-T 1.1 (48K) by Itay Chamiel
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: X/Y/ZMODEM download
Autodial: Yes (2.7 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.7 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.7 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:draco@mi.com.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,

and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

Jon D. Melbo, mailto:ssilicon@lax.net sums it up this way:
So a basic rule of themb when sharing 360KB floppies among 360KB &
1.2MB drives is: Never do any writes with a 1.2MB drive to a disk that
has been previously written to in a 360KB drive....UNLESS... you only
plan on ever using that disk in the 1.2Mb drive from then on out. Of
course a disk can be reformated in a particular drive any time for use
in that drive. As long as you follow that rule, you can utilize the
backwards compatible 360KB modes that most 1.2MB drives offer.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 11.5), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need

a Multi I/O or Black Box, which use the PBI (parallel bus),
then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 11.5) What is SIO2PC?

Original text by Dave Paterson, mailto:davepat@total.net

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la US
Doubler).

All these functions are transparent at the Atari end; you never notice the
difference between SIO2PC and regular drives, except that the SIO2PC drives
are faster than any others (except Ramdisks and PBI interface drives).

Several different designs for the SIO2PC hardware are floating around. Best
contact the author for the latest details.

SIO2PC 4.13 is shareware by Nick Kennedy, mailto:nkennedy@cswnet.com

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Subject: 11.6) How can I convert my commercial boot tape into a cassette image file?

mailto:ernest@pi.net (Ernest R. Schreurs) writes:

For those of you that like ALL classic Atari software, there is now a way to store all software that has been recorded on cassette tapes on the hard disk of your PC. I have written a program that is similar to the SIO2PC utility written by Nick Kennedy. But this one is intended for use with cassette software. You will need the following items:

Any PC equipped with a sound card and about 50 to 100 Megs of free disk space to work with. The sound card should be able to sample sound at a sample rate of 44.100 Hz mono. The sample must be recorded into a .wav file.
You need the wav2cas program to convert the .wav file to a .cas file. The .cas file is a digital cassette image file that only contains the data that is on the cassette tape. Once you have that, you can throw away the .wav file. The .cas files are typically 16 to 64K, so they are relatively small.

To load cassette files into your Atari (i.e. boot a digital cassette image) you do not need a sound card. You do need a SIO2PC cable or similar device. You also need the cas2sio program.

The wav2cas and cas2sio programs should be available from the archives of Umich by now. They have been put together in one zip file wav2cas.zip, along with the documentation and the 'C' source code.
You can download it through the web interface at the URL
http://www.umich.edu/~archive/atari/8bit/Emulators/Peripherals/wav2cas.zip
Note the capital in Emulators and in Peripherals.
Thanks to William Kendrick for helping me get it uploaded there!
You can also try the gopher stuff:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Peripherals/

Steven Tucker, the author of APE, has added support for this file format as of version 1.15 of APE. It looks real neat, so try that out too! Thanks to Steven for adding a nice user interface for these cassette images. He did a nice job. I am hoping other using are willing to write some programs to get more enjoyment out of this underrated storage medium.

My stuff is available totally free for personal use, so I hope you enjoy it. Read the docs about the conditions.

Keep those XL's/XE's humming.
If you have any questions feel free to E-mail me: mailto:ernest@pi.net

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Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)

mailto:sup8pdct@closer.brisnet.org.au (James Bradford)
mailto:draco@mi.com.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Cheer-Up 1050 Clone of "Happy" 1050

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:

- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 67000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2001
SS SD/ED/DD 19200 bps or 38400 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB

= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF351 or XC35
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need to obtain one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Rare.
Fast but still relatively slow I/O, kludge through joystick ports for 800.

==> KPI Hard Disk Drive Interface (formerly Supra)
from K-Products (bobkla19@mail.tcd.net - Bob Klaas)
Some limitations on drive type and size and total number of drives in sys.

==> Multi I/O (MIO) (formerly from ICD)
from Fine Tooned Engineering (FTe) (ftooned@crl.com - Mike Hohman)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Black Box
from Computer Software Services (CSS) (76702.1076@compuserve.com - Bob Puff)
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface
from Konrad M. Kokoszkiewicz and Jacek Zuk
(see http://www.orient.uw.edu.pl/~conradus/docs/ide_eng.html)
o Maximum drive capacity: 16777215 physical blocks on each device.
o Maximum number of partitions: 16
o Maximum capacity of a partition: 16777215 logical sectors
o Logical sector length: 256 or 512 bytes
o Average speed (in kilobytes per second, WDC 130AB drive):
- Native mode, sequence of sectors (R): 75
- Emulation mode, sequence of sectors (R): 43
- Emulation mode, back sequence (R): 28
- Emulation mode, random sectors (R): 13
- Emulation mode, same sector (R): 29
- Emulation mode, DOS file (W): 7
- Emulation mode, DOS file (R): 36
o Booting from any partition (on the standard XL OS)
o Write protection capability
o 8 jumpers to set the device number for the operating system
o Sweet 16 compatibility

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

==> MSC IDE-Harddisk-Controller
created by Steve Birmanns and Matthias Belitz in Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
* real device for the parallel-port of the Atari XL-Series
* up to 240 partitions per harddisk supported
* emulates D1: until D9: of disk devices (access to 9 partitions at

one time)
* full bootable from any partition (with standard XL-OS)
* write protectition capability
* supports master/slave configuration
* more than 30 KB/s file access with SPARTA-DOS 3.2 gx (reading)
* more than 10 KB/s file access with SPARTA-DOS 3.2 gx (writing)
* access of ATAPI-CDROM with additional software

Subject: 12.4) What kinds of monitors can I use with my Atari?

In general, you either need a Composite Video monitor, or a standard TV.

Television:
You'll need a video cable (not detachable on the 400/800), and a TV Switch Box. Used with VHF Channel 2 or 3.

Monitor:
The 8-bit Atari produces a color Composite Video signal, plus separate chroma (color) and luminance (brightness) signals which the best composite video monitors can take advantage of. Popular examples of such monitors include the Commodore 1702 and 1804 (and many others).

The pinout of the Monitor port is in the pinout section of this FAQ list.

Gotcha's:

-the 400 and North American 600XL lack a monitor port entirely. They can only be used with a TV.

-the 800XL lacks separate chroma/lumi (can be added via hardware modification)

-the XE Game System provides an RCA-style jack in place of the Monitor port; so it provides Composite Video but lacks separate chroma\lumi signals

-the XEP80 Interface Module produces a monochrome Composite Video signal via an RCA-style jack. This higher-resolution signal produces crisp, clear 80 column text on 80-column monochrome composite video monitors.

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

"The best monitor for an Atari 8 bit that is readily available today would be a television with an S-video input---these tend to be large and high-quality, so the s-video input is the deciding factor there. You'll have to build the cable yourself, and if you have an XL you'll want to do the Super Video upgrade that Ben Poehland published in Atari Classics a few years ago---this puts the chroma signal back on the pin that it should be and cleans up the video signal enormously. It's really more of a fix than an upgrade.

I use a commodore split-video monitor. They work great and are cheap-to-reasonable when you can find them."

Jerry Jessop, mailto:jjessop1@home.com explains why French Ataris produce fewer colors:

"I will tell you why it only has monochrome out, because it's SECAM and a SECAM GTIA was never produced. The PAL GTIA is used in France and the Lum outputs are run into an onboard encoder to produce a "psudo" color depending on the Luminance output, composite only. This is why a SECAM VCS or 800 has nowhere near the same number of colors (16) availible as a PAL or NTSC unit (256).

The FGTIA was never completed as the market size did not warrant the expense. The largest SECAM market is not France but the Soviet Union (former) and in 80-84 sales of these items there were not possible."

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/developer list). SpartaDOS 3.3a and 3.3b were rewritten by Stephen J. Carden for use with BBS Express PRO!.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Home Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Home Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs

600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missile Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions. 410a - Taiwan
version
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 40-Column Printer -
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software. 2 SIO ports
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, w/ XE Term software. Permanent SIO cable
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
800D (Developers Bus System)
600 600XL, all black case
1000 Sweet 16 Project, lower end model. Became the 1200XL
1000-X Sweet 16 Project, higher end model. Became the 1200XL
1200 1200XL internally, many slight cosmetic differences
1200XLS 1200XL Show prototype, top-mounted cartridge slot
800XLF late 800XL with a redesigned motherboard, plus the FREDDY chip
1250XLD Earlier name for the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL 1400XL plus room for 2 internal 5.25" floppy drives
1450XLD 1400XL plus 5.25" floppy drive
1600XL Amiga/Amiga-like????
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE/AMY sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1060 CP/M Add-On Module -Z-80 CPU, 64K RAM, CP/M 2.2 OS, 80 column display
1090 XL Expansion System-5 PBI slots, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XF351 -a 3.5" drive.
XC35 -an XF551 with a 3.5" mechanism
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Thanks to Matthias Belitz, mailto:matz@kawo2.rwth-aachen.de for the European data in this section. I need more international help!

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have.

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

N O R T H A M E R I C A: INPUT = 115-120 V AC, 50/60Hz
==========
9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030
9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027,1090XL
24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:

830
5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE
6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P" (vaporware)
9 V DC 200 mA (1.8 W) adapter:
MPP1000C (the modem from MPP, interfaces via a joystick port)
9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600
9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200
5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297/DV1450 adapter:
1400XL,1450XLD

E U R O P E (and elsewhere?) INPUT = 220 V AC, 50 Hz
==========
5 V DC 1,8 A, #CO61763-107: 800XL
5 V DC 1,5 A (7,5 W) #CO61763-34 : 800XL (U.K., 240 V AC in)
5 V DC 1.5 A (7.5 W) #CO61763-11 : 65XE,800XL,800XE
two ones with the same part number, but different cases and different
input Values :#1, 65XE (Poland, made in Taiwan), Input 22 VA
#2, 800XL, Input 26 VA
9 V AC 27 VA (3.0 A) CO60592-34 : 1050
9V AC 0,5 A, CO#61516 : 1010
9,3V AC, 1,66 A CO# (not printed), FW 6799: 800

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2

1. Composite Luminance (not on North American 600XL's)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND

33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________

15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section mostly by mailto:winston@merk.com (Winston Smith)

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which

it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

o Carina BBS -- a product of Shadow Software. See Vendor list to contact.

o BBS Express! Professional -- a product of K-Products. See Vendor List.

o OASIS IV -- a product of ???

o Forem-XE Pro -- by Len Spencer. http://members.aol.com/lenspencer/

Subject: 13.6) What versions of Atari BASIC or the CTIA/GTIA chip do I have?

Atari BASIC:

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Freddy Offenga, mailto:offen300@hio.tem.nhl.nl adds:

there's another good answer (IMO):

You can also take a look at the part numbers on the IC's
inside your Atari and compare them with the numbers from
the following table:

Part# Version
~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~
CO12402 + CO14502 A
CO60302A B
CO24947A C

CTIA or GTIA installed?

In BASIC, type POKE 623,64 [RETURN] and if the screen blackens, you have the GTIA chip. If it stays blue, you have the old CTIA chip.

By the way, apparently no CTIA-equipped Ataris were shipped to Europe.

~~~~~~~~~~~~~~~~~~~~

Subject: 13.7) Which versions of the Operating System (OS) are there?

This section written by Freddy Offenga, mailto:offen300@hio.tem.nhl.nl

The following Operating Systems exist for the Atari 8-bit:

Rev.	System(s)	Models	Size	Part Nr(s)
A	NTSC	400/800	10kB	CO12499B, CO14599B, 12399B (*)
A	PAL	400/800	10kB	CO15199, CO15299, CO12399B
B	NTSC	400/800	10kB	(?)
B	PAL	400/800	10kB	(?) (*)
1 A	NTSC/PAL	1200XL	16kB	CO60616A, CO60617A
1 B	NTSC/PAL	1200XL	16kB	CO60616B, CO60617B (?) (*)
1	NTSC/PAL	600XL	16kB	CO62024
2	NTSC/PAL	XL/XE	16kB	CO61598B
3	NTSC/PAL	XE	16kB	C300717
4	NTSC/PAL	XEGS	16kB	C101687

(?) more information or confirmation required

(*) these versions should exist, although I've not seen them.
If you have one (or more?) of these, please contact me.

NOTE:
The 400/800 O.S's consist of three ROMs (two 4kB and one 2kB).

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

The following games support 4 player head-to-head play. Remember, only the 400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Breakout, Dandy, M.U.L.E., Maze War, Silicon Warrior, Survivor.

Thanks to mailto:jlodoen@shell.portal.com (Jeff M Lodoen) for initial info.

Subject: 13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in 10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right, rear of the main board. A 14 pin DIL chip. Actually it is an array of 5 transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be ON on the CPU. The problem has to do with the secondary winding of the Power Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it, not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it 'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 13.10) What is Omnimon?

--This section was written by Scott Charles, mailto:scharles@blast.net

Omnimon is a add in board for the Atari 400/800 series of computers and a replacement OS chip for the xl/xe series of computers. The original Omnimon board fit onto the OS board in the 800 series and had a switch attached to it to disable the board. The 400 series required you to bend the circuit board into a right angle for it to fit inside the 400's case. (It was designed to do this.). The Xl/Xe version replaces the OS Rom chip inside the computer with one that contains the Omnimon code, and a revised OS to make the XL more compatible (no translator disks needed).

Omnimon itself is a machine language monitor residing from $C000-$CFFF, with a few variations. It was designed in 1981 by David C. Young (who also wrote Cartcopy, a copier for the right slot of the 800) of CDY Consulting in Texas. The first software revision of Omnimon had a few basic commands and was only 4K long, only for the 400/800. The second revision required the addition of a bank select switch, and was 8K long. Since it was addressed by the 400/800 as 4K, when you needed to use the code in the other bank, all the text on the screen flips upside down, you flip the switch and hit any key. The Xl and Xe versions of Omnimon do their bank selecting through the normal XL port for this function, so it is seamless.

So what can you use Omnimon for? Its main claim to fame is its ability to interupt any running program by pressing and holding the SELECT-OPTION-RESET keys. Depending on the sequence you press determines what kind of warm boot the Atari does. SELECT+RESET does NO warm boot, preserving the stack and flag values of the 6502. OPTION+RESET allows a warm boot (as if you had just pressed RESET) and interupts the vector at $C (initialation vector).

I think you can see where we are going with this - Omnimon was developed as a machine language developer's tool, much in the same way that the Happy modification was developed for legitimate backups. I.E. far more people use both products for software piracy. If you have an Omnimon! in your machine and you try to boot up an Electronic Arts program, for example, you will get a message that says "REMOVE ROM AT $C000", and the program hangs. (Hence,the need for the disable switch on the 400/800 version. There is no way to disable the xl/xe version, just switch it to an alternative OS.) The 400/800 version, since the disable switch just deselects the mapping of Omnimon to $c000 area, can be switched on and off at will.

I myself did not know what Omnimon was used for until I was using a sector editor on a program called Pharaoh's Pyramid, from Master Control Software. On it is a sector that reads, "REMOVE OMNIMON YOU DIRTY PIRATE". This got me to thinking, what does that mean? After about 5 months of playing around

with the Omnimon board, I figured out how to use it to pirate software.
In fact, it can be used to make most boot disks into binary files, and remove
copy protection from countless more.

At the risk of sounding melodramatic, I can safely say that Omnimon hastened
the demise of the Atari 8 bit computer by 2-3 years, because of its power.

Subject: 13.11) What is the difference between NTSC and PAL machines?

Software written for NTSC (North America) will always work on PAL machines,
but software designed on PAL machines (Europe) won't necessarily work on
NTSC machines.

Wayne Booth, mailto:trek@ihgp15.ih.att.com writes:

The differences with PAL and NTSC have to do with the number of lines
displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they
refresh the screen 50 times a second doing 1/2 the lines each refresh
so they effectively repaint the screen 25 times a second. NTSC is
525 lines/screen with a 60 times a second refresh - again only half
the lines each refresh so a 30 times a second frame rate. This
would change the amount of time available during vertical sync pulse,
and the number of lines that need to be redrawn each time.

Subject: 13.12) Is the software for the Atari 8-bit computers "TV-standard
dependent?"

{some PAL demos flicker, or won't run at all on NTSC machines}

mailto:buesch@srv.net (Brent Buescher, Jr.) writes:

This is because PAL machines have a vertical refresh frequency of 50hz
(NTSC use 60hz) which translates into more vertical blanking time for
demos and other computation-intensive graphics software. So PAL demos
that won't work on NTSC machines are usually returning from a VBI
(vertical blanking interrupt) too late. Some also attempt to use more
vertical resolution ("longer" display lists) than an NTSC display can
handle.

mailto:thor@math.tu-berlin.de (Thomas Richter) adds:

Yes, it is. Mostly because the frequency of the vertical blank interrupt
is different (60Hz for NTSC, 50Hz for PAL). The old OS A was not clever enough
to notice the difference, so all system timings like the keyboard auto-repeat
function depend on the TV system. These parts of the OS have been corrected
with OSB and the XL versions of the OS. However, as most games install a
VBI, their timing does still depend on the frequency -> they will run
slightly slower for PAL versions.

Another point is that the popular pseudo-colors used in the Antic-F
(Graphics 8) mode are not colorful at all when displayed on a PAL TV, because
of differences in the color encoding for the TV. The schematics of
the Xl computers include however a hack how to change the PAL version to
the NTSC version (the PAL versions include two crystals, one with 5/4th of
the frequency of the other. One is used for the system clock, the other for
the color clock), but I never dared to apply it.

Subject: 13.13) What programming languages are available for the Atari?

Revision : 1.0
Date.... : 4/20/1997

==========
!!!! This section is under construction - HELP WANTED !!!!

The goal is to give information about all available languages
for the Atari 8-bit computer. This information will include;
title, last version, author, date and a short description.
It would also be nice to know how to get it and where to get
more information (like reference cards, reviews and such).

Some resources:
- The Multi-lingual Atari, Analog magazine 45, August 1986
- Assembler Interchange Format, Project description
Version 2.2, 2-2-1997, Freddy Offenga

If you like to help or if you've something to add already,
just contact me. There's still a lot work to be done....
Freddy Offenga, email-to: offen300@hio.tem.nhl.nl
==========
There are quite a lot! To get some structure in this section it's
divided into the following catagories;
a) ASSEMBLER
b) BASIC
c) C
d) PASCAL
e) LISP
f) FORTH
g) PILOT
h) LOGO
i) All the rest

[D] = available on disk
[C] = available on cartridge

a) ASSEMBLER
- 130XE+ Makro Assembler v2.2, 1992 (Torsten Karwoth) [D]
Two pass 6502 assembler/editor. Supports extra RAM.
Highly compatible with Atmas II.
- Alfasm, Version 1.0, 1990 (Jeff Williams) [D]
Supports 65816 instructions (for the Turbo-816 upgrade

from DataQue Software). This assember is also known as
the Turbo-Assembler/16.
- Atari Assembler/Editor, 1981 (Atari) [C]
Two pass 6502 assembler/editor.
- Atari Macro Assembler, 1981 (Atari) [D]
Two pass 6502 assembler/editor.
- Atmas II Makroassembler, 1985 (Peter Finzel, Hofacker) [D]
Macro assembler with integrated editor and monitor.
- Bibo Assembler, 1986 (Compy-shop) [D]
- Datasm/65 assembler, Version 2.0, 1981 (DataSoft) [D]
Two-pass 6502 assembler.
- EASMD, Version 1.0, 1981 (OSS) [D]
- MAC/65 Macro Assembler, 1982 (OSS) [D/C]
Two pass macro assembler/editor.
- MAE, 1996 [D]
Supports 6502 and 65816 mnemonics.
- Nasm65 assembler, 1992 (Nat!) [D]
Highly portable cross assembler (written in C). Initially
made for the Atari ST. Highly compatible with MAC/65.
- PC-65 Assembler, Version 1.0 beta, 1996 (Jan Feenstra) [D]
Two pass 6502 cross assembler for the PC. The source
format is highly compatible with the ST-65 assembler.
- Synassembler, 1982 (Steve Hales, Synapse Soft) [D]
Two pass 6502 assembler.
- ST-65 Assembler, 1991 (A. Stauffenberg, F.Offenga) [D]
A cross assembler for the Atari ST (written in 68000 asm).

b) BASIC
- Advan BASIC Compiler (Advan Language Designs)
- Atari 800 Basic, Version 1.0, 1981 (Microsoft) [D]
- Atari BASIC, Rev.C, 1983 (Atari) [C]
- Atari Microsoft BASIC II (Atari) [C]
- BASIC A+, Version 3.05, 1981 (OSS) [D]
- BASIC XL (OSS) [C]
- BASIC XE, 1985 (OSS) [C]
- Turbo Basic XL (Frank Ostrowski, Happy Computer) [D]
Interpreter, Version 1.5, 1985
Compiler, Version 1.1, 1985

c) C
- ACE C (John Palevich & Ralph Walden) [D]
This is a newer version of 'Deep Blue C'.
- C/65, Tiny C (OSS)
- C65
- CC65, 1989 (John R. Dunning) [D]
This public domain package includes; compiler, linker,
assembler and object librarian.
- CC8
- Deep Blue C, Version 1.2, 1982 (John Palevich, APX) [D]
Drawn from Ron Cain's public domain C-compiler.
- DVC C, Version 1.01, 1985 (Ralph E. Walden) [D]

- LightSpeed C, Version 1.08, 1986
(Clearstar Softechnology) [D]

d) PASCAL
- Atari Pascal, Version 1.0, 1982 (APX-20102) [D]
- Draper Pascal, Version 1.5, 1983 (Norm Draper) [D]
- Kyan Pascal, 1986 (Kyan Software) [D]
Package includes; compiler, linker and assembler.

e) LISP
- INTER-LISP/65, Version 2.1, 1981 [D]
(Special Software Systems, DataSoft)

f) FORTH
- ValForth (Valpar International)
- Extended fig-Forth (APX-20029)
- fig-Forth, Version 1.1 [D]
- fun-Forth (APX-20146)
- Grafik-FORTH
- QS Forth (Quality Software)

g) PILOT
- Atari PILOT, 1980 (Atari) [C]

h) LOGO
- Atari LOGO, 1983 (LCSI, Atari) [C]

i) All the rest
- Action!, 1983 (OSS) [D/C]
- Quick, Version 2.0, 1990 (Raindorf Soft) [D]

Subject: 13.14) What is the Atari XEP80 Interface Module?

This section written by: mailto:raukamp@dame.de (Thomas Raukamp)

Since the development of the Atari 8-bit line of computers in 1979, users wanted better text displays than the default 40x24. There has been some attempts to satisfy this need, like the Austin-Franklin board or the Ace 80/80xl cartridge. For more informations about these modifications read The Atari 8-bit Hardware Upgrade FAQ from David A. Paterson.

The Atari XEP80 Interface Module is Atari's entry to the 80 column field. It lets a XL, XE, 400 or 800 computer system display a full 80 columns across your monitor screen. The XEP80 provides a 256-character wide by 25-line display window. Up to 80 characters are displayed horizontally at once, and you can scroll horizontally all the way to the 256th character, depending on the application you're running. The XEP80 is connected to your system via a joystick port.

The XEP80 Module interprets commands from the computer for screen display or output to a printer. The module is supplied with an industry-standard 8-bit parallel port so you can connect a parallel printer to your Atari 8-bit (I

even use a HP LaserJet IV on my 130XE ;)).

All programs that use the standard screen call (E:) should be compatible with the XEP80 Module. The software provided by Atari supports a 320x200 graphics mode - this mode only support direct bit images. Note that you can't use all of the standard graphic capabilities of the Atari anymore.

Although Atari recommends a monochrome monitor for usage with the XEP80, it runs fine with any type of composite monitor. The output looks great on my Commodore 1084 for example.

Along with the module comes a software-package containing an AUTORUN.SYS file, which is the XEP80 handler. If you want to use the module with an application that is compatible with the XEP80, which has it's own AUTORUN.SYS file, you can append the application's AUTORUN.SYS on the module's AUTORUN.SYS.
****
Editors for the XEP80:
AtariWriter 80 by Atari
TurboWord by MicroMiser
emacs subset by mailto:slackey@slackey-sun.cisco.com (Stan Lackey)
MAE and its previous standalone editor ED

Subject: 13.15) What makes some XL/XE software incompatible with the 400/800?

Konrad M.Kokoszkiewicz, mailto:draco@mi.com.pl writes:

XL/XE software won't work on 800 if:

1) it uses shadow RAM at $C000-$CFFF and $D800-$FFFF
2) it uses RAM expansions at $4000-$7FFF controlled by PORTB $D301
3) it uses specific XL OS functions (like JNEWDEVC)
4) it uses illegal XL OS addresses.
5) it uses European Charset :)

Subject: 13.16) What games run only on the 400 and 800 models?

Here they are!

Alley Cat Synapse
Apple Panic Broderbund
Aquatron Sierra On-Line
Astro Chase Parker Brothers
Atlantis Imagic
Attack at EP-CYG-4 (by Bram) Romox
Bandits
BearJam Chalkboard Inc.
Boulders And Bombs CBS
Chicken Synapse
Disk 50
Dreadnaught Factor, The Activision

Drelbs Synapse
Forbidden Forest Cosmi
Galahad And The Holy Grail APX
Go Hayden
Gorf Roklan
Jet Boot Jack English
Juggler IDSI
K-Razy Antiks K-Byte
K-razy Kritters CBS Software
K-razy Kritters K-Byte
Kangaroo Atari
KoalaPainter Koala
Leo's 'Lectric Paintbrush Chalkboard Inc.
Leo's Links Chalkboard Inc.
LogicMaster Chalkboard Inc.
Lunar Leeper
Mario Bros. ('83) Atari
MicroMaestro Chalkboard Inc.
Micro Illustrator Chalkboard Inc.
Monster Maze Epyx
M.U.L.E.(early release only)Electronic Arts
Nautilus Synapse
Picnic Paranoia Synapse
Pool 1.5 IDSI
Protector II
Rack 'Em Up Rocklan
Shamus Synapse
Slime Synapse
Snapper Silicon Valley Systems
Space Dungeon Atari
Squish 'Em Sirius
Story Machine
Zaxxon 16K DataSoft
Zaxxon 32K DataSoft

Subject: 14.1) What vendors, developers, or publishers support the 8-bit
Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." Available via:

http://www.faqs.org/faqs/atari-8-bit/vendev/

and Usenet FAQ archives everywhere.

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 14.2) Where is my nearest 8-bit Atari BBS?

InfoMan (Trevor Holyoak), mailto:infoman@poboxes.com maintains a list called "Atari 8bit Support BBS's."

http://www.holyoak.com/atari/ATARIBBS.TXT

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rich Tietjens, mailto:atari@teleport.com maintains an Atari computer user group list at:

http://www.teleport.com/~atari/ugbbs.htm

Subject: 14.4) I'm new to the Atari. How do I use this thing?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

in Spanish: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt

If you'd like a text-only copy, simply send e-mail to mailto:kendrick@zippy.sonoma.edu with the subject:

send emulator faq

Subject: 14.5) Can I use an emulator to run my old Atari software on my new computer?

"The Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms.

See: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html

in Spanish: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt

If you'd like a text-only copy, simply send e-mail to mailto:kendrick@zippy.sonoma.edu with the subject:

send emulator faq

Subject: 14.6) What hardware upgrades, modifications and add-ons are available?

The Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ is maintained by
David A. Paterson, mailto:davepat@total.net or see:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Subject: 14.7) What is the HARD-Interlacing-Picture (HIP) format?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

For more information, see the HIP-FAQ, located at:
http://www.uni-karlsruhe.de/~Marek.Tomczyk/Atari8/hipfaq.html

or contact HeAvEn at mailto:nadkar@fh-pforzheim.de

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

==========
End of atari-8-bit/faq
==========

3149. Re: problems with null modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3461BA72.9CD3B4D@ix.netcom.com>
Source record: 68933

The Wraith wrote:

> First off I want to thank everybody that helped me out a few weeks ago
> with questions I had on my new 130XE. I tried to reply to everybody
> but some messages got bounced back.
>
> I'm finally starting to get that 130XE I bought a few weeks ago up and
> going. I ended up going back to that Thrift store and buying that
> second 1050 drive and while I was there I found an 850 interface for a
> $1.50! Someone sent me a ton of 8 bit disks (thanks Gail!) and I
> found several BASIC terminal programs on them. One called Proterm
> just locks up the system with a blank screen. I have two others one
> called AMODEM4 and the other JTERM. They both seem to work, only
> problem is that when I hook the 130XE to my PC with a null modem
> adapter in between I can send characters from the Atari to my PC,
> however; I can't send characters from my PC to the Atari.
> I'm going from the 9 pin 850 to a 25 pin which then goes to a null
> modem adapter (25 pin) and then to my PC which is also 25 pin.
> The comm port on my PC is ok because I can communicate with an
> external modem.
>
> Anybody have any idea's on what I'm doing wrong?
>
> Thanks,
>
> George Torch

George,
First off, I'd recommend locating a copy of Bobterm 1.21. That's what
most of us use. It's pretty much the standard term program. Next, are you
sure that the modem cable you have for the 8-bit side was designed with
the 850 pin out? It is NOT PC standard pinout. This may be your problem.
The following is the 850 pinout for R1:

Pin# 1 DTR 6 DSR DTR=Data Terminal Ready
2 DCD 7 RTS DCD=Data Carrier Detect
3 TXD 8 CTS TXD=Transmit Data
4 RCV 9 Logic Pull Up RCV=Receive Data
5 SGnd Shell N/C SGnd=Signal Ground (not chassis
Ground
DSR=Data Set Ready/Modem Ready
PC 9 pin RS232 pinout RTS=Ready to Send
Pin# 1 DCD 6 DSR CTS=Clear to Send
2 RCV 7 RTS RI= Ring Indication
3 TXD 8 CTS N/C=no connection

4 DTR 9 RI
5 SGnd Shell Chassis Gnd

These are the only ones I have handy at the moment. The 25 pin version has it's own layout, but that end on your cable is probably fine. That definition should be in your modem manual.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3150. Re: Atari Per. to serial ? cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3461B588.438F747D@ix.netcom.com>
Source record: 68934

Brian Whitman wrote:

> A long time ago I bought a cable that had the atari black plastic perhip.
> cable on one end and a rs-232 cable on the other. It was meant for hooking
> up a 1050 drive to my ST and transferring files for Xformer use or for
> downloading files and using them on my 130xe.
>
> I am now using a Win95 system, and the 130xe is in the closet. Can I use
> that cable to somehow hook up my 130xe to my computer here and have my
> computer be its disk drive? My 1050 has long since bit the dust.
>
> Thanks!
>
> Brian Whitman
> bwhitman@wpi.edu - http://www.netspace.org/users/bwhitman
> MMW: http://www.netspace.org/mmw JMP: http://www.netspace.org/jmp
> "we're forced to bed, but we're free to dream" - t.t.h.

Brian,
No. It needs a few minor modifications. BTW, the XF Cable uses the PC
Parallel port not the serial port. The infor for the mods/new cable
construction should be available from the maker, www.emulators.com . If not, I
have the info and can e-mail it to you.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3151. FS/T: Atari 8-bit computer items [11/06/97] {Christmas season special}

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <3468097a.2802657@nntp.ix.netcom.com>
Source record: 68935

All Video Game Advantage (VGA) FS/T lists are updated every ten days
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

This list was last updated on 11/06/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

2nd annual Christmas season special

From 11/06/97 until 12/20/97, all Computer item orders over $50 will
receive a 10% discount.

Computer systems included in this special are Atari 8-bit, Atari ST,
Apple][, C64/C128/Vic-20, IBM, Tandy, TI and all computer printers.
All of these FS/T lists are available on my web site.

NOTE: I am also running specials for other video game and computer
systems. You can find those FS/T lists on my web site.

And yes, this special is starting earlier than last year. Thanks to
the Artman family (see web site) the check clearing period is longer
this year, hence the early start. But its also ending earlier :)

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 5.00 Home Filing Manager, The (Atari)
$ 5.00 Print Shop, The (Br0derbund) {3}
$ 5.00 SynFile+ (synapse) {2} -- also includes Reference Card
$ 5.00 Timewise (Atari) {1}
$ 5.00 Touchdown Football (Electronic Arts) {2}
$ 5.00 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 8.00 Alphabet Zoo [Spinnaker] -- no label
$ 4.00 Atariwriter
$ 9.00 Ballblazer -- XE cartridge
$ 5.00 Centipede
$12.00 David's Midnight Magic [Br0derbund]
$ 8.00 Delta Drawing [Spinnaker]
$ 8.00 Dig Dug
$ 5.00 Donkey Kong
$ 8.00 Frogger [Parker Brothers]
$12.00 Gateway to Apshai [Epyx]
$ 2.00 Missile Command
$ 5.00 Pac-Man
$ 8.00 Qix
$ 2.00 Space Invaders
$ 4.00 Star Raiders
$ 5.00 Super Breakout

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 7.00

*****

LOT #2

ATARI 1010 PROGRAM RECORDER, with power supply, and manual.

This item has not been tested.

I have plugged in this recorder, and it did power up. The
rewind and fast forward (advance) functions work. It must be
hooked to a computer to test the play and record functions.

$ 9.00

*****

LOT #3

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #4

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$23.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print" Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for 400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 8.00

*****

LOT #6

EPSON RX-80 PRINTER with built-in power cord.

$14.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.00 for the first disk-based software item and $1.25 for each additional disk-based software item, unless otherwise listed. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price

items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address (this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 4 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

3152. FS/T: printers [11/06/97] {Christmas season special}

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <346d0ae6.3166810@nntp.ix.netcom.com>
Source record: 68936
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

All Video Game Advantage (VGA) FS/T lists are updated every ten days
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

This list was last updated on 11/06/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 233 for various 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site,
including 12 for the Commodore Vic-20 computer!

I have the following printers available, for sale or trade. These
were acquired with various computer systems, and while they may work
with more than one type of computer system, I have included the
type of system that they were acquired with, where applicable.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

2nd annual Christmas season special

From 11/06/97 until 12/20/97, all Computer item orders over $50 will
receive a 10% discount.

Computer systems included in this special are Atari 8-bit, Atari ST,
Apple][, C64/C128/Vic-20, IBM, Tandy, TI and all computer printers.
All of these FS/T lists are available on my web site.

NOTE: I am also running specials for other video game and computer
systems. You can find those FS/T lists on my web site.

And yes, this special is starting earlier than last year. Thanks to
the Artman family (see web site) the check clearing period is longer
this year, hence the early start. But its also ending earlier :)

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

HARDWARE:

NOTE: The Lots listed below include only what is listed!

Accessories:
$ 6.00 Star SG-10/15 Dot Matrix Printer Users Manual

****

APPLE][COMPUTER:

LOT #1

APPLE IMAGEWRITER II PRINTER with power cord.

$49.00

*****

LOT #2

APPLE IMAGEWRITER PRINTER with power cord.

$24.00

*****

LOT #3

STAR GEMINI 10-X PRINTER, with built-in power cord, and Users Manual
(266 pages). Can be used with the following computers: Apple][,
Atari 8-bit, Commodore 8-bit, IBM PC, Osborne, and TRS-80.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$35.00

****

ATARI 8-BIT COMPUTER:

LOT #1

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$23.00

*****

LOT #3

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #4

EPSON RX-80 PRINTER with built-in power cord.

$14.00

****

COMMODORE 64 COMPUTER:

LOT #1

RITEMAN LQ [model LTR-1] TERMINAL PRINTER (InfoRunner / Japan
Electronics Ind., Inc.), with manual and built-in power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 7.00

*****

LOT #2

COMMODORE MPS801 DOT MATRIX PRINTER, with built-in power cord.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 9.00

*****

SALE CONDITIONS:

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something that isn't listed, please don't ask (because if I
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3) Trade offers, in particular for items that I need, will be
considered (especially if the trade offer overwhelms me). I
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to send me a trade list. My want lists are on my web site.

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costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
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serious about buying, please don't place an order!

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7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. I have been in
business since 09/05/93, so I have a good idea how to price
items. My personal philosophy is that something is only worth
what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order
-drawn from a U.S. bank branch-, or cash. Orders from outside
the U.S. are also accepted (also, please check out my want
lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

*****

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1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your
order *BEFORE* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address
(this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 4 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

3153. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Tien-Ren <Locke@RPGFan.demon.co.uk>
Message-ID: <63sp4nban1@despair.u-net.com>
Source record: 68937
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

stop crossposting this piece of junk! take the thread to whatever newsgroup
all of you are on (which does NOT appear to be comp.sys.msx, at least)

3154. WTB XEP80 Driver software

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: marty paulin <tmscc.bell@sympatico.ca>
Message-ID: <346227E9.7911@sympatico.ca>
Source record: 68938

anyone have a copy of the driver software for the XEP80 that you'd be
willing to part with...or a copy thereof?

3155. Gem Drop X

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <63t79enbu1@nuke.csu.net>
Source record: 68939

Sorry... this isn't a new Gem Drop for the Atari. I am planning on doing
it though...

What it IS, is a direct port of Gem Drop for X Window!
(I'm literally translating the original Gem Drop's code, which was in
Action! for the Atari, into C!)

Those of you with Linux or access to X Window boxes, look out for
an X version of my latest Atari game! :)

Also, speaking of X:

http://zippy.sonoma.edu/kendrick/nbs/unix/x/finalbattle/

<plug, plug, plug!>

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3156. Re: Bounty Bob Strikes Back (Miner II)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <63t719$n43$1@newsd-123.bryant.webtv.net>
Source record: 68940

I also got Bounty Bob from ftp.hackerz.com, but it will not run after loading from DOS or a 3 sector boot file. Does anyone know what is needed to run the file? I have a stock 130XE.
I also have the original cartridge which works fine.
Harvey

3157. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <878841367snz@spheroid.demon.co.uk>
Source record: 68941
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.msx,comp.sys.cbm,comp.sys.m6809,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

In article <63sp4nban1@despair.u-net.com>
Locke@RPGFan.demon.co.uuk "Tien-Ren" writes:

> stop crossposting this piece of junk! take the thread to whatever newsgroup
> all of you are on (which does NOT appear to be comp.sys.msx, at least)
>
'Tis now.

Excuse me. We seem to have a crossed line.

That IS the cat sanctuary, isn't it?
--
Brian

3158. Re: Codename G-OS (NOW STOP IT !!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Edwin Ploegsma <e.m.a.ploegsma@rcondw.rug.nl>
Message-ID: <01bceaba$98c51240$0100007f@edwin1>
Source record: 68942
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy
Body handling: HTML body converted to readable text

Dit is een meerdelig bericht in MIME-indeling.

------=_NextPart_000_01BCEAC2.FA897A40

Christian Stieber schreef in artikel
<63sedp$ktd@sunsystem5.informatik.tu-muenchen.de>...
> dklugh@iwaynet.net wrote:
>
> > A 32-bit 6502???
>
> 65832. Don't know whether they got around to develop it --- I lost
> track when I stopped working on/with my 65816 machine. But they did
> call the 65816 a "16 bit CPU", although I didn't quite agree with
> them. So I suppose the 65832 was going to be the "32 bit" version (I
> don't remember for sure, but I think they talked about the "65832
> and the FPU", not about the "65832 FPU".
>
> Christian
>
Someone started this !!!!!!!!!!!!!!!!!!

I must say I personally don't like this shitty behaviour of posting
messages across about eleven newsgroups.

My request is this..... Keep the posting limited to the newsgroup it
belongs to, so please delete all the newsgroups which you DON'T want this
message posted to from the header!!!!!!!!!!

Thank you,

Edwin ploegsma

the original message was posted to
comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,co
mp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,c
omp.sys.oric,comp.sys.sinclair,comp.sys.tandy

------=_NextPart_000_01BCEAC2.FA897A40

Christian Stieber =
<stieber@Informatik.TU-Muenchen.DE> schreef in artikel
<63sedp$ktd@sunsystem5.informatik.tu-muenchen.de<=
font color=3D"#000000">>...
> dklugh@iwaynet.net =

wrote:
>
> > A 32-bit 6502???
>
> 65832. =
Don't know whether they got around to develop it --- I lost
> =
track when I stopped working on/with my 65816 machine. But they =
did
> call the 65816 a "16 bit CPU", although I didn't =
quite agree with
> them. So I suppose the 65832 was going to be =
the "32 bit" version (I
> don't remember for sure, but I =
think they talked about the "65832
> and the FPU", not =
about the "65832 FPU".
>
> Christian
> =

Someone started this !!!!!!!!!!!!!!!!!!!

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personally don't like this shitty behaviour of posting messages across =
about eleven newsgroups.

My request is this..... Keep the =
posting limited to the newsgroup it belongs to, so please delete all the =
newsgroups which you DON'T want this message posted to from the =
header!!!!!!!!!!

Thank =
you,

Edwin =
ploegsma

the original message was posted to comp.sys.amiga.emulations,comp.sys.amiga.programmer,com
p.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sy
s.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

------=_NextPart_000_01BCEAC2.FA897A40--

3159. Re: Left Cartridge vs. Right Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Austin Franklin <darkroom3@ix.netcom.com>
Message-ID: <01bceafe$b9bf0e30$53f65ecf@drt1>
Source record: 68943

dklugh@iwaynet.net wrote in article <63qbm1$20o$7@triglav.iwaynet.net>...
>
>
> On 1997-10-23 rga24@cam.ac.uk said:
> >>table. This would allow our cartridge to install itself as the
> >>default display output...so any program that did not write
> >>directly to the hardware, but went through the standard display
> >>output BIOS calls, would work with our board...transparently!
>
> Not to put too fine a point on it but it's the ST that has a BIOS,not the
Atari.

The original post was in regards to the Atari 800, NOT the ST. What was
the point anyway? The 800 has a BIOS, er, what's wrong with that
statement?

> I assume that you're talking about the Atari HCS ("Home Computer System")
> becuase you mention the fabled SuperCartridge page,$D5.
> (which is what XON.COM for SDX accesses to switch the cartridge back in)

Again, this was the Atari 800. The right cartridge slot has a line that
maps to the 0xD5XX address space. It has also been called ~CTLIO on some
schematics.

> If the programme did call device handler routines directly,then it
wouldn't
> work with your upgrade nor any other RAM screen handler.It would also not
work
> on all versions of the Atari since the handler routines move from version
to
> version.Better to go through the OS (CIO).

This only worked in the 800, because it was only the 800 that, of the 8 bit
Ataris, had two slots. The screen calls did go through the OS, that's why
our 80 column board was compatible with all software that used the OS
calls...and not compatible with ones that accessed the hardware directly,
unless it was written to access our hardware directly.

<snip>

I'm confused, were you trying to correct my post or what was you were
trying to say?

Austin Franklin
darkroom@ix.netcom.com

3160. FS Atari 2600/7800 Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <878839670_OASIS_@eastky.net>
Source record: 68944

We have the following Atari 2600/7800 game cartridges for sale in the US.
All cartridges work correctly to the best of our knowledge.
There are no manuals or boxes for any of these cartridges.
The labels are in very good condition on all of the 7800 cartridges.
The labels are in poor condition on most of the 2600 cartridges.
We want to sell all 2600/7800 cartridges at one time to someone in the US.
There are 22 cartridges in all, and we are asking $45 for all 22 carts.
Shipping to anyone in the US is included in the price. So thats less than
$2 a cartridge. The reason for selling these is that we just have no use
for them and they are just taking up space.
Here are the titles.

ATARI 2600 Game Cartridges ATARI 7800 Game Cartridges
------------------------- -------------------------
Boxing Food Fight
Space Invaders Ms.Pac-Man
Off The Wall Joust
Pac-Man Pole Position II (2 cartridges)
PitFall! Hat Trick
Warlords Alien Brigade
Donkey Kong Robotron 2084
Defender Mean 18
Ms.Pac-Man Donkey Kong
Freeway Dig Dug
Combat

These cartridges will be sold for $45 to the first E-Mail we receive.
However if some one offers more than $45 for the lot, then they will be
sold to the highest offer.
We will only accept a US Postal Money Order for payment.
Anyone in the USA thats interested can contact us at the e-mail address
below.

--

E-Mail Address phantomm@eastky.net

/|\

3161. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <63u24g$6vg$1@user1.teleport.com>
Source record: 68945
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my
Web Page, please E-Mail me at bensmith@teleport.com.

A note to Repeat Customers: Welcome Back! I dont keep a Mailing List or
keep track of your Mailing/Shipping address. To expedite your order,
include your Mailing/Shipping address and it wouldn't hurt to include
your home and work number.

I am not a repairman/technician. I have some Hardware and other stuff
that needs work you can have some ***FREE*** Atari stuff for the cost
of Shipping & Handling. Inquiries welcome...

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare & Books/References! In BSC's Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can't attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.

I'm looking to trade for these Items for my Atari. I'm looking for
CatBoxes for Atari Jaguar, Jag-Links as well as Jag Controllers, Alien
vs Predator and even complete Jaguar Systems. If you have what I'm
looking for, check my Atari Catalogs for stuff to trade at:
http://www.teleport.com/~bensmith/bscomputers.shtml or
E-Mail bensmith@teleport.com for a trade.

Following is only a partial list of what's in my Computer HardWare &
SoftWare Catalogs. So check out my Catalogs!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got
HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers,
Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the
Monitor Power Directors to Manage & Protect your Equipment. Hardware
specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141
Monitor, Atari 1050 Disk Drives, Atari 1050 Happy Drive, Indus GT Smart

Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads,SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: Spectre GCR Macintosh Emulators, Color & MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST & Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II & Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is.
E-Mail: bensmith@teleport.com or call Ben at: (503)256-9974.
Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you test JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such as the 1090XL expansion Box. I got it from The Shadow of Shadow Software. It is the Best one of the Few that Atari made. And the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Go to: http://www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3162. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net>
Message-ID: <3462B515.3CC9@worldnet.att.net>
Source record: 68946

dengoth@uss.net wrote:
>
> I am confused of how the 800 and 800xl are camparative.
>
> Does the 800xl have built in all of the cards in the slots of the 800?
>
> I understand the 800xl was released after the 800. Is the 800xl a
> superior machine?

--------Response by AB----------
In the 800XL the functionality is there, but without the card slots, making it cheaper to produce. This was a big deal after the Commodore 64 came along. The 800XL does everything the 800 did except:

Play 4 player games, I don't remember any.
Allow for a second cart. for the right slot, don't remember anything that went in there anyway.

The 800, and 400 for that matter were released in 78-79 time frame. The 800xl, which followed the 1200xl was released in 83. The other reason to get the xl not mentioned in the prior posts is the GTIA v's CTIA video chip. The GTIA (256 color pallate) was released only in the last 800's and all 1200/800XL's. So buying a 800 you may be getting a CTIA (128 color pallate) machine.

For a while in the early 80's you could buy an GTIA chip to retrofit old 800/400 machines. I doubt anything like this exists now.

There were a number of projects to bring a 800xl up to 256K or RAM (used as a RAM disk as devices D6:,D7:. The most popular was called RamboXL, and worked with a patched version of Dos2.5. I built one into an 800XL at that time.

AB

3163. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: stieber@Informatik.TU-Muenchen.DE
Message-ID: <63sedp$ktd@sunsystem5.informatik.tu-muenchen.de>
Source record: 68947
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

dklugh@iwaynet.net wrote:

> A 32-bit 6502???

65832. Don't know whether they got around to develop it --- I lost
track when I stopped working on/with my 65816 machine. But they did
call the 65816 a "16 bit CPU", although I didn't quite agree with
them. So I suppose the 65832 was going to be the "32 bit" version (I
don't remember for sure, but I think they talked about the "65832
and the FPU", not about the "65832 FPU".

Christian

3164. Re: Atari Per. to serial ? cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3461B5A6.FC003D46@ix.netcom.com>
Source record: 68948

Brian Whitman wrote:

> A long time ago I bought a cable that had the atari black plastic perhip.
> cable on one end and a rs-232 cable on the other. It was meant for hooking
> up a 1050 drive to my ST and transferring files for Xformer use or for
> downloading files and using them on my 130xe.
>
> I am now using a Win95 system, and the 130xe is in the closet. Can I use
> that cable to somehow hook up my 130xe to my computer here and have my
> computer be its disk drive? My 1050 has long since bit the dust.
>
> Thanks!
>
> Brian Whitman
> bwhitman@wpi.edu - http://www.netspace.org/users/bwhitman
> MMW: http://www.netspace.org/mmw JMP: http://www.netspace.org/jmp
> "we're forced to bed, but we're free to dream" - t.t.h.

Brian,
No. It needs a few minor modifications. BTW, the XF Cable uses the PC
Parallel port not the serial port. The infor for the mods/new cable
construction should be available from the maker, www.emulators.com . If not, I
have the info and can e-mail it to you.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3165. Re: Setting the time in SpartaDOS - I Can't Be the First Person to Think of This?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Jerry Glenwright <j.glenwright@ndirect.co.uk>
Message-ID: <01bceae8$31dcd6c0$54fe4ac2@fivvwrpw>
Source record: 68949

> R-Time 8 cartridges are getting very hard to find, but wouldn't it be
> possible to write a small executable to place in the SpartaDOS STARTUP
file
> that used the SIO2PC facility to query the date/time from the PC?
>

Or how about building Doc Brilliant's real-time hardware-based clock as
featured in Analog, issue 31, June 1985? All the components are still
available (I got mine from RS Components here in the UK).

Ah well, just a suggestion!

Best wishes

Jerry

3166. Don't Fear's Huge 3rd Auction Part 2: (update 11)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <34627CCB.97D62A9C@prodigy.com>
Source record: 68950
Cross-posted to: comp.sys.atari.8bit,rec.games.vectrex,rec.games.video.misc,rec.games.video.marketplace,rec.games.video.nintendo,rec.games.video.classic

Don't Fear's Huge 3rd Auction Part 2: (update 11)

1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to
send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to
play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features the following:

Aquarius - 8 Items Arcadia 2001 - 8 Items
Farichild - 6 Itmes Colecovision - 39 Items
Intellevision - 132 Items Vectrex - 21 Items
Nintendo - 4 Items TI-994A - 19 Items
TRS-80 - 3 Items Vic-20 - 9 Items
Commodore - 37 Items Bally Astrocade - 1 Item
Odyssey 2 - 27 Items Handhelds - 15 Items
Misc - 12 Items Timex Sinclair - 1 Item

Intellivision

Mattell

Demo Cart $8.00 franchise
Auto Racing (U) - complete $1.00 kingkong
NHL Hockey (C) - complete $1.00 kingkong
Las Vegas Roulette (U) - complete $9.00 owner
ABPA Backgammon (R) - complete $5.00 owner
Checkers (R) - complete $2.00 flyer
Armor Battle (C) - shrinkwrapped $1.50 shawn
The Electric Company Word Fun (R) - complete $4.00 owner
Horse Racing (U) - complete $4.00 squire
NASL Soccer (U) - complete $1.50 briang
Tennis (C) - complete $1.00 kingkong
PGA Golf (C) - complete $2.00 flyer
U.S. Ski Team Skiing (C) - shrinkwrapped $3.00 dblitz
Sea Battle (C) - complete $1.00 daveb
Boxing (U) - complete $1.00 briang
NFL Football (C) - complete $3.00 squire
L.V. Poker & Blackjack (C) - complete $0.50 kingkong
Space Battle (U) - complete $0.50 kingkong
The Electric Company Math Fun (R) - complete $4.00 owner
Major League Baseball (C) - complete $1.50 kingkong
NBA Basketball (U) - complete $2.00 briang
PBA Bowling (C) - complete $1.50 kingkong
Sub Hunt (C) - w/inst & overlays $1.00 kingkong
Advanced Dungeons & Dragons (U) - shrinkwrapped $3.00 briang
Motocross (white lbl) (U) - w/box & overlays $2.00 flyer
USCF Chess (R) - complete $7.00 shyguy
Space Spartans (U) - complete $3.00 steveb
Astrosmash (U) - complete $0.50 kingkong
Snafu (C) - complete $2.00 steveb
Space Armada (C) - complete $0.50 kingkong
Triple Action (C) - complete $2.00 steveb
Bomb Squad (U) - complete $3.00 dirk
B-17 Bomber (U) - complete $3.00 shawn
Mission X (U)complete $2.00 daveb
Buzz Bombers (R) - complete $5.00 flyer
Loco-Motion (U) - complete $4.00 owner
Thunder Castle (ER) - complete $8.00 nigefan
Mind Strike (ER) - complete $5.00 flyer
Scooby Doo's Maze Chase (ER) - w/inst & overlay $4.00 flyer
Mr. Basic Meets Bits 'n Bytes (ER) - complete $5.00 flyer
Melody Blaster (ER) - shrinkwrapped $18.00 dblitz
The Jetsons' Way With Words (ER) - complete $20.00 dblitz
Burgertime (U) - complete $1.50 dirk
Kool-Aid Man (R) $8.00 flyer
Bump 'n' Jump (U) - complete $6.00 nigefan
M.O.T.U.: Power Of He-Man (U) - complete $5.00 flyer
Space Hawk (U) - complete $1.50 gmccl

Utopia (C) - complete $1.50 daveb
Star Strike (C) - complete $0.50 kingkong
AD&D: Treasure of Tarmin (U) - shrinkwrapped $4.00 daveb
Frog Bog (U) - shrinkwrapped $4.00 flyer
Royal Dealer (C) - complete $2.00 kingkong
Reversi (U) - shrinkwrapped $1.50 kingkong
Night Stalker (C) - shrinkwrapped $1.00 kingkong
Pinball (U) - complete $3.50 kingkong
Shark! Shark! (R) - complete $9.00 flyer
Tron Deadly Discs (C) - shrinkwrapped $7.00 dblitz
Tron Maze-A-Tron (R) - complete $2.00 braing
Tron Solar Sailer (R) - complete $3.00 flyer
Lock 'n' Chase (C) - complete $1.00 kingkong
Sharp Shot (R) - complete $4.00 flyer
Vectron (R) - complete $2.00 dirk
World Champ Baseball (U) - w/olays & inst $4.00 briang

INTV Corporation

Pac-Man (ER) - complete $6.00 owner
World Cup Soccer (ER) - complete $5.00 flyer
Championship Tennis (ER) - shrinkwrapped $6.00 flyer
Thin Ice (ER) - complete $6.00 flyer
Super Pro Football (ER) - w/inst $2.50 kingkong
Hover Force (ER) $3.50 daveb
Tower Of Doom (ER) $8.00 nigefan
Diner (ER) - complete $20.00 shyguy
Chip Shot Super Pro Golf (ER) - complete $13.00 shyguy
Commando (ER) - w/instructions $3.50 dirk
Slam Dunk Super Pro Basketball (ER) - complete $8.00 flyer
Learning Fun Album I (ER) - w/instructions $10.00 shrink
Slap Shot Super Pro Hockey (ER) - complete $4.00 squire
Pole Position (ER) - complete $15.00 chrisw
Dig Dug (ER) - complete $15.00 chrisw
Learning Fun Album II (ER) - w/box $15.00 shrink
Mountain Madness Super Pro Skiing (ER)-shrinked $13.00 shyguy
Body Slam Super Pro Wrestling (ER) $6.00 flyer

Activision

Stampede (U) - w/box & inst $2.00 flyer
Pitfall! (U) - w/box & overlays $1.00 dirk
Happy Trails (R) - w/overlays $6.00 flyer
The Dreadnaught Factor (R) - shrinkwrapped $5.00 flyer
Beamrider (R) - complete $5.00 flyer
Worm Whomper (R) - shrinkwrapped $6.00 flyer
River Raid (R) $3.00 flyer

Atarisoft

Pac-Man (R) $2.50 dirk
Defender (R) - complete $7.00 flyer
Centipede (R) - complete $3.00 nigefan

Coleco

Donkey Kong (C) - complete $4.00 flyer
Venture (C) - complete $2.00 shyguy
Mouse Trap (R) - complete $2.00 shyguy
Lady Bug (U) $3.00 shyguy
Zaxxon (R) - complete $6.00 dblitz
Carnival (C) - complete $4.00 flyer
Donkey Kong Jr. (R) $2.50 franchise

Imagic

Demon Attack (U) - complete $2.00 shyguy
Atlantis (U) - complete $1.00 kingkong
Beauty & The Beast (U) - shrinkwrapped $2.00 shyguy
Swords & Serpents (ER) - w/inst $6.00 flyer
Dragonfire (U) - complete $2.00 shyguy
Microsurgeon (U) - w/overlays $4.00 robert
Tropical Trouble (ER) - w/inst $4.00 flyer
Dracula (ER) - w/one overlay $2.00 flyer
Nova Blast (U) - w/inst $3.00 flyer
Truckin' (ER) - complete $10.00 nigefan
White Water! (ER) $5.00 flyer
Safecraker (R) $4.00 flyer
Fathom (ER) - complete $80.00 furnier

Interphase

Blockade Runner (R) - w/box & inst $4.00 flyer
Sewer Sam (R) - w/box $2.00 franchise

Parker Brothers

Star Wars: the Empire Strikes Back (U) - w/box $12.00 flyer
Frogger (C) - shrinkwrapped $1.00 dirk
Q*Bert (C) - complete $3.00 shyguy
Popeye (ER) - complete $6.00 flyer

Sears

Bowling (R) - complete $3.00 kingkong
Boxing (R) - w/box, inst & overlay $2.50 kingkong
Frog Bog (U) - w/box $4.00 csb
Roulette (U) - shrinkwrapped $3.50 kingkong
Space Armada (R) - complete $2.50 kingkong
Space Battle (R) - complete $2.50 kingkong

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Systems & Periphals
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Intellevision w/two working controllers, power supply, R/F modulator and
the following games: Auto Racing,
Armor Battle, NFL Football, L.V. Poker & Blackjack, Major League
Baseball, Advanced Dungeons & Dragons,
Astrosmash, Triple Action, Burgertime, Star Strike, Night Stalker, and
Lock 'n' Chase
$50.00 masterc

Intellevision II w/two controllers and power supply
$23.00 cartman

INTV System III w/two working controllers, power supply and owners
manual
$42.00 flyer

Intellivoice Voice Synthesis Module in box w/loose B-17 Bomber
$25.00 daveb
Intellivision Computer Module (ECS) w/power supply and owners manual
$50.00 jeremy

Intellevision System Changer - allows you to play 2600 games (UR)
$16.00 flyer
Sears Super Video Arcade w/two controllers and power supply
$8.00 dblitz

Plastic Game Center for Intellevision (w/cover)
$4.00 adam
Vectrex
-------
GCE
---
Armor Attack (complete) $15.00 anders
Comic Chasm (complete) $10.00 anders
Fortress Of Narzod (complete) $22.00 dblitz
Hyperchase (complete) $16.00 zzyzx
Rip Off (w/inst & overlay) $7.00 anders
Scramble (w/overlay) $6.50 anders
Solar Quest (w/inst & overlay) $8.00 anders
Spike (complete) $11.00 kingkong
Spin Ball (complete) $18.00 shrink
Star Trek (complete) $18.00 shrink
Starhawk (w/inst & overlay) $7.00 anders
Web Wars (w/overlay) $7.50 franchise
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Milton Bradley
--------------
Clean Sweep (complete) (PAL) $8.00 anders
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System & Misc
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Vectrex w/working controller and no screen burn
$65.00 cmoore

Vectrex owners manual $5.50 anders
Minestorm instructions $1.50 anders
Cosmic Chasm instruction $2.00 zzyzx
Armor Attack instructions $1.50 anders
Minestorm overlay $6.00 cmoore
Cosmic Chasm overlay $2.00 zzyzx
Armor Attack overlay $3.00 dblitz

Odyssey 2
---------
Magnavox
--------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $0.50 kingkong
Las Vegas Blackjack! (R) - complete $2.00 buckeye
Football! (U) $0.50 buckeye
Bowling!/Basketball! (U) - complete $0.50 kingkong
Math-a-Magic!/Echo! (R) - complete $1.00 acro
Computer Intro! (U) $1.00 mro
Baseball! (C) $0.50 kingkong
Computer Golf! (U) $0.50 buckeye
I've Got Your Number! (R) $2.00 smitty
Invaders From Hyperspace! (C) $0.50 kingkong
Thunderball! (R) $0.50 buckeye
Showdown in 2100 A.D. (C) - complete $1.50 buckeye
War Of Nerves! (U) - complete $1.00 acro
Hockey!/Soccer! (U) $0.50 kingkong
Dynasty! (U) $0.50 kingkong
Alien Invaders Plus! (C) - complete $1.00 acro
Quest for the Rings! (U) - complete $4.00 adam
UFO! (U) $1.00 briang
Conquest of the World! (U) - complete $3.00 kingkong
Keyboard Creations (ER) $2.00 mro
The Great Wall Street Fortune Hunt (R) - complete $11.50 owner
K.C. Munchkin! (C) $0.50 mro
Freedom Fighters! (C) $0.50 buckeye
Pick Axe Pete! (U) $0.50 mro
K.C. Krazy Chase! (voice) (U) $1.00 mro
P.T. Barnum's Acrobats (voice) (ER) -w/inst $1.50 gamelrd
Attack Of The Timelord! (ER) $2.00 mro
------
System
------
Odyssey 2 in orignal box w/two detachable joysticks, power supply, R/F
modulator owners manual, and the
following loose games: Speedway!/Spin-out!/Crypto-Logic!, Football!,
Bowling!/Basketball!, Alien Invaders
Plus!, Quest For The Rings!, and K.C Munchkin!
```

$15.00 owner
Nintendo

Activision

Super Pitfall (U+)

Nintendo

Super Mario Bros/Duck Hunt (C)

Enix

Dragon Warrior II (U+) $25.00 masterc
Dragon Warrior IV (R) $25.00 masterc

Misc.

Donkey Kong Circus (G&W Panoramic) (IR) - w/inst $14.00 adam
Nintendo Game & Watch Catalog $3.00 adam
Two NES Controllers in orignal box $5.00 robert

Aquarius

Tron Deadly Discs (U) - complete $5.00 jeremy
Astrosmash (R) - complete $5.00 fred
Night Stalker (R) - missing 1 controller overlay $2.50 stefan
Utopia (U) - complete $6.00 dblitz
Biorhythms (ER) - complete $8.00 dblitz

System & Periphals

Aquarius complete in orignal box w/keyboard box and Mini Expander box
and all kinds of documentation and
bonuses. The complete package!
$30.00 jeremy

Aquarius Mini Expander w/instructions
$2.50 mro
Aquarius Data Recorder
$7.00 dblitz

Arcadia 2001

#1: Cat Trax (complete) $4.00 anders
#2: Space Attack (complete) $6.00 anders
#3: Escape (complete) $2.00 anders
#5: Space Raiders (complete) $4.00 anders
#10: Missle War (complete) $6.00 anders
#15: Baseball (complete) $5.00 anders
#20: Tanks A Lot (shrinkwrapped) $6.00 anders

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System
------
Arcadia 2001 w/power supply, controllers and the following games:
Escape and Baseball (complete)
$33.00 anders

Bally Astrocade
---------------
System
------
Bally Astrocade w/power supply, controllers, plastic cover and Tornado
Baseball, Hockey, Tennis, Handball
$35.00 anders

Channel F
---------
Fairchild
---------
#9 Drag Race (U) $4.00 anders
#13 Robot War/ Torpedo Alley (U) - complete $4.00 anders
#16 Dodge It (U) $4.00 anders
------
Zircon
------
#12 Baseball (C) - w/box $2.00 anders
#23 Galatic Space Wars/ Lunar Lander (R) - w/box $9.00 shrink
------
System
------
Fairchild Channel F in orignal box w/two controllers, plastic cover,
power supply and the following games: #13
(complete) and #12 (no end lbl)
$35.00 anders
Colecovision
------------
Activision
----------
Keystone Kapers (R) $2.00 kingkong
---------
Atarisoft
---------
Centipede (U) $2.00 adam
Defender (R) $2.00 adam
------
Coleco
------
Burgertime (U) $2.00 kingkong
Cosmic Avenger (C) $1.00 kingkong
Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Jr. (C) -w/inst $2.00 masterc
```

Gorf (C) $1.50 franchise
Illusions (R) $2.50 owner
Ken Uston Blackjack/Poker (U) $1.50 kingkong
Looping (C) $1.00 kingkong
Mr. Do! (C) $3.00 masterc
Mouse Trap (C) - w/overlay $1.00 kingkong
Pepper II (U) - w/inst $2.00 brianm
Roc 'n' Rope (U) $2.00 owner
Rocky Super Action Boxing (C) $1.00 kingkong
Smurfs R.I.G.C. (C) - w/inst $1.50 anders
Space Panic (C) $1.50 kingkong
Subroc (U) - w/inst $1.50 buckeye
Super Action Baseball (C) $1.00 kingkong
Super Action Football (C) $1.50 kingkong
Tarzan (R) $2.00 jwa
Time Pilot (U) - w/inst $2.50 masterc
Turbo (C) $1.50 mro
Victory (U) - sealed $3.00 squire
Zaxxon (C) $0.50 kingkong

Epyx

Jumpman Junior (R) $2.00 kingkong

Fisher Price

Memory Manor (ER) $3.50 franchise

Micro Fun

Miner 2049er (U) $2.00 kingkong

Spinakker

Alphabet Zoo (R) $8.50 joelie
Facemaker (R) $2.00 smitty
Juke Box (R) - complete $10.00 csb

Sunrise

Gust Buster (ER) - complete $13.00 owner

Parker Brothers

Popeye (C) $1.00 kingkong
Q*Bert (C) $1.00 kingkong

Xonox

Slurpy (ER) - lbl wear $9.00 owner

Word Feud (ER) - complete $13.00 owner

System & Misc

Colecovision in orignal box w/owners manual, two controllers, power
supply, R/F modulator, Expansion Module
#1 and the following loose games: Donkey Kong, Gorf, Looping, Pepper
II, Smurfs R.I.G.C, Super Challenge
Baseball, Subroc, and Zaxxon
$55.00 masterc

Colecovision Expansion Module #2 w/loose Turbo $7.00 squrie
Two Broken Super Action Controllers
Colecovision Brown Dust Cover $2.00 jeremy
Donkey Kong Jr. Tabletop Game (ER++)
$17.00 adam
Head to Head Baseball (SC)

Commodore 64

Activision

Decathalon $1.50 anders

Atarisoft

Centipede (complete) $1.00 zzyzx
Galaxian $1.00 kingkong

Broderbund Software

Choplifter! $2.50 stefan

CBS Software

Coconotes (complete) $2.50 zzyzx
Movie Musical Madness $2.00 mro

Commodore

International Soccer $1.00 kingkong
Juipter Lander $1.00 kingkong
Kickman $1.00 kingkong
Lazarian $1.00 kingkong
Lemans $1.00 kingkong
Music Composer $1.00 kingkong
Omega Race $0.50 kingkong
Radar Rat Race $0.50 kingkong
Speed/bingo Math NEW!
Super Expander $1.50 mro
Wizard Of Wor $1.00 kingkong

```
-----------------
Creative Software
-----------------
Crisis Mountain $1.00 kingkong
----
Epyx
----
Fast Load $1.00 kingkong
Gateway To Apshai $1.50 stefan
Jumpman Junior $1.00 kingkong
Pitstop $1.50 stefan
------------
Fisher Price
------------
Sea Speller $1.50 stefan
---
HES
---
64 Fourth $1.50 kingkong
HES Mon 64 $1.00 kingkong
Retro Ball NEW!
Rootin' Tootin' $1.50 stefan
---------------
Parker Brothers
---------------
Frogger (complete) $2.50 zzyzx
Q*Bert (complete) $2.50 zzyzx
---------------
Reston Software
---------------
Miner 2049er (complete) $3.00 stefan
-------------------
Scarborough Systems
-------------------
Master Type NEW!
----
Sega
----
Congo Bongo $2.00 stefan
Tapper $2.00 stefan
Up 'n' Down $1.50 stefan
---------
Spinnaker
---------
Bubble Burst $1.50 stefan
-----
Misc.
-----
C-16 w/power supply and tutorial cart
$15.00 redled
```

Commodore Magic Voice Speech Module complete in orignal box
$6.00 zzyzx

Timex Sinclair

Timex Sinclair 1000 with add on with the following
loose tapes: Loan Morgage Amortizer, Gambler, Computer Coach
Super Math, Vu-calc, Flight Sim, Statistics, Stamp Collector
Backgammon
$20.00 jeremy

TI-994A

Atarisoft

Donkey Kong (VR) $2.00 adam
Moon Patrol (VR) $2.00 adam
Pole Position (VR) $2.00 adam
Protector (VR) $1.50 adam

Mechatronic

Extended Basic II Plus (German cart) (UR) $2.00 adam

Texas Instruments

Alligator Mix (R) $1.50 seedog
Alien Addition (R) $1.50 seedog
Burgertime (R) - w/inst $2.00 seedog
Early Reading (R) $0.50 kingkong
Hunt The Wumpus (C) $0.50 kingkong
Minus Mission (R) $0.50 kingkong
Munch Man (C) $0.50 kingkong
Number Magic (U) $0.50 kingkong
Numeration 1 (R) $1.50 adam
Parsec (C) $0.50 kingkong
Scholastic Spelling - Level 3 (R) $0.50 kingkong
TI Extended BASIC (U) $5.00 bill
Video Graphs (R) $1.00 adam

System

Two TI-994a's in original boxs w/power supplys, R/F modulators and the
following games: Early Reading and
Parsec
$25.00 jeremy
Super Cart: some leggy cart I found with a red light built into it,
possibly homemade
$4.50 adam
Handhelds

```
Electronic Readout Systems Inc.
-------------------------------
Football $1.00 acro
-----
Entex
-----
Baseball 2 (SC) $1.00 acro
-----
Epoch
-----
Baseball (SC) $1.00 acro
-------
Konnami
-------
Blades Of Steel (RA) $1.00 kingkong
-----------------
Radio Shack/Tandy
-----------------
Sky Duel 3-D $2.00 acro
-----
Tiger
-----
Head To Head Talking Baseball (ER+) $1.00 kingkong
All-Pro Basketball (R--) $1.00 kingkong
Copycat (CS) - no battery cover
Dragon (ER) $1.00 kingkong
Speedboat (R) $1.00 kingkong
----
Tomy
----
3-D, Thundering Turbo (ER++) $6.00 adam
Scramble (battery cover doesn't stay closed) (ER++) $5.00 adam

Vic-20
------
Academy Software
----------------
Typing Tutor/Word Invaders (cassette) - complete
---------
Atarisoft
---------
Pac-Man (C) - complete $1.50 anders
---------
Commodore
---------
The Count (C) - complete $1.00 kingkong
An Introduction To Basic: Part 1 (cassette) - complete
An Introduction To Basic: Part 2 (cassette) - complete
------
Imagic
```

```
------
Demon Attack (C) - complete $2.50 anders
Atlantis (C) - complete $1.50 anders
Dragonfire (U) - complete $2.50 anders
----
Sega
----
Star Trek S.O.S. (C) - complete $1.50 kingkong

TRS-80
------
Radio Shack
-----------
Canyon Climber $0.50 stefan
Shooting Gallery $0.50 stefan
Mystery Cart (no lbl) $0.50 stefan

Misc.
-----
Atari Force Full Size #3,5,7,9,12,16,17,18,19,20 $5.00 bones
Atari Age July/Aug 1983 Vol 2 Num 2 $3.00 smedley
Hi-Res 1983 Premiere Issue
Analog Computing July/Aug 1983 Num 12 $1.00 crawl
Power Play Computing Winter 1982 Vol 1 Num 3
Pac-Man Puzzle Game by MB (complete, box wear) $1.00 smitty
Pac-Man "Rubik's Cube" (a few faded stickers) $3.00 adam
Donkey Kong Puzzle by MB (missing one piece)
Frogger Puzzle by MB (complete) $2.00 shrink
Frogger Board Game by MB (complete) $1.00 adam
Q*Bert Colorforms (missing one, box wear) $1.00 adam

This auction is dedicated to the Old Lady. Without her a lot of this
would have been impossible. Thank You
```

3167. Re: Atari 400 hisses through rf

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <dBjGwssLUCej@cc.usu.edu>
Source record: 68951

The only place I have found where you can buy power supplies is B&C
ComputerVisions, on the web at www.myatari.com
Their shipping charge is pretty steep, though ($6 minimum)
-Tom

dengoth@uss.net wrote in message
>Also, if anyone knows where to get a power supply for an 800XL,
>please post.

3168. Atari-PC joystick cable converter

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-06 00:00:00 UTC
From: Amir Moran <love999@hotmail.com>
Message-ID: <3461DC58.F18@hotmail.com>
Source record: 68952

Hi there,

I still have my old joysticks for atari2600 I used to play with.
These were digital joysticks with only one fire button.(simple isn't it)
I Hate the new type of Joysticks they sell today
(1000000 buttons,Sticks that are bigger then the keyboard,expensive..)

I just want to play the old games (which require only one fire button),
with the emulators using my old lovely joysticks.

Can someone built a cable/converter that can connect the old joysticks
to the port of the PC??
(Point: All the emulators "PCAE20" , "Stella" are allready programed
to use the analogic functions of the PC port
as digital. So what we need to do is to "dress" the old digital
joystick that has 9 pins to analogical PC port that has 15 pins.)

Anyone has an idea, or maybe a convereter like this allready exists?

Email me.
Moran.

3169. Re: Atari Fidonet message

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <879539097@stackbbs.xs4all.nl>
Source record: 68832

-=> Quoting Krap@zwieracz.psych.uw.ed to All <=-

Kr> Wed, 29 Oct 1997 16:38:43 -0600 DavidDayton@bigfoot.com napisal byl w
Kr> comp.sys.atari.8bit: > I used to be active on the FidoNet Atari 8-bit
Kr> message echo. Does anyone > here still use the FidoNet message bases,
Kr> or have any idea if they are > still supported? Also, are any of the
Kr> Atari 8-bit BBS message networks > still running, and would there ever
Kr> be a way to link the Usenet bases, > the Fidonet, and the BBS boards
Kr> together for one large message base?
Kr> i could link the fidonet ATARI echo with comp.sys.atari.8bit. but i
Kr> would have to consult the ATARI moderator...

Hi, I'm connect to Fido as well wit hmy bbs, but the areas which I can
import from my boss node does not contain any 8bit area (anymore).
So, even since I have Fido, I cannot access it.
I would appreciate it a lot if you would tie in that base into this area.

Bo.
___ Blue Wave/386 v2.30

3170. re: games with trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <879724715@stackbbs.xs4all.nl>
Source record: 68833

Games that can be used with a trackball/st-mouse ?
Well, ARKANOID can be played with joystick, paddles, and trackball (or
ST-mouse ofcourse).

OPERATION BLOOD (the 'not-lightgun' version) is able to use a joystick,
connected to the first joy-port, and a mouse connected to the second port.
Use Select to toggle between the mouse-mode (Amiga- or ST-mouse).

The BRUNDLES (Lemmings-clone) has a mouse-mode, which is great for such
games.

I'm sure I have some more, but can't remember which one's right now...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3171. Setting time Sparta-dos

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <879724717@stackbbs.xs4all.nl>
Source record: 68834

The RT-8 cartridge is not the only realtime/date clock for the Atari 8-bitters.
In Germany is also such a thing available (the ARGS realtime-clock). This 'cart' needs a driver to communicate with the actual clock, or when the ARGS operating-system is used, a handler is built-in.

The schematics are published in ABBUC-magazine some time ago, so I _think_ they're PD, so you can make your own...

I also have an old issue of ANALOG-magazine, which describes how to make a hardware-clock to connect to the second joystick-port of the Atari 8-bitter...

But your idea to send the time/date from the PC to the XL looks pretty funny. And I know it sure is possible, cause both APE (Tucker) as SIO2PC (Kennedy) have a commandframe to go to 'terminal-mode', so you can start a little file on the XL to ask at APE to let it send some bytes containing the time and date, which must be implemented in APE ofcourse...

Then the 8-bit program only has to read a string of numbers and place them into the time-registers of Sparta-Dos...

Well, I saw APE in full action some times, and now I know the programming-capabilities of the author, I'm sure it isn't a big task to read time/date at PC and send the numbers via the SIO2PC interface.

The only thing is, does he want to support this feature ? :-)

I'm not a registered user of APE, so I can't ask it to Steven...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3172. Setting the time

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <879724718@stackbbs.xs4all.nl>
Source record: 68835

```
< ML-util for time/date in Sparta >
I'm interested in the time/date download option of APE. Is it available
in the unregistered versions ? I've got some of these version available
in my 'XL-Emulation-SIG' of my BBS...
(up to 1.15 ?)

Reply not to address above ! Reply to ** fox-1@fatima.dds.nl **

ASCII-E-Mail Only ! Attached files are not supported with TelNet at the
provider I use to call-in...

Sysop Fox-1
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3173. Re: ATR Disk Image

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <879724716@stackbbs.xs4all.nl>
Source record: 68836

```
< 1-byte files >
Large partitions on Atari 8-bit harddrives do still use 256 bytes/sector
(Uhh, 128 is also possible, but not very usefull I think)...

A 16Mb partition is taking up 65535 sectors of 256-bytes (= double
density), both with Sparta- and My-dos...

---------------------------------------

p.s. for everyone who replied to message's posted at 'Thunderdome Atari
8-bit gateway' -> It is possible some message's have not made it to this
board, which is running on a real Atari 8-bitter. This is cause I'm using
Pro!-BBS, which has a limit of 250 message's/usegroup, and the last
package was a _very_ big one, so the older msg's where overwritten before
anyone had got the change to read them...
Sorry about that, but some message's are also very big, so they must be
split up into more msg's to let them fit in the format Pro!-BBS is using.
Well, guess what happens with all these auction/quoted/sellers
message's...

Sysop Fox-1

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
---
```

3174. Re: Codename G-OS

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: david@spamme&you.are.dog.food.persona.clara.net
Message-ID: <3462a7cb.227389@news.clara.net>
Source record: 68953
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

On Thu, 6 Nov 1997 15:58:17 -0000, "Tien-Ren"
<Locke@RPGFan.demon.co.uuk> wrote:

>stop crossposting this piece of junk! take the thread to whatever newsgroup
>all of you are on (which does NOT appear to be comp.sys.msx, at least)
>
>
Shows how much attention you are paying to it.... this "piece of junk"
is an operating system for ALL computers.... and that even includes
the MSX.

3175. Re: Codename G-OS (NOW STOP IT !!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: david@spamme&you.are.dog.food.persona.clara.net
Message-ID: <3462b914.4652696@news.clara.net>
Source record: 68954
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

On 6 Nov 1997 21:34:26 GMT, "Edwin Ploegsma"
<e.m.a.ploegsma@rcondw.rug.nl> wrote:

>>
>Someone started this !!!!!!!!!!!!!!!!!!!
>
>I must say I personally don't like this shitty behaviour of posting
>messages across about eleven newsgroups.
>
>My request is this..... Keep the posting limited to the newsgroup it
>belongs to, so please delete all the newsgroups which you DON'T want this
>message posted to from the header!!!!!!!!!!
>
>
> Thank you,
>
> Edwin ploegsma
>
>
>
>the original message was posted to
>comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,co
>mp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,c
>omp.sys.oric,comp.sys.sinclair,comp.sys.tandy

Let me see.... the thread is talking about an operating system for all
types of computer, all makes and models, and this chap doesn't see the
relevance....

Hmm....????

Somehow I don't quite understand the problem!

3176. Atari 400 hisses through rf

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: dengoth@uss.net
Message-ID: <34613d02.10726907@news.uss.net>
Source record: 68955

I have a question that someone must have had an experience with. I just picked up an Atari 400. When I plugged it in to the tv it had an annoying static/hiss noise through the tv speakers. It did not go away when I changed the TV/GAME switch to one I know works.

I opened the Atari 400 up and couldn't see anything visually wrong with it (other then the speaker being lose). Is the cord to the switch defective? Please help.

Also, if anyone knows where to get a power supply for an 800XL, please post.

Thanks in advance.

3177. Re: Atari Fidonet message base - alive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3462CF7A.6D87@erols.com>
Source record: 68956

maciej grzeszczuk wrote:
>
> Wed, 29 Oct 1997 16:38:43 -0600 DavidDayton@bigfoot.com napisal byl w
comp.sys.atari.8bit:
> > I used to be active on the FidoNet Atari 8-bit message echo. Does anyone
> > here still use the FidoNet message bases, or have any idea if they are
> > still supported? Also, are any of the Atari 8-bit BBS message networks
> > still running, and would there ever be a way to link the Usenet bases,
> > the Fidonet, and the BBS boards together for one large message base?
>
> i could link the fidonet ATARI echo with comp.sys.atari.8bit. but i would
> have to consult the ATARI moderator...
>
> 809
> --
> = wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
> = phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

I have been trying to reconnect to the Pro boards in Europe to no avail.
I have tried two e-mail addresses for Fox-1 and have gotten the messages
returned as undeliverable. I am connected to the Hell BBS and we are
exchanging messages. I need to also recontact Jon Mordosky to see if he
will return. I also have a message for Bo and Ernest Schreurs about
software available for the Pool disk that was under the "Elfin Magic"
label here in the US and under "Demon Software" distribution in Europe

If anyone can contact Bo and Ernst or Fox-1 please ask them to contact
me here at: <pmulvey@erols.com>

Thanks....

3178. Re: Codename G-OS (NOW STOP IT !!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: Lazy Bone <zhulien@alphalink.com.au>
Message-ID: <346359B5.MD-0.198.zhulien@alphalink.com.au>
Source record: 68957
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

And what is more, we actually have lots of MSX people (actually more with MSX's than others)! We have stopped posting in newsgroups except in the odd case when someone like this keeps the thread open, we obviously are helpful and answer their queries...

3179. Re: Codename G-OS (NOW STOP IT !!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <EJ9qyL.H1I@iglou.com>
Source record: 68958
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy,alt.config

In message <3462b914.4652696@news.clara.net>,
david@spamme&you.are.dog.food.persona.clara.net (Daveykins) wrote:
>>the original message was posted to
>>comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,co
>>mp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,c
>>omp.sys.oric,comp.sys.sinclair,comp.sys.tandy
>
>Let me see.... the thread is talking about an operating system for all
>types of computer, all makes and models, and this chap doesn't see the
>relevance....
>
>Hmm....????
>
>Somehow I don't quite understand the problem!

Maybe it's time to create a newsgroup dedicated specifically to this operating
system.

--
Bill Marcum
"Avoid making eye contact with the factory people. They can see
directly into your soul."

3180. Re: Codename G-OS (NOW STOP IT !!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: Lazy Bone <zhulien@alphalink.com.au>
Message-ID: <34639BC4.MD-0.198.zhulien@alphalink.com.au>
Source record: 68959
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy,alt.config

This is my last cross-posting on this Thread and I hope that all readers will understand and not reply to this - as it will also go to all groups.

If you want to know more about GENOS, read the previous posts to this thread. There will be more postings in future, but they will be directed to the appropriate platform group (ie: MSX) WHEN a version of GENOS is available for the platform.

Regards

Julian Cassin

3181. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Nov7131619@co.umist.ac.uk>
Source record: 68960

In article <3462B515.3CC9@worldnet.att.net> Andre Bullock <AVB6567@worldnet.att.net>
writes:

>
> dengoth@uss.net wrote:
> >
> > I am confused of how the 800 and 800xl are camparative.
[snip]
> --------Response by AB----------
> In the 800XL the functionality is there, but without the card slots,
> making it cheaper to produce. This was a big deal after the Commodore 64
> came along. The 800XL does everything the 800 did except:
>
> Play 4 player games, I don't remember any.
[snip]
There was Asteroids! Which had a 4 player mode.

3182. Re: 1400XL Production Run Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <01bceb8a$629e7fa0$0e664ccf@none>
Source record: 68961

Karl Heller <kheller2@ix.netcom.com> wrote in article
<633h05$l7d@dfw-ixnews4.ix.netcom.com>...
>
> I recently added a 1400XL Engineer prototype to my collection. I was
under
> the impression that 1400XL's used a 1450XL motherboard. Well, the side
> cartridge piece on this 1400XL doesn't fit my 1450XL boards very well.
The
> 1400XL board is cut differently from the 1450XL board.
>

Well it is always great to hear someone talk about the 1400 & 1450
computers.
I have a production model 1400XL and a prototype 1450XLD w/ two parallel
drives.

> To make things even stranger, the 1400XL motherboard is marked
"1400XL".
> It is a almost completely hand soldered, and the modem is a perf/wirewrap

> board.
>

Mine actually says 1400 on it, along with the other one I have that I'm
fixing for a
friend. The board reads on the bottom:

C061742 Rev X3
Atari Copyright 1983

The modem board has the following part #: C062171 REV A

> It is interesting to note how they went from the "1400XL" to the
"1450XL"
> boards. However, for the record, did the production run of 1400XL's use
> 1450XL boards and what is the part number of the side plastic that is
used
> on those same machines?
>
The part # on my 1400XL side plastic is: C060097 REV X3 CAV A

There was a run of 1400XL boards (voice syn and modem only) and a 1450XL
run which had the same as the 1400XL, but has a connector which a parallel
drive board plugs in on. Their part layout is exactly the same except for
the parallel drive board connector and power connection.

My 1450XLD is one of the prototype TONG boards. This one is larger than the 1450XL board and has all parts (modem and disk drive) on a single motherboard. The 1450XL and 1400XL use the Votrax SC01 voice synthesizer, the 1450XLD uses a next generation Silicon Systems Inc SSI-263 voice synthesizer. It also has two prototype 40 pin chips (their covers for the chip are held on by scotch tape) that are said to be language chips for the voice (the voice on mine doesn't work). There is also a spot for a 48 pin chip which was said to be a Apple II compatiablity (rumor though; I haven't found any documentation to support that).

Glenn Bruner
Colorado Springs, Coloardo

3183. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <346321FD.E996B7F0@erols.com>
Source record: 68962

AND MULE!

That appears to be the favorite 4 player game.

Later,
Steve

Raphael James Espino wrote:

> In article <3462B515.3CC9@worldnet.att.net> Andre Bullock <AVB6567@worldnet.att.net>
writes:
>
> >
> > dengoth@uss.net wrote:
> > >
> > > I am confused of how the 800 and 800xl are camparative.
> [snip]
> > --------Response by AB----------
> > In the 800XL the functionality is there, but without the card slots,
> > making it cheaper to produce. This was a big deal after the Commodore 64
> > came along. The 800XL does everything the 800 did except:
> >
> > Play 4 player games, I don't remember any.
> [snip]
> There was Asteroids! Which had a 4 player mode.

3184. 3.5" upgrade to xf551

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <878911724.23219@dejanews.com>
Source record: 68963

Hey all,

I have been fairly unlucky so far in getting hardware advice from this 8bit group (granted some of you have replied with information - and you know who you are - thanks!).

Perhaps there just aren't many hardware hackers around anymore, I don't know.

I have several projects on the table, including hard drive hookup and eprom burner, etc. I know these have all been done before, but I never had the time, or just wasn't in the loop when other people were working on these upgrades.

My current question to you all is this:

I want to upgrade my xf551 drive to a 720+Kb 3.5" drive. I know Bob Woolley has a design for this, but I have been unsuccessful in reaching him lately. At one time he said he would send me the documentation for this upgrade but I think he got side-tracked or became engaged otherwise.

So, does any kind soul out there who has this upgrade information (somebody has to have it) want to disseminate it?

Ok, I am begging. Pleeeease!

And talking about hard drives, if anyone, ANYONE has information on a free (or relatively inexpensive) IDE interface, please let me know. Otherwise I will have to break out the specs and try to design one myself. (This may prove difficult without a o'scope!).

cowpoke.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3185. Re: 3.5" upgrade to xf551

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bceb91$76bfd540$77c2accf@asharkis.erols.com>
Source record: 68964

cowpoke1@hotmail.com wrote in article <878911724.23219@dejanews.com>...
> Hey all,
>
>
> I want to upgrade my xf551 drive to a 720+Kb 3.5" drive. I know Bob
> Woolley has a design for this, but I have been unsuccessful in reaching
> him lately. At one time he said he would send me the documentation for
> this upgrade but I think he got side-tracked or became engaged otherwise.
>
>

Bob Puff (CSS) was selling this upgrade a couple of years ago, along with other improvements for the XF-551. I know at least one guy who had his drive done by Puff. There was also an outfit called Innovative Concepts that was selling a kit to do the same thing.

The problem most people run into involves connectors and cables. I think some modification has to be made there. Also, I know at least one guy who took the trouble to mount a fan on his drive, and also put the 3.5" drive on top. A toggle switch (center off) allowed booting from either mechanism and provided a visible way to see if the drive was turned on or not.

I'm not a hardware hacker, and I have no idea what went into those projects except what I already mentioned. But I know that it has been done.

BTW, where are you going to get a 720K drive at this time?

3186. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: Austin Franklin <darkroo9m@ix.netcom.com>
Message-ID: <01bceb94$5be6a2a0$53f65ecf@drt1>
Source record: 68965

> Allow for a second cart. for the right slot, don't remember anything
> that went in there anyway.

We used the right cartridge slot for the console software for our 80 column board. The cartridge occupied none of the 8k address space assigned to the right slot, so you could use full 16k cartridges in the left slot. The 80 column board plugged into the third slot on the 800 (the 800XL was missing these expansion slots....).

Austin Franklin
darkroom@ix.netcom.com

3187. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: sposey@ioa.com
Message-ID: <346340cd.150230311@news.ioa.com>
Source record: 68966

On 7 Nov 1997 15:46:54 GMT, "Austin Franklin"
<darkroo9m@ix.netcom.com> wrote:

>> Allow for a second cart. for the right slot, don't remember anything
>> that went in there anyway.
>

The Monkey Wrench II was a right-cart by Eastern House Software (they also made an XL/XE version). It was a programmers tool for auto line-numbering/renumbering, disassembling, machine-language monitoring, etc. I was very successful at backing up some of my cassette games that were otherwise copyprotected (like zaxxon & frogger) using the MWII. I also got some good dissassembly use out of it by plugging in a cart game, like pacman, and booting with the MWII in place. I could get to the monitor to dissassemble the cartridge and make changes to give me 99 men, etc. Obviously, you couldn't do this with the XL/XE version since you need BOTH cartridges in place.

There weren't many right-carts, but the MWII and the 80-col carts were the most memorable. I believe OSS had some other programming tools meant for right-carts.

Carry on...
Steven

3188. Re: Atari 400 hisses through rf

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: Austin Franklin <darkroo9m@ix.netcom.com>
Message-ID: <01bceb9b$48f8bb90$53f65ecf@drt1>
Source record: 68967

> The only place I have found where you can buy power supplies is B&C
> ComputerVisions, on the web at www.myatari.com
> Their shipping charge is pretty steep, though ($6 minimum)

So are their prices...

3189. WTB:MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: "Jacobs, Michael A" <michael.jacobs@lexis-nexis.com>
Message-ID: <34633EB2.757A@lexis-nexis.com>
Source record: 68968

If anyone has an MIO for sale, I am interested in buying one.

3190. Re: Need Atari 800 Video Cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: kerokitty@aol.com
Message-ID: <19971107172500.MAA24359@ladder02.news.aol.com>
Source record: 68969

Are you talking about the Composite (DIN cable) with RCA outputs? IF that is the cable you are looking for....you can also use a Video cable made for the 1st generation Sega Genesis.

Reg

3191. Re: Bounty Bob Strikes Back (Miner II)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: kerokitty@aol.com
Message-ID: <19971107171200.MAA23346@ladder02.news.aol.com>
Source record: 68970

I also could not run it. I'm using a 800 w/ 1050 and APE.

Reggie

3192. Re: 1400XL Production Run Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <34635b2c.1264221@news-west.sony.com>
Source record: 68971

No production run of 1450 or 1400 XL's ever existed. Some small proto runs were made but never a production run. The "final sample" 1450XL power adaptor was not delivered until 7/6/84 (I remember the day because it was everyones last!).

Two major revisions of the 1400XL motherboard exist. The first was a dedicated 1400 only PCB that was dropped in favor of a generic 1400/1450 motherboard with the drive connector on it. Various revisions of modem and voice daughterboards were implemented due to problems sourcing enough components for each.

By mid 84 I'm not even certain the 1400 was even worked on anymore, all emphesis was on the 1450 and "Micky" the Atari Amiga.. The Mac had just been shown and the Atari "Amiga" game system was at least a year away. Atari could not ship the system as a computer with keyboard for at least 1 year after Amiga introduced there computer per the Atari's agreement with Amiga. Needless to say.....things were not looking good!

Jerry

On 7 Nov 1997 14:33:39 GMT, "Glenn Bruner" <brunergs@pcisys.net> wrote:

>
>
>Karl Heller <kheller2@ix.netcom.com> wrote in article
><633h05$l7d@dfw-ixnews4.ix.netcom.com>...
>>
>> I recently added a 1400XL Engineer prototype to my collection. I was
>under
>> the impression that 1400XL's used a 1450XL motherboard. Well, the side
>> cartridge piece on this 1400XL doesn't fit my 1450XL boards very well.
>The
>> 1400XL board is cut differently from the 1450XL board.
>>
>
>Well it is always great to hear someone talk about the 1400 & 1450
>computers.
>I have a production model 1400XL and a prototype 1450XLD w/ two parallel
>drives.
>
>> To make things even stranger, the 1400XL motherboard is marked
>"1400XL".
>> It is a almost completely hand soldered, and the modem is a perf/wirewrap
>

>> board.
>>
>
>Mine actually says 1400 on it, along with the other one I have that I'm
>fixing for a
>friend. The board reads on the bottom:
>
> C061742 Rev X3
> Atari Copyright 1983
>
>The modem board has the following part #: C062171 REV A
>
>> It is interesting to note how they went from the "1400XL" to the
>"1450XL"
>> boards. However, for the record, did the production run of 1400XL's use
>> 1450XL boards and what is the part number of the side plastic that is
>used
>> on those same machines?
>>
>The part # on my 1400XL side plastic is: C060097 REV X3 CAV A
>
>There was a run of 1400XL boards (voice syn and modem only) and a 1450XL
>run which had the same as the 1400XL, but has a connector which a parallel
>drive board plugs in on. Their part layout is exactly the same except for
>the parallel drive board connector and power connection.
>
>My 1450XLD is one of the prototype TONG boards. This one is larger than
>the 1450XL board and has all parts (modem and disk drive) on a single
>motherboard. The 1450XL and 1400XL use the Votrax SC01 voice synthesizer,
>the 1450XLD uses a next generation Silicon Systems Inc SSI-263 voice
>synthesizer. It also has two prototype 40 pin chips (their covers for the
>chip are held on by scotch tape) that are said to be language chips for the
>voice (the voice on mine doesn't work). There is also a spot for a 48 pin
>chip which was said to be a Apple II compatiablity (rumor though; I haven't
>found any documentation to support that).
>
>Glenn Bruner
>Colorado Springs, Coloardo
>

3193. Re: Atari 400 hisses through rf

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <34635e7f.2115976@news-west.sony.com>
Source record: 68972

The 4.5 mhz audio oscillator is dead, perform the following....trust me!

On the motherboard you will find a tall adjustable coil (4.5mhz adj) next to it will be 2 silver 820 pf mica axial capacitors.

Gently but firmly squeeze each capacitor body with a needle nose screwdriver. The odds are 98% that your sound will return to normal, you may have to adj the coil a bit afterwards.

Let us know how it works out.

Jerry

On Fri, 07 Nov 1997 01:28:32 GMT, dengoth@uss.net wrote:

>
>
>I have a question that someone must have had an experience with. I
>just picked up an Atari 400. When I plugged it in to the tv it had an
>annoying static/hiss noise through the tv speakers. It did not go
>away when I changed the TV/GAME switch to one I know works.
>
>I opened the Atari 400 up and couldn't see anything visually wrong
>with it (other then the speaker being lose). Is the cord to the
>switch defective? Please help.
>
>
>
>
>
>Also, if anyone knows where to get a power supply for an 800XL,
>please post.
>
>
>Thanks in advance.

3194. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0711971615180001@macmcurrent.library.carleton.edu>
Source record: 68973

In article <3462835a.6105393@news.snip.net>, mhop@snip.net (mhop) wrote:

>Don't any programs on that list work with the Translator? Or doesn't
>that count?

Attempting to run natively, without a translator, was implied.

I'll add a note to that effect.

Oh, since I'm posting, somebody without a reply address told me in e-mail
that Micro Illustrator (by Chalkboard) and Zaxxon (DataSoft) do run on an
800XL, without a translator. Any confermations? He didn't mention which
version of Zaxxon, 16K or 32K, was used.

Thanks,

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3195. Re: Original Atari Developers Documentation!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: Austin Franklin <darkroo9m@ix.netcom.com>
Message-ID: <01bceb9c$cd769ee0$53f65ecf@drt1>
Source record: 68974

dklugh@iwaynet.net wrote in article <63qbma$20o$10@triglav.iwaynet.net>...
>
>
> On 1997-10-19 darkroo4m@ix.netcom.com said:
> >Hi,
> >Well, I finally decided to go look for more stuff, knowing that I
> >must have more lying around. And....I found a whole box of
> >original Atari Developers documentation. I found the original BIOS
> >source code, and the original DOS source code....amongst other
>
> Are you talking about the ST?
> The ST has a BIOS,GEMDOS,XBIOS and AES.
> This newsgroup is for the Atari home computer system,not the ST.
>

Where did anyone mention ST? NO, this was NOT for the ST. This was for the ORIGINAL Atari Computers...the 400/800. Funny how no one else, but you, had this propensity for misunderstanding...yet again. If I post to the comp.sys.atari.8bit, assume it's for the 8 bit Atari computers.

You also have this propensity to want to try to correct people (in a kind of a 'binge posting'), when what was originally said is perfectly accurate. Though what you reply is not technically incorrect, but totally irrelevent to the conversation at hand. At least this is what you did in the two responses you did to my posts.

Austin Franklin
darkroom@ix.netcom.com

3196. Internet Software for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <878911650_OASIS_@eastky.net>
Source record: 68975

Greeting Atari 8-bit users,

Just wondering if there is currently any Internet Software for the Atari
8-bit computers. That will allow E-Mail, News, or FTP using a modem with
a Multi I/O (MIO), BlackBox or similar hardware with a PPP only ISP?

Reply to the e-mail address below and post any replies if you wish.

--

E-Mail Address phantomm@eastky.net

/|\

3197. Re: Help ATR8000?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: STDJAT02@shsu.edu
Message-ID: <34638655.39F0461B@shsu.edu>
Source record: 68976

I have the ATR 8000 and the cp/m manual.
I could mail you a photocopy for cost of copy/shipping.
If your intsrested, I can check with my local CopyTime store.

3198. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: mhop@snip.net
Message-ID: <3462835a.6105393@news.snip.net>
Source record: 68977

On Mon, 03 Nov 1997 09:17:45 -0600, mcurrent@carleton.edu (Michael
Current) wrote:

>In article <Pine.GSO.3.95.971102233202.15840A-100000@fissure.scar>, Alan
>Christie <94chrisv@scar.utoronto.ca> wrote:
>
>>On 3 Nov 1997, PBjurman wrote:
>
>>> 2) Will the 800xl run most of my 400 carts and disks?
>>The 800XL will run 90-95% of your 400 carts and disks, I think Michael
>>Current created a list of 400/800 only 8bit programs.
>
>Here's that list, still looking to make any additions/corrections.
>
<list snipped>

Don't any programs on that list work with the Translator? Or doesn't
that count?

3199. Re: Codename G-OS (NOW STOP IT !!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <63vchg$4v$1@star.cs.vu.nl>
Source record: 68978
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

"Edwin Ploegsma" <e.m.a.ploegsma@rcondw.rug.nl> writes:

[rant about crossposting / dutch text / stupid multipart mime-shit / HTML shit deleted!]

Before you have any comments at other people, get your own shit straight! And BTW telling people to stop crossposting by doing a crosspost yourself is like all those anti-spam dudes promoting their tool by spamming some thousands of people.

ObG-OS: What's this G-OS thing? I seemed to have missed the start of this thread.

Ivo

--
Ivo van Poorten <ipoorten@cs.vu.nl>
http://pmwww.cs.vu.nl/home/ipoorten/

3200. Re: new QMEG+OS 4.0!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <34634556.1581D2D3@aol.com>
Source record: 68979

peter@soemtron.sb.sub.de

This sound very interesting, is it disk based or on ROM chip, how much
and where?

Curt

3201. No sound on 5200

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcebaf$618bfe60$77374382@hawks-pentium>
Source record: 68980

I bought a couple of 5200's and have a Sony TV, which supports NTSC (it's a PAL TV). My Jaguar works fine with it, but the 5200's get a decent picture but no sound! Any help on this ? Schematics so I can tap the sound before it reaches the RF modulator (if it's possible at all). I expect the same to happen to my 7800 when that arrives

Take Atarian care!

3202. Re: Wanted: Sparta Dos X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-07 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0711971626300001@macmcurrent.library.carleton.edu>
Source record: 68981

In article <01bce8a5$8a2d3e40$35f65ecf@drt1>, "Scaldi VanTastle"
<svt@poustis.com> wrote:

>How much are people getting for this cartridge?

As with all 8-bit Atari stuff, prices are all over the map. I think when
B&C and CSS were selling new SDX carts most recently they were asking
something in the range of $40-$50. Whatever their prices were, I'm not
surprised if they're sold out now.

Always best to call around, if you want to buy something new.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3203. Re: 1400XL Production Run Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: "A. Karl Heller" <heller@socko.cdnow.com>
Message-ID: <640b49$dks@netaxs.com>
Source record: 68837

Jerry Jessop <jjessop1@home.com> wrote:

: No production run of 1450 or 1400 XL's ever existed. Some small proto
: runs were made but never a production run. The "final sample" 1450XL
: power adaptor was not delivered until 7/6/84 (I remember the day
: because it was everyones last!).

So the "production run of 1400XL's that were used by developers" - as
people here are fond of saying, had a 1450XL board it them or not?

And another annoying question from the past... what were L1 and L2 for
on the 1450XLD as per published pictures?

: Two major revisions of the 1400XL motherboard exist. The first was a
: dedicated 1400 only PCB that was dropped in favor of a generic
: 1400/1450 motherboard with the drive connector on it. Various
: revisions of modem and voice daughterboards were implemented due to
: problems sourcing enough components for each.

But, the 1450XL board has a different cut for the cartridge plastic.
Are we saying there is another type of plastic side other than the 1200XL
and the 1400 plastics?

: By mid 84 I'm not even certain the 1400 was even worked on anymore,
: all emphesis was on the 1450 and "Micky" the Atari Amiga.. The Mac had
: just been shown and the Atari "Amiga" game system was at least a year
: away. Atari could not ship the system as a computer with keyboard for
: at least 1 year after Amiga introduced there computer per the Atari's
: agreement with Amiga. Needless to say.....things were not looking
: good!

I would really love to write up a history on the 1400 line but everyone's
story is different and no one seems to know exactly what happened.

I won't even bring up that rumor of those 1450XLD cases being smashed.

Why did Atari require all 1400XL nameplates removed?

How many plastic cases for the 1400XL were made?

There is a REV X3 1400 board. What is different from the REV X2 board?

Does anybody have the schematics to the 1450XL floppy daughter board or
even a board!?

Has anybody copied the TONG floppy circuitry and applied it to the XLs
in general?

questions...questions...

Karl

: On 7 Nov 1997 14:33:39 GMT, "Glenn Bruner" <brunergs@pcisys.net>
: wrote:

: >
: >
: >Karl Heller <kheller2@ix.netcom.com> wrote in article
: ><633h05$l7d@dfw-ixnews4.ix.netcom.com>...
: >>
: >> I recently added a 1400XL Engineer prototype to my collection. I was
: >under
: >> the impression that 1400XL's used a 1450XL motherboard. Well, the side
: >> cartridge piece on this 1400XL doesn't fit my 1450XL boards very well.
: >The
: >> 1400XL board is cut differently from the 1450XL board.
: >>
: >
: >Well it is always great to hear someone talk about the 1400 & 1450
: >computers.
: >I have a production model 1400XL and a prototype 1450XLD w/ two parallel
: >drives.
: >
: >> To make things even stranger, the 1400XL motherboard is marked
: >"1400XL".
: >> It is a almost completely hand soldered, and the modem is a perf/wirewrap
: >
: >> board.
: >>
: >
: >Mine actually says 1400 on it, along with the other one I have that I'm
: >fixing for a
: >friend. The board reads on the bottom:
: >
: > C061742 Rev X3
: > Atari Copyright 1983
: >
: >The modem board has the following part #: C062171 REV A
: >
: >> It is interesting to note how they went from the "1400XL" to the
: >"1450XL"
: >> boards. However, for the record, did the production run of 1400XL's use
: >> 1450XL boards and what is the part number of the side plastic that is
: >used
: >> on those same machines?
: >>
: >The part # on my 1400XL side plastic is: C060097 REV X3 CAV A
: >
: >There was a run of 1400XL boards (voice syn and modem only) and a 1450XL
: >run which had the same as the 1400XL, but has a connector which a parallel
: >drive board plugs in on. Their part layout is exactly the same except for
: >the parallel drive board connector and power connection.

: >
: >My 1450XLD is one of the prototype TONG boards. This one is larger than
: >the 1450XL board and has all parts (modem and disk drive) on a single
: >motherboard. The 1450XL and 1400XL use the Votrax SC01 voice synthesizer,
: >the 1450XLD uses a next generation Silicon Systems Inc SSI-263 voice
: >synthesizer. It also has two prototype 40 pin chips (their covers for the
: >chip are held on by scotch tape) that are said to be language chips for the
: >voice (the voice on mine doesn't work). There is also a spot for a 48 pin
: >chip which was said to be a Apple II compatiablity (rumor though; I haven't
: >found any documentation to support that).
: >
: >Glenn Bruner
: >Colorado Springs, Coloardo
: >

3204. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <640bug$sco@alexander.INS.CWRU.Edu>
Source record: 68838

Sorry for lateness of this, about a week behind on
comp.sys.atari.8bit...

re: The Atari 8-bits being related to the Amiga:

I've known about this for years, as I've been a fan of Jay Miner
and the others who were involved since before the 2600.
It is really too bad that Atari didn't back out of the Amiga
oops _did_, and that the ST became the "New Atari computer".
Almost everything is similar in operation between the A8 and
Amiga: Display lists for the Atari, the Copper for the Amiga;
just as an example. If someone really wanted to do it, you
could write a GUI for the Atari 8-bit that had pull-down
screens as on the Amiga. I've done it, in a really rudimentary
way. in Basic XE. I cheated, though, and merely MOVEd one
screen over the other, as you scrolled it with a paddle.
But it proves the concept, and all it would take would be
a well-written Display list interrupt to pull it off,
something that is _just_ beyond my capacity right now.
Was the 1600XL a modified Amiga that was Atari 8-bit
compatible, as is my best guess from the available info?
Also, due to the similarities, I feel that theoretically
speaking, an Atari 8-bit emulator would be the easiest for
the Amiga to do.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3205. Re: scsi drives with the MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <640d32$47d@alexander.INS.CWRU.Edu>
Source record: 68839

re: SCSI drives on the MIO:

Using an Adaptek or Xebec board with an MIO will let many RLL
or MFM drives act as SCSI or SASI drives. If you have an
embedded SCSI drive, just plug it in and know the number of
heads and cylinders. Right now, my setup includes a 256K MIO
(my 1M went kaput), a Xebec board, and a Seagate ST-251 5 1/4
drive (38M). I have a Black Box and a Quantum 230M 3 1/2 drive
waiting in the wings, for when I can get my partitions backed
up, and a special bracket to put a 3.5" mech in a 5 1/4 slot.
If at all possible, I would start saving for a Black BOX, as
if you've had the MIO for awhile, you will know that it causes
unexplained lock-ups and other really annoying problems.
That's why I have the BB. My MIO is the weak link in my
Atari system. Too bad it isn't more reliable, as I like the
way it is set up. Now if I can get Bob Puff to make more
Floppy Boards, and upgrade the BB ROMS to use larger
partitions, as I know where I can get a 4G SCSI drive for $200!
Now wouldn't _FOUR_GIGABYTES_ be cool on at Atari 8-bit System?
Of course, broken up into the Black Box's 96 partitions...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3206. Re: new QMEG+OS 4.0!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <640e44$7j8@alexander.INS.CWRU.Edu>
Source record: 68840

What are the main features of the QMEG OS? I read in demos all
the time how the coders use it. I have heard that it is flaky?
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3207. SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: "J. Reyes" <fixit@fred.net>
Message-ID: <01bcebe4$5b1f9ac0$36d3fccd@pc0020>
Source record: 68841

Does anybody know where I can buy SIO cables for my Atari 800 and 1200XL? I want to try out the APE program using an old 286, and would like to tackle the building of the interface cable myself, but cannot seem to locate a place that sells the Atari cables. Any suggestions?

Thanks!

Jay

3208. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <640df5$5fl@alexander.INS.CWRU.Edu>
Source record: 68842

```
Yes, Atari still exists. At least as a name. I guess there are
three Atari employees, but they also have jobs at JTS proper.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \
```

3209. Re: software

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <640etp$a0o@alexander.INS.CWRU.Edu>
Source record: 68843

re: UUencoding stuff to yourself via LYNX:

I don't know. I have not tried Sailor, but as you say it is fast,
I might have to try it. HAve been getting frustrated by the
slowness of the Net lately, and a 28.8 modem has nothing to
do with it (arrgghh), it's just a slow spot on the Net.

Haven't called ya lately, might have to do so, if you don't
mind.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3210. Re: Atari po Polsku

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <640dmn$6ao@alexander.INS.CWRU.Edu>
Source record: 68844

I have a good idea for the Polish coders- What if you could
write a polish-to-english converter, at least for the
most-used words. That way, We could get the latest example
of your genius, translate the doc file, and have a hope of
figuring out how to use it!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3211. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <640fp6$cqs@alexander.INS.CWRU.Edu>
Source record: 68845

Re: artifacting...

Weird! Users of Atari 8-bit emulators want Artifacting emulated
as well, while _I_, as a _REAL_ Atari 8-bit user, wish I could
get rid of it! I am using a .42 dot pitch Magnavox monitor,
wishing I could use a finer dot pitch MutiSync monitor
directly with my Atari. Perhaps the message from a while ago
might help me out somewhat, the one about NTSC-to-VGA
adapter boxes from Best Buy. Unfortunately, the nearest Best
Buy is about 80 miles from here, and I don't want to go unless
the crap is actually there!

go figure!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3212. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <640ggg$g85@alexander.INS.CWRU.Edu>
Source record: 68846

re: having a TCP/IP protocol embedded in a program:

Isn't this a harder way to do it? Wouldn't you want to write
TCP/IP as a handler, and release it with instructions on accessing
it, so that programmers wouldn't have to mess with it? My
friend Lonny flatly refuses to write an IRC port for the A8
unless there is a seperate Slip/PPP handler in place. He
prefers the modular approach, and I tend to concur. What
possible advantage could be gained by having TCP/IP code inside
every Net app that would be written? He would be writing in
Action, remember. What is the specifications for an SDX
DEVICE? That would be interesting if both TCP/IP and a CD-ROM
driver could be written as such DEVICEs.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3213. Re: Super Bruce Lee

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <640h9p$in0@alexander.INS.CWRU.Edu>
Source record: 68847

re: Super Bruce Lee

I ended up solving it with a friend at about 4 am one night,
and it was really cool at the time. One of the things I remember
was how the Green Yamo would stop and make a cow noise twice.
With sleep deprivation, that was the most bizarrely funny
thing! Ah. Memories... Might have to dig it out again!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3214. Re: Gary Gilbertson music

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <640hqn$kac@alexander.INS.CWRU.Edu>
Source record: 68848

RE: Antic Music Processor:

Steve- I have a friend only about 8 miles away that is actively writing music on your excellent editor! Only a week ago, he showed me a couple of songs he just entered in, complete with lyrics. He Loves it! (I sold him the 130XE and 1050 in the first place. So if anyone complains about the state of Atari computers, just sell one to a friend, and spread it around!) He'll probably think it's cool that I was in contact with you. I think it's cool as well!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3215. Re: S:computer+videogames

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <640jh1$pht@alexander.INS.CWRU.Edu>
Source record: 68849
Cross-posted to: comp.sys.atari.8bit,rec.games.video.arcade.collecting,rec.games.video.atari,comp.sys.cbm,alt.atari.2600vcs

re: Fairchild Channel F and Vectrex...

The Fairchild uses cartridges that look kind of like an 8 track
tape, and the main console if I remember has a clear dust
cover. The joysticks are really weird, just a vertical thing
with a movable knob on the top! (not makin this stuff up!)
An example of a more popular cart for this would be
Doodle/QuadraDoodle. Rudimentary drawing program and Surround
clone.

The Vectrex was somewhat more popular, and is the only
videogame console that had its own monitor built in!
The monitor was a vector screen, as opposed to the raster
screen we are all used to in a TV. Games that you would
remember that used a vector screen in the arcade would be
(examples) Asteroids, BattleZone, Red Baron, and my all-time
arcade favorite- Star Castle. I have an Asteroids clone
for the Vectrex, as well as a cool driving game. Really
neat to have trees and other scenery grow larger smoothly,
rather than blockily in today's racing games. And all this
in 1979! Oh, I also have a Scramble clone for it as well.
Picked it up for US $20.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3216. TAF Flea Market November 19th

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <3463fbb4.0@nemo.idirect.com>
Source record: 68850

Agenda for Toronto Atari Federation meeting, November 19th, 1997:

It's time once again for TAF's annual and famous FLEA MARKET!

Yes, once again TAF hosts a night where Atarians from around Toronto and elsewhere converge to buy and sell hardware and software for our favorite platform. Need a part or peripheral? Want to go to a more powerful system? Looking for that rare piece of software utility or game? You just may find it here! TAF's large library of PD/Shareware will also be there for sale to interested parties, as well as TAF's membership clerk for taking new memberships or renewing current ones.

Tables are available for non-members to display their products for the low cost of $2.00 , and may be reserved by contacting Dan Dreibelbis at 416-766-4743 or via e-mail at dreibel@idirect.com . Setup starts at 6:30, with doors opening at 7:30 PM; entry to non-members is $2.00.

As always, piracy is not condoned by the Toronto Atari Federation; anyone found to be selling pirated software will be dealt with severely!

Come and sell your old junk, and buy yourself a treasure! Have Fun!

TORONTO ATARI FEDERATION User Group meetings are held on the Third Wednesday of the Month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Meetings start 7:30 PM, $2.00 to non-members. Membership is $35 CDN a year, and includes a subscription to the club newsletter PHOENIX and full use of the TAF Online BBS. A membership in TAF IS Atari support!

TAF BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ////////////////////

3217. Re: Gary Gilbertson music

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <641eel$d8f$1@nekkar.cs.pdx.edu>
Source record: 68851

After all this talk about the Antic Music Processor, I've been looking for it online, but can't seem to find it. Is it on an Antic coverdisk somewhere, or was it sold through the Antic Catalog (or whatever it was called) that sold ex-APX programs? If the latter, anybody want to sell me a copy?

Alex Chamberlain
chambera@cs.pdx.edu
http://www.cs.pdx.edu/~chambera

3218. Re: Bounty Bob Strikes Back (Miner II)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: itrek@mindspring.com
Message-ID: <34644d69.1321775@news.mindspring.com>
Source record: 68852

I have the same problem. I won't run on an 800 XE from APE, an 810,
or and Indus GT.

3219. Atari Computer items

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <2%Z8.551$VA1.3045438@news3.voicenet.com>
Source record: 68853
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

Atari Items for Sale plus shipping - pre-paid only

Atari power supply for 1050 drive..... $19
Ape Face Model XLP Digital Device..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari 410 Program Recorder (tape deck) (2)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Cables for Atari etc from Chelco (6) ..... $ 8 each
Hot Stuff Joystick (rough)..... $ 7
Paddles (3 sets)..... $12 each
WICO Command Control Joysticks - rough..... $12 pair
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

ALA Software - G-Men ALA Software - Assasins Cove
Bond Analysis Con*Putation
Cranston Manor Adventure (no box) DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler DeBug by Childware
Enhancer
Leader Board Golf Game (no box) MatchBoxes
MegaFont II from XLEnt Software Master Diskette 3 (no box)
Murder on The Zinderneuf My First Alphebet (no box)
Page Designer from XLEnt Software Print Shop
Reading Skills Sesame Str Astro-Glover (3-6)
Spinnaker Alphabet Zoo (3-8) Spnker Hey Diddle Diddle
(3-10)
Spinnakers Kids on Keys (3-9) Spinnaker Kindercomp (3-8)
The Big Math Attack The Jar Game & Chaos
Tinks Adventure (4-8) Tuk Goes to Town (4-8)

Star Voyage Series - Star Voyage 1 & Star Voyage 2
Sesame Street Print Kit for Atari & Commodore
Graphic Generator by DataSoft w/box & docs
The Halley Project - A Mission in Our Solar System (no box)
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)

Tonk in the Land of Buddy-Bots (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Analog Disk #57 Analog Disk #73 June 1989
Andromeda Conquest Astro Grover
Cardware High Tech Expressions Caverns of Mars
Compute Disk October-December 1986 Compute Disk January-March
1987
Crypto Cube (2) DISKEY from Adventure
International Hacker
Ghostbuster Jingle Disk High Tech
Expressions Lode Runner
Lucas Films Ballblazer Match Up
Master of Lamps Memory Mania & Maxwells Demon
Micro Addition Micro Division
Micro Multiplication Monkey See, Monkey Spell
Moon Shuttle My First Alphabet
On Track Racing Paint Master Diskette
Print Shop Sea Bandit
Shape Up Sky Blazer from Broderbund
Spiderman Spy vs Spy
Summer Games - Tetrad
T.G,I,F. The Quest
Threshold Touchdown Football
Trapazoid Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore
Adventure 7.8.9 from Adventure International
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2

Volume 9 - Numbers 2

.....

Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Artist Atari Writer Word Processor
Basic Language Computing (2) Demon Attack
Donkey Kong E.T. Phone Home
Galaxian Millipede
Music Composer (2) Pacman
Qix Sea Horse Hide & Seek
Sky Writer

.....

Tape Software for Atari Computers $3.50 each (4 for $11)

Andromeda Conquest Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800 Figure Fun
Ghost Hunter w/docs Gulp!!
Introduction To Graphics Joystick Sketchpad
Jungles Rainbow w/docs Juggles Rainbow
Moon Shuttle Sea Bandit
Spelling Genie Sargon II --

Star League Baseball States & Capitals

Atari Program Exchange - Midas Touch
Hickory Dickory Dock/Baa, Baa Black Sheep
List, General List, List Customizer
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Explorer Magazine Summer 1985
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Missile Command DOC
Atari Music Composer DOC
Atari Program Exchange - A guide to Effective Programming
Atari Space Invaders DOC
Atari Star Raiders DOC
Atari 440 Programmer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide

Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS --
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

3220. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bcec4b$1373f4c0$5ec2accf@asharkis.erols.com>
Source record: 68854

It's also true that the Atari trademark, as used in the coin-op games, still lives. Warner held on to that division when they sold the Home Entertainment division to the Tramiels. Later they sold the arcade stuff to another outfit (Williams?) that continues the trademark and is even bringing out new products under it.

Bill R. Core <he110@cleveland.Freenet.Edu> wrote in article <640df5$5fl@alexander.INS.CWRU.Edu>...
>
> Yes, Atari still exists. At least as a name. I guess there are
> three Atari employees, but they also have jobs at JTS proper.
> --
>

3221. Re: Vectrex

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: Trevin Beattie <*trevin*@*xmission*.*com*>
Message-ID: <641rp1$e0i$1@news.xmission.com>
Source record: 68855

Henry Summerfield wrote:
>
> What exactly is a vector screen?

A vector display is to a raster TV what a plotter is to a dot matrix
printer.
--
Trevin Beattie "Do not meddle in the affairs of wizards,
*To*reply*to*this* for you are crunchy and good with ketchup."
*message,*remove*the* --unknown
*asterisks*from*my*email*address.*

3222. Re: S:computer+videogames

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: rdell@best.com
Message-ID: <64289d$3t8$1@shell5.ba.best.com>
Source record: 68856

In article <6411b6$hb8@freenet-news.carleton.ca>,
Henry Summerfield <dn919@FreeNet.Carleton.CA> wrote:
>

<rearranged, and original quote line lost>

>> The Vectrex was somewhat more popular, and is the only
>> videogame console that had its own monitor built in!
>> The monitor was a vector screen, as opposed to the raster
>> screen we are all used to in a TV. Games that you would
>> remember that used a vector screen in the arcade would be
>> (examples) Asteroids, BattleZone, Red Baron, and my all-time
>> arcade favorite- Star Castle. I have an Asteroids clone
>> for the Vectrex, as well as a cool driving game. Really
>> neat to have trees and other scenery grow larger smoothly,
>> rather than blockily in today's racing games. And all this
>> in 1979! Oh, I also have a Scramble clone for it as well.

>What exactly is a vector screen?

A conventional TV or computer screens is drawn by the stream of
electrons in what is called a "raster" fashion, scanning across
the screen in a line, then returning to starting side (generally
scanning from left to right) slightly lower down the screen (generally
top to bottom) and tracing another line. This forms a series of
horizontal lines, or a raster. Representation inside a computer
is fairly straight forward, assigning a linear sequence of memory
locations to each position on the lines as they are drawn (for bit
mapped graphics ... text is the same, but the bits are drawn from
a character bit mapped ram or rom).

A vecter screen is instead addressed as a direct, X-Y coordinate
of the point at which one wishes to display a dot. The most familiar
example is the oscilliscope, which you may have used in a college
lab course of some sort, or seen in an old Sci-Fi film. An object
is represented as a series of line segment .. ie a line from X1,Y1
to X2,Y2. This is the internal representation used in a number of
CAD programs, as it lends itself to moving objects and rescaling
them easily. It is also generally much smaller than a bit mapped
representatin of the same object at most menaingful resolutions.
Fonts, these days, are generally represented as a vecter based
type of form (Postscript or Truetype fonts), leading to easy
and continuous adjustments of sizes with resolution only limited
by the display device.

An example .... a box .... might be represented like so:

bit mapped, binary representation:

```
00000000000000000000000000000000
00000011111111111111111111000000
00000010000000000000000001000000
00000010000000000000000001000000
00000010000000000000000001000000
00000010000000000000000001000000
00000010000000000000000001000000
00000011111111111111111111000000
00000000000000000000000000000000
```

vecter graphics respresentation:

```
7,2 -- 26,2
26,2 -- 26,8
26,8 -- 7,8
7,8 -- 7,2
```

--
Richard Dell

3223. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3464a52a.4371712@news.aatech.com>
Source record: 68857

On 8 Nov 1997 00:32:16 GMT, he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>Sorry for lateness of this, about a week behind on
>comp.sys.atari.8bit...

>re: The Atari 8-bits being related to the Amiga:

>I've known about this for years, as I've been a fan of Jay Miner
>and the others who were involved since before the 2600.
>It is really too bad that Atari didn't back out of the Amiga
>oops _did_, and that the ST became the "New Atari computer".
>Almost everything is similar in operation between the A8 and
>Amiga: Display lists for the Atari, the Copper for the Amiga;
>just as an example. If someone really wanted to do it, you
>could write a GUI for the Atari 8-bit that had pull-down
>screens as on the Amiga. I've done it, in a really rudimentary
>way. in Basic XE. I cheated, though, and merely MOVEd one
>screen over the other, as you scrolled it with a paddle.

I did one with a VBI handling the up/down movement by rewriting the Display list and the main BASIC XL program just drew on the two different mode 7 displays. I didn't make it complicated enough to handle different graphics modes, but there was a DLI that kept the palettes separate between the screens.

The demo for this never was included in the user group software library. The demo did simulated screens for the Amiga and the ST with disparaging comments about the ST.

>But it proves the concept, and all it would take would be
>a well-written Display list interrupt to pull it off,
>something that is _just_ beyond my capacity right now.
>Was the 1600XL a modified Amiga that was Atari 8-bit
>compatible, as is my best guess from the available info?
>Also, due to the similarities, I feel that theoretically
>speaking, an Atari 8-bit emulator would be the easiest for
>the Amiga to do.

It should be. The hard part is that 8-bit DLIs are actually more flexible than Amiga copper instructions. (DLIs code encompasses all of 6502 instructions. The copper basically allows only a wait for beam position and then write to one of the custom registers.) Trying to convert 6502 on the fly into copper lists would be real frustrating and then you have to consider self-modifying code. Ick. So, the brute force method of using a 320x200 256 color screen as the basis of

the Atari display is easier to do than trying to interpret DLI code into another hardware instruction set.

But, sprite conversion would be easy. Scrolling shouldn't be too hard.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3224. Re: Vectrex

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: "Robert A. Gray" <rgray@chesapeake.net>
Message-ID: <3464A1B1.581C@chesapeake.net>
Source record: 68858

> What exactly is a vector screen?

A vector SCREEN is a CRT display wherein both x- and y-axis are
controlled rather than rastered, i.e., the gun beam can move diagonally
across the screen as opposed to time sweeping left-to-right
top-to-bottom one-line-at-a-time. Good for wire-frame games like
astroids and such.

3225. Re: Atari 400 hisses through rf

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <Ndb9HzV4e7a+@cc.usu.edu>
Source record: 68859

Does anybody know of a better place that B&C to buy Atari parts on the
internet?

Austin Franklin wrote in message <01bceb9b$48f8bb90$53f65ecf@drt1>...
>> The only place I have found where you can buy power supplies is B&C
>> ComputerVisions, on the web at www.myatari.com
>> Their shipping charge is pretty steep, though ($6 minimum)
>
>So are their prices...
>
>

3226. Re: Super Bruce Lee

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.971108143518.14140A-100000@user2.ptd.net>
Source record: 68860

On 8 Nov 1997, Bill R. Core wrote:

> re: Super Bruce Lee
>
> I ended up solving it with a friend at about 4 am one night,
> and it was really cool at the time. One of the things I remember
> was how the Green Yamo would stop and make a cow noise twice.
> With sleep deprivation, that was the most bizarrely funny
> thing! Ah. Memories... Might have to dig it out again!
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \
>
>
Well, whata ya know.......somebody else in the world besides
me has seen super bruce lee.......Thought I had lost it for
sure or was dreaming......thank you sir! Btw, did you have
a version that would run on an XL or XE?

Thank you very much!

Paul Clark

3227. atari 'lone raider

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: amsant@globalnet.co.uk
Message-ID: <879037925.22280@dejanews.com>
Source record: 68861

please help a sad old atari fan! before most of you were born, atari supplied a game called 'Lone Raider', on tape, with one of their first 'home computers'. I am desperately trying to find a copy of this game, to play on my PC, as it was the only game I ever mastered from start to finish. I am now trying to re-live those glory days, so I would appreciate any help in trying to find this game. Cheers, Ange amsant@globalnet.co.uk

--------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

3228. atari lone raider

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: amsant@globalnet.co.uk
Message-ID: <879038428.22584@dejanews.com>
Source record: 68862

please help a sad old atari fan!! I have been instructed to re-post this message, as I am technically illiterate, so here goes: Can anybody please help me find a copy of 'Lone Raider', the old, old game supplied on tape with the earliest Atraris. I would love to play the game on my PC, but cannot find a copy anywhere. If you can help, please e-mail me at the following 'amsant@globalnet.co.uk' and make an old lady very happy.
Cheers, Ange

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3229. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <346556C0.10EA@erols.com>
Source record: 68863

Andre Bullock wrote:
>
> dengoth@uss.net wrote:
> >
> > I am confused of how the 800 and 800xl are camparative.
> >
> > Does the 800xl have built in all of the cards in the slots of the 800?
> >
> > I understand the 800xl was released after the 800. Is the 800xl a
> > superior machine?
>
> --------Response by AB----------
> In the 800XL the functionality is there, but without the card slots,
> making it cheaper to produce. This was a big deal after the Commodore 64
> came along. The 800XL does everything the 800 did except:
>
> Play 4 player games, I don't remember any.
> Allow for a second cart. for the right slot, don't remember anything
> that went in there anyway.
>
> The 800, and 400 for that matter were released in 78-79 time frame. The
> 800xl, which followed the 1200xl was released in 83. The other reason to
> get the xl not mentioned in the prior posts is the GTIA v's CTIA video
> chip. The GTIA (256 color pallate) was released only in the last 800's
> and all 1200/800XL's. So buying a 800 you may be getting a CTIA (128
> color pallate) machine.
>
> For a while in the early 80's you could buy an GTIA chip to retrofit old
> 800/400 machines. I doubt anything like this exists now.
>
> There were a number of projects to bring a 800xl up to 256K or RAM (used
> as a RAM disk as devices D6:,D7:. The most popular was called RamboXL,
> and worked with a patched version of Dos2.5. I built one into an 800XL
> at that time.
>
> ABAnother multiplayer game was the Party Quiz game by Suncom that used 2
joystick ports but allowed 4 players also.

3230. Re: 3.5" upgrade to xf551

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3465589E.17FD@erols.com>
Source record: 68864

cowpoke1@hotmail.com wrote:
>
> Hey all,
>
> I have been fairly unlucky so far in getting hardware advice from this
> 8bit group (granted some of you have replied with information - and you
> know who you are - thanks!).
>
> Perhaps there just aren't many hardware hackers around anymore, I don't
> know.
>
> I have several projects on the table, including hard drive hookup and
> eprom burner, etc. I know these have all been done before, but I never
> had the time, or just wasn't in the loop when other people were working
> on these upgrades.
>
> My current question to you all is this:
>
> I want to upgrade my xf551 drive to a 720+Kb 3.5" drive. I know Bob
> Woolley has a design for this, but I have been unsuccessful in reaching
> him lately. At one time he said he would send me the documentation for
> this upgrade but I think he got side-tracked or became engaged otherwise.
>
> So, does any kind soul out there who has this upgrade information
> (somebody has to have it) want to disseminate it?
>
> Ok, I am begging. Pleeeease!
>
> And talking about hard drives, if anyone, ANYONE has information on
> a free (or relatively inexpensive) IDE interface, please let me know.
> Otherwise I will have to break out the specs and try to design one myself.
> (This may prove difficult without a o'scope!).
>
> cowpoke.
>
> ----------====Posted via Deja News====----------
> http://www.dejanews.com/ Search, Read, Post to UsenetAs far as the IDE interface goes the
only docs on that were published in
Atari Classics (Bob Woolley). FTE promised on long ago, but no-one has
heard from him in years. For the 551 upgrade you can try Computer
Software Services (Bob Puff) at: (716) 467-9326. His premimum version
will allow two drive mechanisms at once.

Pat.

3231. Re: Codename G-OS (NOW STOP IT !!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: oliver1 <oliver1@ici.have.zero.tolerance.for.your.stupidity.net>
Message-ID: <346534B1.6DFA@ici.have.zero.tolerance.for.your.stupidity.net>
Source record: 68865
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy,alt.config

Lazy Bone wrote:
>
> This is my last cross-posting on this Thread and I hope that all
> readers will understand and not reply to this - as it will also go to
> all groups.
>
> If you want to know more about GENOS, read the previous posts to this
> thread. There will be more postings in future, but they will be
> directed to the appropriate platform group (ie: MSX) WHEN a version of
> GENOS is available for the platform.
>
> Regards
>
> Julian Cassin

i'm not going to reply to this cross-post either.
anyone else ?

"...anger is an energy..."
use it wisely.

3232. QUES: PC-XFORMER and CARTRIDGES

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: sanskrit@techunix.technion.ac.il
Message-ID: <EJBruC.68s@discus.technion.ac.il>
Source record: 68866

Hi,

I was wondering, if someone uses PC-XFORMER, how can you
run software on ATARI cartridges ? Also, if you use the
PC-XFORMER cable, does the cassette deck work ? And if Yes,
how do you hear sounds on th cassette deck for some
programs ? (like the language series ?).
Pradeep

3233. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R0811971742100001@nntp.netgate.net>
Source record: 68867

In article <3462835a.6105393@news.snip.net>, mhop@snip.net (mhop) wrote:

> Don't any programs on that list work with the Translator? Or doesn't
> that count?

Sure, something like "FIX-XL" will work for most games that won't
"normally" run on the 800XL, but if there is anything which looks
for something in the second cartridge slot (very unusual, and in fact
I don't know of any examples), or if it is a game that requires
input from four joysticks (or at least actively polls for input from
four joysticks), it still may not work on the 800XL even if a
translator helps it to boot on the XL.

--
Tim Irvin, ziggy29@netgate.net ::::: http://www.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

3234. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya02408000R0811971739340001@nntp.netgate.net>
Source record: 68868

In article <3462B515.3CC9@worldnet.att.net>, Andre Bullock
<AVB6567@worldnet.att.net> wrote:

> In the 800XL the functionality is there, but without the card slots,
> making it cheaper to produce. This was a big deal after the Commodore 64
> came along. The 800XL does everything the 800 did except:
>
> Play 4 player games, I don't remember any.

Well, there's a very obvious 4-player game, arguably the best
8-bit game ever and to this day still ranked by CGW magazine as one
of the five best games ever: M.U.L.E.

The FIX-XL program will get past the complaint about what it finds
in ROM (as when you usually boot it up on an 800XL), but when the
program tries to poll for input from four joystick ports, everything
messes up.

This, in fact, is the only reason I can't exclusively rely on
my 800XL for what I do.

--
Tim Irvin, ziggy29@netgate.net ::::: http://www.netgate.net/~ziggy29

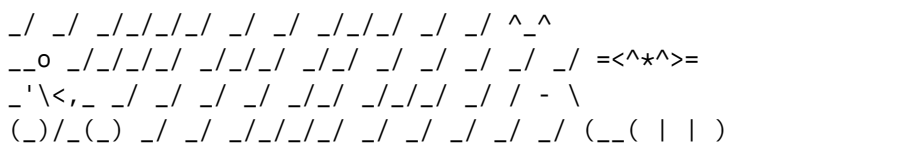
"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

3235. Re: S:computer+videogames

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: dn919@FreeNet.Carleton.CA
Message-ID: <6411b6$hb8@freenet-news.carleton.ca>
Source record: 68869

What exactly is a vector screen?

> The Vectrex was somewhat more popular, and is the only
> videogame console that had its own monitor built in!
> The monitor was a vector screen, as opposed to the raster
> screen we are all used to in a TV. Games that you would
> remember that used a vector screen in the arcade would be
> (examples) Asteroids, BattleZone, Red Baron, and my all-time
> arcade favorite- Star Castle. I have an Asteroids clone
> for the Vectrex, as well as a cool driving game. Really
> neat to have trees and other scenery grow larger smoothly,
> rather than blockily in today's racing games. And all this
> in 1979! Oh, I also have a Scramble clone for it as well.
> Picked it up for US $20.

--


3236. Don't Fear's Huge 3rd Auction Part 1 (update 12)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <3464E7CA.3154A7FA@prodigy.com>
Source record: 68870
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.vectrex,rec.games.video.nintendo,comp.sys.atari.8bit

```
Don't Fear's Huge 3rd Auction Part 1 (update 12)

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds.
If you choose to send a personal check please allow 2-3 weeks for the
check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of
final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to play can you spot the two classic
game collectors.
Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features:
Atari 2600 - 308 Items Atari 5200 - 31 Items
Atari 7800 - 17 Items Atari Comp - 54 Items

Atari 2600
----------
Prototypes
```

```
----------
Stampede $50.00 jimmy
Dolphin $50.00 jimmy
Name This Game $50.00 jimmy
Eggomania $50.00 jimmy

Atari
-----
Combat (C) - complete $1.00 anders
Air-Sea Battle (U) - w/inst $0.50 anders
Space War (U) - w/inst $2.00 chrisc
Outlaw (U) - w/inst $0.50 anders
Slot Racers (U) - w/inst $1.50 anders
Canyon Bomber (C) - w/inst $1.50 anders
Super Breakout (U) - multi lang, complete $1.50 anders
Defender (C) - w/inst $0.50 anders
Warlords (U) - shrinkwrapped $5.00 masterc
Indy 500 (U) - w/inst $1.50 anders
Street Racer (U) - w/inst $0.50 anders
Adventure (C) - w/inst $5.00 masterc
Demons To Diamonds (U) - shrinkwrapped $3.00 anders
Pele's Soccer (C) $1.50 vince
Championship Soccer (C) $1.00 battle
Basic Programming (R) - w/inst $4.00 anders
Video Olympics (C) - w/inst $1.00 bones
Breakout (C) - complete, rare white box $5.00 masterc
Home Run (C) - w/inst $0.50 anders
Basketball (C) - w/inst $0.50 anders
Football (C) - w/inst $0.50 anders
Miniature Golf (U) $3.00 kadams
Human Cannonball (U) $4.00 anders
Bowling (C) $2.00 masterc
Sky Diver (pic) (U) $2.00 kadams
Circus Atari (C) - complete $2.00 anders
Superman (C) - w/inst $1.50 anders
Space Invaders (C) - complete $1.50 gmccl
Night Driver (C) - w/inst $0.50 anders
Golf (C) - w/inst $1.50 edward
Maze Craze (U) - w/inst $3.00 masterc
Video Checkers (R) $2.00 dbr
Dodge 'Em (U) - w/inst $0.50 anders
Missile Command (C) - w/inst $0.50 anders
Othello (R) - complete, rare white box $2.50 zazoo
RealSports Baseball (U) - w/inst $0.50 anders
Surround (C) - w/inst $1.50 anders
Hunt & Score (U) $2.00 chrisc
Code Breaker (U) $1.50 anders
Flag Capture (pic) (U) - w/inst $2.00 chrisc
Video Chess (U) $1.50 anders
Pac-Man (C) - w/inst $1.50 anders
```

Video Pinball (U) - w/inst $3.50 masterc
Asteroids (C) - w/inst $0.50 anders
Bezerk (C) - w/inst $2.00 masterc
Blackjack (R) - complete $2.00 zazoo
Casino (U) - complete,special edition box $1.50 kingkong
Slot Machine (R) - (some cart damage) $3.00 squire
Haunted House (C) - w/inst $0.50 anders
Yars Revenge (C) - w/inst & comic $4.00 masterc
Yar's Revenge (red lbl) (R) $4.00 jeremyg
Swordquest: Earthworld (C) $2.00 chrisc
Swordquest: Fireworld (C) - complete $4.00 anders
Math Grand Prix (C) $1.50 anders
Raiders Of The Lost Ark (C) - w/instr $0.50 anders
Star Raiders (U) - w/inst & touch pad $3.00 masterc
Basic Math (U) $1.50 adam
Hangman (U) $2.50 chrisc
Brain Games (U) - w/inst $2.50 chrisc
RealSports Volleyball (U) - w/inst $1.00 chrisc
Football RealSports Soccer (U) - Euro $1.00 chrisc
RealSports Football (C) - w/inst $1.00 morph
Vanguard (C) - w/inst $1.50 anders
Swordquest: Waterworld (UR) $50.00 jimmy
Phoenix (C) - complete $5.00 masterc
E.T. (C) - shrinkwrapped $2.00 anders
Ms. Pac-Man (C) - w/inst $3.50 battle
Centipede (C) - w/inst/comic book/poster $2.00 battle
Dig Dug (U) - w/multi lang inst $3.50 battle
RealSports Tennis (U) - w/inst $1.00 chrisc
Battlezone (U) $0.50 anders
Krull (R) - complete $4.00 masterc
Galaxian (U) $2.00 anders
Jungle Hunt (U) - w/inst $0.50 anders
Kangaroo (U) - complete $2.00 anders
Pengo (ER) $20.00 jimmy
Joust (C) - w/inst $2.00 battle
Moon Patrol (U) - w/multi lang inst $4.00 battle
Pole Position (C) - w/inst $2.00 masterc
Pole Positn (end lbl error) (C) - w/inst $1.50 adam
Mario Bros. (U) - w/inst $2.00 kadams
Taz (R) $5.00 owner
Crystal Castles (U) - w/inst $2.50 masterc
Pigs In Space (ER) $13.00 jimmy
Millipede (R) - w/inst $3.00 battle
Defender II (R) - w/inst $5.00 chrisc
Jr. Pac-Man (U) - w/inst $1.50 battle
Midnight Magic (R) $2.00 morph
RealSports Boxing (U) - w/inst $1.50 chrisc
Solaris (U) - complete $2.00 anders
Crossbow (U) - w/inst $3.00 battle
Desert Falcon (C) - complete $2.50 anders

Donkey Kong (U) $3.50 anders
Donkey Kong Jr. (R) - w/inst $4.00 anders
Q*Bert (R) - w/inst $2.00 chrisc
Super Baseball (U) $3.50 dbr
Super Football (U) $1.50 morph
Sprint Master (R) - w/inst $5.00 adam
Secret Quest (R) $4.00 bones
Klax (PAL) (ER) $13.00 anders

Sears

Target Fun (C) - w/inst $1.50 anders
Blackjack (pic) (R) - w/inst $1.50 anders
Breakaway IV (pic) (C) $1.50 anders
Memory Match (U) - top lbl damage $1.00 chrisw
Baseball (C) $1.00 kingkong
Maze (pic) (C) $1.50 anders
Basketball (U) $1.50 franchise
Bowling (R) $1.00 kingkong
Dare Diver (ER) $4.00 chrisc
Superman (ER) $4.00 anders
Night Driver (U) $1.00 chrisw
Golf (C) $2.00 franchise
Circus (C) $1.50 anders
3-D Tic-Tac-Toe (ER) $1.50 danz
Steeplechase (R) $4.00 chrisc
Submarine Commander (ER) $15.00 bones
Space Invaders (C) $0.50 anders
Adventure (pic) (U) - w/inst $1.50 anders
Soccer (U) $1.00 kingkong
Checkers (ER) $3.00 bones
Dodger Cars (ER) - lbl wear $2.00 anders
Arcade Pinball (R) $3.00 chrisc
Asteroids (U) $0.50 anders
Super Breakout (C) - w/inst $2.00 battle
Missile Command (R) $0.50 anders
Defender (C) $0.50 anders

Absolute

Skateboardin' (R) - w/inst $3.00 chrisc

Activision

Dragster (U) $1.50 anders
Boxing (U) - w/inst $1.50 patman
Checkers (ER) - w/inst $7.50 shihab
Fishing Derby (U) - w/inst $1.50 anders
Skiing (U) - w/inst $1.00 kingkong
Bridge (R) $5.00 shihab

Tennis (C) $0.50 anders
Laser Blast (C) - w/inst $1.50 anders
Freeway (U) - w/inst $2.00 anders
Kaboom! (U) - w/inst $1.50 anders
Stampede (U) - w/inst $2.00 shihab
Ice Hockey (ER) - (blue lbl) $2.50 danz
Barnstorming (U) - w/inst $3.00 anders
Grand Prix (U) - w/inst $1.50 anders
Chopper Command (U) - complete $2.50 anders
Chopper Command (blue lbl) (ER) - w/inst $2.50 danz
Megamania (U) - shrinkwrapped $6.00 shihab
Starmaster (U) $1.50 masterc
Pitfall! (blue lbl) (ER) - w/inst $3.00 anders
Sky Jinks (R) - w/inst $1.50 anders
River Raid (U) $3.00 masterc
Spider Fighter (U) $2.00 morph
Seaquest (R) - w/inst $1.50 anders
Oink! (R) - w/inst $3.00 vince
Dolphin (R) $3.00 patman
Keystone Kapers (ER) - (blue lbl) $6.00 masterc
Enduro (blue lbl) (ER) - w/inst $2.00 danz
Plaque Attack (R) $3.00 chrisc
Robot Tank (R) - w/inst $2.00 squire
Crackpots (R) $5.00 shihab
Decathalon (R) $5.00 anders
Pressure Cooker (R) - shrinkwrapped! $6.00 adam
Space Shuttle (blue lbl) (ER) $3.00 anders
Pitfall II: Lost Caverns (R) $5.50 shihab
H.E.R.O. (R) $5.50 shihab
Beamrider (R) $7.50 shihab
Cosmic Commuter (R) $9.00 squire
Kung-Fu Master (R) - w/inst $3.00 chrisc
Commando (R) - complete $3.50 shihab
Rampage (R) $6.00 shihab
Double Dragon (R) $6.00 squire
Ghosbusters (R) $3.00 chrisc

Amiga

Mogul Maniac (ER) $6.00 safe

Apollo

Skeet Shoot (R) - complete $7.50 kingkong
Space Cavern (red lbl) (U) $1.50 anders
Racquetball (orange lbl) (U) $2.00 chrisc
Lost Luggage (blue lbl) (U) - w/inst $4.00 bones
Shark Attack (blue lbl) (U) $2.00 chrisc
Infiltrate (blue lbl) (U) - w/inst $2.00 chrisc

CBS Electronics

Wizard Of Wor (R) $1.50 anders
Gorf (U) - w/inst $2.50 masterc
Blueprint (writing on lbl) (U) $1.50 anders
Solar Fox (U) $1.00 kingkong
Omega Race (U) - w/inst $3.00 chrisw
Mountain King (R) $3.00 masterc

Coleco

Donkey Kong (C) - w/inst $2.00 battle
Zaxxon (U) $3.00 battle
Venture (C) - w/inst $1.50 anders
Mouse Trap (U) - w/inst $1.50 anders
Smurfs: R.I.G.C. (U) - w/inst $5.50 anders
Donkey Kong Jr. (R) $2.50 kadams
Front Line (R) $4.00 owner

Cooper Black

Dragon Treasure (ER) $6.50 dbr

Data Age

Encounter At L-5 (U) - w/inst $2.00 dan5
Warplock (C) $2.50 chrisc
Sssnake (C) $3.50 chrisc
Airlock (C) $1.50 chrisc
Bugs (U) - w/inst $3.50 chrisc
Journey Escape (C) - w/inst $1.00 spider
Bermuda Triangle (R) - w/inst $2.50 gary

Epyx

Summer Games (R) $3.50 anders
Winter Games (R) - w/inst $2.00 anders
California Games (R) $2.00 anders

Froggo

Task Force (R) - complete $5.00 bones
Sea Hawk (R) $5.00 bones

Imagic

Trick Shot (R) - w/inst $2.00 chrisc
Demon Attack (blue lbl) (ER) - w/inst $4.50 chrisc
Star Voyager (C) - w/inst $0.50 anders
Atlantis (U) - complete $3.00 masterc

Cosmic Ark (U) - w/inst $0.50 anders
Fire Fighter (R) $1.50 anders
Shootin' Gallery (ER) $12.00 jimmy
Riddle of the Sphinx (U) - w/ inst $0.50 anders
Dragonfire (C) - w/inst $1.00 chrisc
Fathom (R) $2.00 chrisc
Solar Storm (R) $3.50 chrisc
Moonsweeper (U) $1.50 anders
Laser Gates (R) $20.00 johng

Konami

Pooyan (end quarter lbl missing) (ER) $4.00 jimmy

M Network

Adven of Tron (white lbl) (U) - w/inst $3.00 chrisc
Masters Of The Universe (R) $4.00 chrisw
Burgertime (R) - w/inst $5.00 battle
Kool-Aid Man (U) $4.00 battle
S.C. Football (white lbl) (C) - w/inst $0.50 anders
Space Attack (C) - complete $1.50 chrisc
Armor Ambush (C) - w/inst $0.50 anders
Tron Deadly Discs (U) $3.00 chrisc
Lock 'n Chase (C) - w/inst $1.50 anders
Frogs and Flies (U) - w/inst $2.50 chrisc
Super Challenge Baseball (C) - w/inst $0.50 anders
Astrosmash (U) - w/inst $1.00 chrisc
Dark Cavern (U) - w/instructions $1.50 anders
International Soccer (U) - w/inst $1.00 vince
Bump 'n' Jump (R) - w/inst $4.00 bones

Milton Bradley

Survival Run (R) $3.00 chrisw
Spitfire Attack (U) $3.50 anders

Mythicon

Sorcerer (R) $3.50 chrisc
Fire Fly (R) $2.50 chrisc
Star Fox (R) $2.00 dbr

Panda

Space Canyon (R) $11.00 kingkong

Parker Brothers

Star Wars: Jedi Arena (R) - w/inst $3.00 danz

Star Wars: Empire Strikes Back (C) $1.50 anders
S.W.:R.O.T.J.:D.S.B. (R) - w/sticker on lbl & inst $3.00 chrisc
Frogger (C) - w/inst $2.50 masterc
Amidar (U) - w/inst $1.50 anders
Super Cobra (end lbl missing) (U) $0.50 anders
Reactor (U) $0.50 anders
Tutankham (U) - w/inst $0.50 anders
Sky Skipper (R) - end lbl missing $1.50 anders
Q*Bert (C) - w/inst $0.50 anders
Spider-Man (R) $1.50 anders
Strawberry Shortcake: Musical Match-ups (R) - complete $3.00 chrisc
G.I. Joe Cobra Strike (U) $2.00 chrisc

Sega

Tac-Scan (U) $1.50 kadams
Star Trek S. O. S. (R) $3.00 squire
Buck Rogers: Planet Zoom (U) - w/inst $4.00 chrisc
Congo Bongo (R) $3.00 chrisc

Spectravision

Gangster Alley (end lbl wear) (R) $2.50 anders
Planet Patrol (R) $1.00 gary
Tapeworm (R) $4.50 chrisc

Telegames

Super Challenge Football (U) $3.00 jimmy

Telesys

Coco Nuts (fancy cart) (R) - w/inst $2.50 anders
Fast Food (fancy cart) (R) $3.00 battle

Tigervision

Threshold (R) $5.50 dbr
Polaris (ER) $17.00 jimmy

20th Century Fox Video Games

Worm War I (Sirus) (U) $2.00 mro
Beany Bopper (Sirus) (R) $2.00 chrisc
Deadly Duck (R) $2.00 chrisc
Mega Force (R) $2.00 chrisc
Alien (R) - w/inst $3.00 chrisc
Turmoil (U) $1.50 anders
Crypts Of Chaos (R) - w/inst $5.50 chrisc
M*A*S*H* (U) $1.50 anders

Porky's (R) - w/inst $2.00 mro
Revenge Of The Beefsteak Tomatoes (R) $5.50 chrisc

U.S. Games

Space Jockey (C) - w/inst $1.50 shihab
Sneak 'n Peek (R) $2.50 shihab
Word Zapper (U) - w/inst $2.00 shihab
Commando Raid (R) - w/inst $3.00 anders
Name This Game (R) - w/inst $3.00 chrisc
Towering Inferno (U) - w/inst $2.00 shihab
M.A.D. (R) $5.00 shihab
Gopher (R) - w/inst $4.00 shihab
Squeeze Box (ER) - w/inst $7.00 shihab
Eggomania (R) - w/instructions $3.00 shihab
Picnic (fancy cart) (ER) $7.00 shihab
Piece O' Cake (fancy cart) (ER) - w/inst $5.00 anders
Raft Rider (fancy cart) (ER) $7.00 shihab
Entombed (fancy cart) (ER) $6.00 anders

Xonox

Chuck Norris Superkicks (ER) $17.00 jimmy
Sir Lancelot (ER) $27.00 jimmy

Zellers

Ocean City Defender (ER) $10.00 jimmy

Zimag

Tanks But No Tanks (R) $12.00 jimmy

Systems & Peripherals

Atari 2600: Four switch, wood front panel in orignal box
w/two joysticks, set of paddles, power supply, R/F modulator,
owners manual and the following loose games: Combat, Defender,
Space Invaders, Missle Command, Pac-Man, Asteroids,
Swordquest Fireworld, Raiders Of The Lost Ark, E.T., Pole Position,
RealSports Football, Vanguard, Ms. Pac-Man, Target Fun, Laser Blast,
Kaboom!, Chopper Command, Pitfall!, Donkey Kong, Cosmic Ark,
Astrosmash, M*A*S*H*, Star Wars: Jedi Arena, Mega Force, and M.A.D.
$48.00 masterc

Sears Video Arcade: Six switch, wood front panel w/two joysticks,
power supply, R/F modulator and the following loose Sears games: Space
Invaders, Night Driver, Bowling, and Asteroids
$9.00 darryl
Remote Control Joysticks - complete in orignal box

$20.00 jimmy
Atari 2600 Manual Package:
Air-Sea Battle, Outlaw, Slot Racers, Canyon Bomber, Super Breakout,
Street Racer, Backgammon, 3-D Tic-Tac-Toe, Video Olympics, Breakout,
RealSports Baseball, Swordquest: Fireworld, RealSports Volleyball,
RealSports Football, Centipede, Millipede, 1981 Green Catalog,
1981 Red Catalog, 1982 Red Catalog, 1983 Fold-Out Catalog,
The Atari Advantage 7800 Collectors Poster, Barnstorming,
Spider Fighter, Activision Spring 1982 and Acti Summer 1982 Catalog
$7.00 shihab
Track & Field controller for 2600 $9.00 jimmy
2600 Joystick $3.00 masterc
2600 Joystick $2.50 anders
Video Touch Pad $4.00 anders
Touch Me Handheld (SC) $6.00 jimmy
Stuntcycle stand alone unit $18.00 squire
Atari Video Pinball stand alone unit $18.00 squire
Atari Game Center (no cover) $6.00 jimmy
Telegames Center $6.00 jimmy
Vid-Lid Plus (holds 10 games + inst) $4.00 anders
Wood Game Holder (hold 16 games) $10.50 marc

Atari 7800

Atari

Centipede (R) - w/inst $3.00 masterc
Asteroids (R) - complete $4.50 masterc
Dig Dug (R) - w/inst $0.50 anders
Food Fight (R) $2.00 briang
Galaga (R) $0.50 anders
Ms. Pac-Man (U) - w/inst $0.50 anders
Pole Position II (C) - w/inst $0.50 anders
Xevious (U) - w/inst $2.00 kadams
Choplifter! (U) - w/inst $3.00 masterc
Karateka (U) - w/inst $1.50 anders
Crack'ed (R) $2.00 chrisc
Dark Chambers (U) - w/inst $1.50 anders
Mat Mania Challenge (R) - shrinkwrapped $3.00 chrisc
Scrapyard Dog (R) - shrinkwrapped $2.00 chrisc

Absolute

Tomcat F-14 Flight Simulator (R) $7.00 masterc

System & Misc.

Atari 7800: w/owners manual, two joysticks, power supply, R/F modulator
and Pole Position II
$50.00 masterc

Atari 7800 instruction package:
Centipede, Asteroids,Dig Dug, Joust, Robotron 2084, Desert Falcon,
Ballblazer, Touchdown Football, One-On-One Basketball, Hat Trick,
Impossible Mission, Crossbow, Ace Of Aces, Donkey Kong,
Donkey Kong Junior, Tower Toppler and Jinks
$2.50 anders
Atari 5200

Atari

Centipede (C) $2.00 masterc
Defender (C) $1.00 kingkong
Football (C) $2.50 masterc
Galaxian (C) $1.50 kingkong
Joust (U-) $1.50 kingkong
Jungle Hunt (U-) $1.50 anders
Kangaroo (writing on lbl) (C+) $1.50 kingkong
Missle Command (C+) $1.00 kingkong
Ms. Pac-Man (lbl fade) (U-) $1.50 kingkong
Pac-Man (C-) $1.00 danz
Pengo (writing on lbl) (R-) $2.00 mro
Pole Position (C+) - w/inst $1.50 kingkong
Soccer (C) $1.00 kingkong
Space Invaders (C) $1.00 danz
Star Raiders (C+) $1.00 kingkong
Super Breakout (C-) - w/inst $1.50 anders
Vanguard (U-) $1.50 jeffd

Activision

H.E.R.O. (R) $2.00 smedley
River Raid (U) $3.00 masterc

CBS Electronics

Blue Print (R-) $2.00 kingkong
Gorf (R-) $3.00 masterc

Parker Brothers

Frogger (writing on lbl) (C+) $2.50 masterc
Popeye (writing on lbl) (C+) $2.00 masterc
Q*Bert (C+) $3.00 masterc
Star Wars: The Arcade Game (writing on end lbl) (R+) $5.00 adam
Super Cobra (writing on lbl) (R) $2.00 kingkong

Sega

Congo Bongo (R-) $1.50 kingkong

System & Peripherals

Atari 5200: Four port model in orignal box w/power supply, switchbox,
one working controller, and the following loose games:
Defender, Galaxian, Joust, Pac-Man, Pole Position, Super Breakout, and
Vanguard
$40.00 masterc
Working 5200 Joystick $7.50 pierce
Broken 5200 Joystick $2.00 pierce
Broken 5200 Joystick $2.00 pierce
Atari 400/800

Activision

Kaboom! (U) $4.50 garry
MegaMania (U) $3.00 garry
River Raid (U) - w/inst $4.50 garry

Atari

Ace of Aces (C) $2.50 james s
Asteroids (C) $4.50 jamesl
Barnyard Blaster (U) $2.00 austin
Basic (1985 version) (R) $3.00 james s
Basketball (C) $1.00 kingkong
Bug Hunt (U) $3.00 mro
Centipede (C) $1.00 kingkong
Defender (C) $1.00 kingkong
Donkey Kong (C) - w/inst $1.50 zzyzx
Donkey Kong Junior (C) $4.00 paul
Fight Night (U) $4.00 jamesl
Flight Simulator II (C) $2.50 zzyzx
Hardball (U) - w/inst $2.00 smitty
Jungle Hunt (U) - w/inst $2.00 smitty
Missle Command (C) $1.50 zzyzx
Necromancer (U) $4.00 paulc
Pac-Man (C) $1.00 kingkong
Pengo (U) $2.50 brianm
Pilot (U) $1.50 zzyzx
Pole Position (C) $1.00 austin
Qix (C) $5.00 brianm
RealSports Football (C) $1.00 paulc
Skywriter (U) - w/inst $3.00 zzyzx
Star Raiders (C) $1.00 kingkong
Super Breakout (C) - complete $5.00 paul
Typo Attack (U) $2.00 smitty

Big Five

Miner 2049er (C) $4.00 paulc

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Epyx
----
Gateway to Apshai (U) - w/inst $3.00 paul
Pitstop (U) - w/inst $3.00 zzyzx
Silicon Warrior (C) $3.00 cmoore
----
IDSI
----
Pool 400 (R) $5.00 cmoore
---------------
Parker Brothers
---------------
James Bond 007 (R) $5.00 cmoore
Q*Bert (C) $1.50 zzyzx
------
Roklan
------
Deluxe Invaders (C) - w/inst $6.00 paul
Gorf (C) $4.00 paulc
Wizard Of Wor (C) $2.00 brianm
-----
Romox
-----
Princess and Frog (R) $9.00 garry
----
Sega
----
Buck Rogers: Planet of Zoom (U) $5.00 jamesl
---------
Spinnaker
---------
Alphabet Zoo (U) - complete $3.00 kingkong
Delta Drawing (U) - w/ inst $3.00 zzyzx
Facemaker (U) - complete $3.00 kingkong
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Synapse
-------
Shamus (C) - (very cool clear red cart) $7.50 paul
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TG Software
-----------
Droids (ER) $5.00 jamesl
---------
Thorn EMI
---------
Kickback (U) $2.50 kingkong
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Systems & Periphrals
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130 XE - tested w/power supply, two joysticks, and the following loose games
Donkey Kong, Flight Simulator II, Pac-Man, Star Raiders, and Skywriter.
$28.00 battle
65 XE - tested w/power supply and owners manual
$10.00 bill
Atari 800 - w/power supply and Atari service contract
$20.00 anders
800 XL - w/power supply and owners manual
$12.00 battle
1050 Disk Drive - untested w/power supply
$8.00 jeffarm
XM 301 modem - untested
$1.00 stefan
Suncom Animation station - untested w/owners manual
$4.00 zzyzx

This auction is dedicated to the Old Lady. Without her a lot of this would have been impossible. Thank You

3237. Don't Fear's Huge 3rd Auction Part 2: (update 12)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <3464E7D5.28D57B81@prodigy.com>
Source record: 68871
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.nintendo,rec.games.vectrex,rec.games.video.misc,rec.games.video.marketplace

Don't Fear's Huge 3rd Auction Part 2: (update 12)

1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to
send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to
play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features the following:

Aquarius - 8 Items Arcadia 2001 - 8 Items
Farichild - 6 Itmes Colecovision - 39 Items
Intellevision - 132 Items Vectrex - 21 Items
Nintendo - 4 Items TI-994A - 19 Items
TRS-80 - 3 Items Vic-20 - 9 Items
Commodore - 37 Items Bally Astrocade - 1 Item
Odyssey 2 - 27 Items Handhelds - 15 Items
Misc - 12 Items Timex Sinclair - 1 Item

Intellivision

Mattell

Demo Cart $9.00 shyguy
Auto Racing (U) - complete $1.00 kingkong
NHL Hockey (C) - complete $1.00 kingkong
Las Vegas Roulette (U) - complete $9.00 owner
ABPA Backgammon (R) - complete $6.00 flyer
Checkers (R) - complete $2.00 flyer
Armor Battle (C) - shrinkwrapped $1.50 shawn
The Electric Company Word Fun (R) - complete $5.00 flyer
Horse Racing (U) - complete $4.00 squire
NASL Soccer (U) - complete $1.50 briang
Tennis (C) - complete $1.00 kingkong
PGA Golf (C) - complete $2.00 flyer
U.S. Ski Team Skiing (C) - shrinkwrapped $3.00 dblitz
Sea Battle (C) - complete $1.00 daveb
Boxing (U) - complete $1.00 briang
NFL Football (C) - complete $3.00 squire
L.V. Poker & Blackjack (C) - complete $0.50 kingkong
Space Battle (U) - complete $0.50 kingkong
The Electric Company Math Fun (R) - complete $5.00 flyer
Major League Baseball (C) - complete $1.50 kingkong
NBA Basketball (U) - complete $2.00 briang
PBA Bowling (C) - complete $2.00 squire
Sub Hunt (C) - w/inst & overlays $1.00 kingkong
Advanced Dungeons & Dragons (U) - shrinkwrapped $3.00 briang
Motocross (white lbl) (U) - w/box & overlays $2.50 kingkong
USCF Chess (R) - complete $7.00 shyguy
Space Spartans (U) - complete $3.50 daveb
Astrosmash (U) - complete $0.50 kingkong
Snafu (C) - complete $2.00 steveb
Space Armada (C) - complete $0.50 kingkong
Triple Action (C) - complete $2.00 steveb
Bomb Squad (U) - complete $3.50 daveb
B-17 Bomber (U) - complete $3.00 shawn
Mission X (U)complete $2.00 daveb
Buzz Bombers (R) - complete $5.00 flyer
Loco-Motion (U) - complete $4.00 owner
Thunder Castle (ER) - complete $10.00 shyguy
Mind Strike (ER) - complete $6.00 shyguy
Scooby Doo's Maze Chase (ER) - w/inst & overlay $7.00 dblitz
Mr. Basic Meets Bits 'n Bytes (ER) - complete $10.00 dblitz
Melody Blaster (ER) - shrinkwrapped $18.00 dblitz
The Jetsons' Way With Words (ER) - complete $20.00 dblitz
Burgertime (U) - complete $1.50 dirk
Kool-Aid Man (R) $11.00 nigefan
Bump 'n' Jump (U) - complete $12.00 owner
M.O.T.U.: Power Of He-Man (U) - complete $5.50 briang
Space Hawk (U) - complete $1.50 gmccl

Utopia (C) - complete $1.50 daveb
Star Strike (C) - complete $0.50 kingkong
AD&D: Treasure of Tarmin (U) - shrinkwrapped $4.00 daveb
Frog Bog (U) - shrinkwrapped $4.00 flyer
Royal Dealer (C) - complete $2.00 kingkong
Reversi (U) - shrinkwrapped $1.50 kingkong
Night Stalker (C) - shrinkwrapped $1.00 kingkong
Pinball (U) - complete $3.50 kingkong
Shark! Shark! (R) - complete $15.00 owner
Tron Deadly Discs (C) - shrinkwrapped $7.00 dblitz
Tron Maze-A-Tron (R) - complete $4.00 nigefan
Tron Solar Sailer (R) - complete $3.00 flyer
Lock 'n' Chase (C) - complete $1.00 kingkong
Sharp Shot (R) - complete $6.00 owner
Vectron (R) - complete $2.50 daveb
World Champ Baseball (U) - w/olays & inst $4.00 briang

INTV Corporation

Pac-Man (ER) - complete $6.00 owner
World Cup Soccer (ER) - complete $6.00 shyguy
Championship Tennis (ER) - w/box & olays $8.50 owner
Thin Ice (ER) - complete $7.00 shyguy
Super Pro Football (ER) - w/inst $3.00 briang
Hover Force (ER) $3.50 daveb
Diner (ER) - complete $20.00 shyguy
Chip Shot Super Pro Golf (ER) - complete $16.00 dblitz
Commando (ER) - w/instructions $3.50 dirk
Slam Dunk Super Pro Basketball (ER) - complete $10.00 squire
Learning Fun Album I (ER) - w/instructions $15.00 ianh
Slap Shot Super Pro Hockey (ER) - complete $4.50 kingkong
Pole Position (ER) - complete $16.00 chris s
Dig Dug (ER) - complete $16.00 chris s
Learning Fun Album II (ER) - w/box $15.00 shrink
Mountain Madness Super Pro Skiing (ER)-shrinked $13.00 shyguy
Body Slam Super Pro Wrestling (ER) $7.00 shyguy

Activision

Stampede (U) - w/box & inst $2.00 flyer
Pitfall! (U) - w/box & overlays $1.00 dirk
Happy Trails (R) - w/overlays $6.00 flyer
The Dreadnaught Factor (R) - shrinkwrapped $6.00 shyguy
Beamrider (R) - complete $6.00 daveb
Worm Whomper (R) - shrinkwrapped $7.00 robert
River Raid (R) $3.00 flyer

Atarisoft

Pac-Man (R) $3.00 garry

Defender (R) - complete $7.50 kingkong
Centipede (R) - complete $4.00 shyguy

Coleco

Donkey Kong (C) - complete $5.00 shyguy
Venture (C) - complete $2.50 kingkong
Mouse Trap (R) - complete $2.00 shyguy
Lady Bug (U) $3.00 shyguy
Zaxxon (R) - complete $6.00 dblitz
Carnival (C) - complete $5.00 shyguy
Donkey Kong Jr. (R) $2.50 franchise

Imagic

Demon Attack (U) - complete $2.50 daveb
Atlantis (U) - complete $1.00 kingkong
Beauty & The Beast (U) - shrinkwrapped $2.00 shyguy
Swords & Serpents (ER) - w/inst $7.00 daveb
Dragonfire (U) - complete $2.50 daveb
Microsurgeon (U) - w/overlays $5.00 flyer
Tropical Trouble (ER) - w/inst $4.00 flyer
Dracula (ER) - w/one overlay $2.50 daveb
Nova Blast (U) - w/inst $3.00 flyer
Truckin' (ER) - complete $11.00 shyguy
White Water! (ER) $5.00 flyer
Safecraker (R) $4.50 daveb
Fathom (ER) - complete $80.00 furnier

Interphase

Sewer Sam (R) - w/box $2.50 kingkong

Parker Brothers

Star Wars: the Empire Strikes Back (U) - w/box $12.00 flyer
Frogger (C) - shrinkwrapped $3.00 nigefan
Q*Bert (C) - complete $3.50 daveb
Popeye (ER) - complete $10.00 johng

Sears

Bowling (R) - complete $3.00 kingkong
Boxing (R) - w/box, inst & overlay $2.50 kingkong
Frog Bog (U) - w/box $4.00 csb
Roulette (U) - shrinkwrapped $3.50 kingkong
Space Armada (R) - complete $2.50 kingkong
Space Battle (R) - complete $2.50 kingkong

Systems & Periphals

Intellevision w/two working controllers, power supply, R/F modulator and
the following games: Auto Racing,
Armor Battle, NFL Football, L.V. Poker & Blackjack, Major League
Baseball, Advanced Dungeons & Dragons,
Astrosmash, Triple Action, Burgertime, Star Strike, Night Stalker, and
Lock 'n' Chase
$55.00 daveb
Intellevision II w/two controllers and power supply
$23.00 cartman
INTV System III w/two working controllers, power supply and owners
manual
$42.00 flyer
Intellivoice Voice Synthesis Module in box w/loose B-17 Bomber
$25.00 daveb
Intellivision Computer Module (ECS) w/power supply and owners manual
$50.00 jeremy
Intellevision System Changer - allows you to play 2600 games (UR)
$18.00 garry
Sears Super Video Arcade w/two controllers and power supply
$8.00 dblitz
Plastic Game Center for Intellevision (w/cover)
$5.00 classicgmr
Vectrex

GCE

Armor Attack (complete) $15.00 anders
Comic Chasm (complete) $10.00 anders
Fortress Of Narzod (complete) $22.00 dblitz
Hyperchase (complete) $16.00 zzyzx
Rip Off (w/inst & overlay) $8.00 pierce
Scramble (w/overlay) $7.00 pierce
Solar Quest (w/inst & overlay) $8.50 pierce
Spike (complete) $12.00 pierce
Spin Ball (complete) $18.00 shrink
Star Trek (complete) $18.00 shrink
Starhawk (w/inst & overlay) $8.00 pierce
Web Wars (w/overlay) $8.00 pierce

Milton Bradley

Clean Sweep (complete) (PAL) $8.50 pierce

System & Misc

Vectrex w/working controller and no screen burn
$75.00 pierce

Vectrex owners manual $5.50 anders
Minestorm instructions $2.00 pierce
Cosmic Chasm instruction $2.00 zzyzx
Armor Attack instructions $1.50 anders
Minestorm overlay $6.00 cmoore
Cosmic Chasm overlay $2.00 zzyzx
Armor Attack overlay $3.00 dblitz

Odyssey 2

Magnavox

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $1.00 cutter
Las Vegas Blackjack! (R) - complete $2.00 buckeye
Football! (U) $0.50 buckeye
Bowling!/Basketball! (U) - complete $1.00 cutter
Math-a-Magic!/Echo! (R) - complete $1.50 cutter
Computer Intro! (U) $1.00 mro
Baseball! (C) $0.50 kingkong
Computer Golf! (U) $0.50 buckeye
I've Got Your Number! (R) $2.00 smitty
Invaders From Hyperspace! (C) $0.50 kingkong
Thunderball! (R) $0.50 buckeye
Showdown in 2100 A.D. (C) - complete $2.00 cutter
War Of Nerves! (U) - complete $1.50 cutter
Hockey!/Soccer! (U) $0.50 kingkong
Dynasty! (U) $0.50 kingkong
Alien Invaders Plus! (C) - complete $1.50 cutter
Quest for the Rings! (U) - complete $6.00 cutter
UFO! (U) $1.00 briang
Conquest of the World! (U) - complete $6.00 cutter
Keyboard Creations (ER) $4.00 cutter
The Great Wall Street Fortune Hunt (R) - complete $25.00 johng
K.C. Munchkin! (C) $0.50 mro
Freedom Fighters! (C) $1.00 cutter
Pick Axe Pete! (U) $0.50 mro
K.C. Krazy Chase! (voice) (U) $1.50 cutter
P.T. Barnum's Acrobats (voice) (ER) -w/inst $3.00 cutter
Attack Of The Timelord! (ER) $3.00 cutter

System

Odyssey 2 in orignal box w/two detachable joysticks, power supply, R/F
modulator owners manual, and the
following loose games: Speedway!/Spin-out!/Crypto-Logic!, Football!,
Bowling!/Basketball!, Alien Invaders
Plus!, Quest For The Rings!, and K.C Munchkin!
$18.00 cutter
Nintendo

Activision

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Super Pitfall (U+)
--------
Nintendo
--------
Super Mario Bros/Duck Hunt (C)
----
Enix
----
Dragon Warrior II (U+) $25.00 masterc
Dragon Warrior IV (R) $25.00 masterc
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Misc.
-----
Donkey Kong Circus (G&W Panoramic) (IR) - w/inst $15.00 docr
Nintendo Game & Watch Catalog $3.00 adam
Two NES Controllers in orignal box $5.00 robert

Aquarius
--------
Tron Deadly Discs (U) - complete $5.00 jeremy
Astrosmash (R) - complete $8.00 dblitz
Night Stalker (R) - missing 1 controller overlay $4.00 cutter
Utopia (U) - complete $6.00 dblitz
Biorhythms (ER) - complete $8.00 dblitz
------------------
System & Periphals
------------------
Aquarius complete in orignal box w/keyboard box and Mini Expander box
and all kinds of documentation and
bonuses. The complete package!
$30.00 jeremy

Aquarius Mini Expander w/instructions
$4.00 cutter
Aquarius Data Recorder
$7.00 dblitz

Arcadia 2001
------------
#1: Cat Trax (complete) $4.00 anders
#2: Space Attack (complete) $8.00 owner
#3: Escape (complete) $2.00 anders
#5: Space Raiders (complete) $8.00 owner
#10: Missle War (complete) $8.00 owner
#15: Baseball (complete) $5.00 anders
#20: Tanks A Lot (shrinkwrapped) $8.00 owner
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System
------
Arcadia 2001 w/power supply, controllers and the following games:
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Escape and Baseball (complete)
$40.00 owner

Bally Astrocade

System

Bally Astrocade w/power supply, controllers, plastic cover and Tornado
Baseball, Hockey, Tennis, Handball
$40.00 paulh

Channel F

Fairchild

#9 Drag Race (U) $4.00 anders
#13 Robot War/ Torpedo Alley (U) - complete $4.00 anders
#16 Dodge It (U) $4.00 anders

Zircon

#12 Baseball (C) - w/box $3.00 owen
#23 Galatic Space Wars/ Lunar Lander (R) - w/box $9.00 shrink
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System

Fairchild Channel F in orignal box w/two controllers, plastic cover,
power supply and the following games: #13
(complete) and #12 (no end lbl)
$40.00 paulh
Colecovision

Activision

Keystone Kapers (R) $2.00 kingkong

Atarisoft

Centipede (U) $2.00 adam
Defender (R) $2.00 adam

Coleco

Burgertime (U) $2.00 kingkong
Cosmic Avenger (C) $1.00 kingkong
Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Jr. (C) -w/inst $2.00 masterc
Gorf (C) $1.50 franchise
Illusions (R) $3.00 cutter
Ken Uston Blackjack/Poker (U) $1.50 kingkong
Looping (C) $1.00 kingkong

Mr. Do! (C) $3.00 masterc
Mouse Trap (C) - w/overlay $1.00 kingkong
Pepper II (U) - w/inst $2.00 brianm
Roc 'n' Rope (U) $2.00 owner
Rocky Super Action Boxing (C) $1.50 briang
Smurfs R.I.G.C. (C) - w/inst $1.50 anders
Space Panic (C) $1.50 kingkong
Subroc (U) - w/inst $1.50 buckeye
Super Action Baseball (C) $1.50 briang
Super Action Football (C) $2.00 briang
Tarzan (R) $2.50 cutter
Time Pilot (U) - w/inst $2.50 masterc
Turbo (C) $1.50 mro
Victory (U) - sealed $3.00 squire
Zaxxon (C) $0.50 kingkong

Epyx

Jumpman Junior (R) $2.50 cutter

Fisher Price

Memory Manor (ER) $4.00 kingkong

Micro Fun

Miner 2049er (U) $2.50 briang

Spinakker

Alphabet Zoo (R) $9.00 cutter
Facemaker (R) $2.50 cutter
Juke Box (R) - complete $10.00 csb

Sunrise

Gust Buster (ER) - complete $14.00 kingkong

Parker Brothers

Popeye (C) $2.00 masterc
Q*Bert (C) $2.00 masterc

Xonox

Slurpy (ER) - lbl wear $9.00 owner
Word Feud (ER) - complete $14.00 kingkong

System & Misc

Colecovision in orignal box w/owners manual, two controllers, power
supply, R/F modulator, Expansion Module
#1 and the following loose games: Donkey Kong, Gorf, Looping, Pepper
II, Smurfs R.I.G.C, Super Challenge
Baseball, Subroc, and Zaxxon
$58.00 briang

Colecovision Expansion Module #2 w/loose Turbo $7.00 squrie
Two Broken Super Action Controllers
Colecovision Brown Dust Cover $2.50 cutter
Donkey Kong Jr. Tabletop Game (ER++)
$19.50 garry
Head to Head Baseball (SC)

Commodore 64

Activision

Decathalon $1.50 anders

Atarisoft

Centipede (complete) $1.00 zzyzx
Galaxian $1.00 kingkong

Broderbund Software

Choplifter! $3.00 anders

CBS Software

Coconotes (complete) $3.00 kingkong
Movie Musical Madness $2.00 mro

Commodore

International Soccer $1.00 kingkong
Juipter Lander $1.00 kingkong
Kickman $1.00 kingkong
Lazarian $1.00 kingkong
Lemans $1.00 kingkong
Music Composer $1.00 kingkong
Omega Race $0.50 kingkong
Radar Rat Race $0.50 kingkong
Speed/bingo Math $0.50 kingkong
Super Expander $1.50 mro
Wizard Of Wor $1.50 smsguy

Creative Software

Crisis Mountain $1.00 kingkong

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Epyx
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Fast Load $1.00 kingkong
Gateway To Apshai $1.50 stefan
Jumpman Junior $1.00 kingkong
Pitstop $1.50 stefan
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Fisher Price
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Sea Speller $2.00 kingkong
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HES
---
64 Fourth $1.50 kingkong
HES Mon 64 $1.00 kingkong
Retro Ball $1.00 stefan
Rootin' Tootin' $2.00 kingkong
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Parker Brothers
---------------
Frogger (complete) $3.00 kingkong
Q*Bert (complete) $2.50 zzyzx
---------------
Reston Software
---------------
Miner 2049er (complete) $3.50 kingkong
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Scarborough Systems
-------------------
Master Type $1.00 kingkong
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Sega
----
Congo Bongo $2.00 stefan
Tapper $2.50 smsguy
Up 'n' Down $2.00 smsguy
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Spinnaker
---------
Bubble Burst $2.00 kingkong
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Misc.
-----
C-16 w/power supply and tutorial cart
$20.00 garym
Commodore Magic Voice Speech Module complete in orignal box
$10.50 garry
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Timex Sinclair

Timex Sinclair 1000 with add on with the following
loose tapes: Loan Morgage Amortizer, Gambler, Computer Coach
Super Math, Vu-calc, Flight Sim, Statistics, Stamp Collector
Backgammon
$20.00 jeremy

TI-994A

Atarisoft

Donkey Kong (VR) $2.00 adam
Moon Patrol (VR) $2.00 adam
Pole Position (VR) $2.00 adam
Protector (VR) $1.50 adam

Mechatronic

Extended Basic II Plus (German cart) (UR) $2.00 adam

Texas Instruments

Alligator Mix (R) $1.50 seedog
Alien Addition (R) $1.50 seedog
Burgertime (R) - w/inst $2.00 seedog
Early Reading (R) $0.50 kingkong
Hunt The Wumpus (C) $0.50 kingkong
Minus Mission (R) $0.50 kingkong
Munch Man (C) $0.50 kingkong
Number Magic (U) $0.50 kingkong
Numeration 1 (R) $1.50 adam
Parsec (C) $0.50 kingkong
Scholastic Spelling - Level 3 (R) $0.50 kingkong
TI Extended BASIC (U) $5.00 bill
Video Graphs (R) $1.00 adam

System

Two TI-994a's in original boxs w/power supplys, R/F modulators and the
following games: Early Reading and
Parsec
$25.00 jeremy
Super Cart: some leggy cart I found with a red light built into it,
possibly homemade
$5.00 garry
Handhelds

Electronic Readout Systems Inc.

Football $1.50 adam

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Entex
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Baseball 2 (SC) $1.50 adam
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Epoch
-----
Baseball (SC) $1.50 adam
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Konnami
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Blades Of Steel (RA) $1.50 adam
-----------------
Radio Shack/Tandy
-----------------
Sky Duel 3-D $2.50 adam
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Tiger
-----
Head To Head Talking Baseball (ER+) $1.50 adam
All-Pro Basketball (R--) $1.00 kingkong
Copycat (CS) - no battery cover
Dragon (ER) $2.00 cutter
Speedboat (R) $1.00 kingkong
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Tomy
----
3-D, Thundering Turbo (ER++) $6.00 adam
Scramble (battery cover doesn't stay closed) (ER++) $5.00 adam

Vic-20
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Academy Software
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Typing Tutor/Word Invaders (cassette) - complete
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Atarisoft
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Pac-Man (C) - complete $2.00 spit
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Commodore
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The Count (C) - complete $2.00 stefan
An Introduction To Basic: Pt 1 (cass) - complete $3.00 garym
An Introduction To Basic: Pt 2 (cass) - complete $3.00 garym
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Imagic
------
Demon Attack (C) - complete $3.00 spit
Atlantis (C) - complete $2.00 spit
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Dragonfire (U) - complete $3.00 spit

Sega

Star Trek S.O.S. (C) - complete $2.00 spit

TRS-80

Radio Shack

Canyon Climber $0.50 stefan
Shooting Gallery $0.50 stefan
Mystery Cart (no lbl) $0.50 stefan

Misc.

Atari Force Full Size #3,5,7,9,12,16,17,18,19,20 $5.00 bones
Atari Age July/Aug 1983 Vol 2 Num 2 $3.50 adam
Hi-Res 1983 Premiere Issue
Analog Computing July/Aug 1983 Num 12 $1.00 crawl
Power Play Computing Winter 1982 Vol 1 Num 3
Pac-Man Puzzle Game by MB (complete, box wear) $1.00 smitty
Pac-Man "Rubik's Cube" (a few faded stickers) $3.00 adam
Donkey Kong Puzzle by MB (missing one piece) $0.50 smsguy
Frogger Puzzle by MB (complete) $2.50 smsguy
Frogger Board Game by MB (complete) $1.00 adam
Q*Bert Colorforms (missing one, box wear) $1.00 adam

This auction is dedicated to the Old Lady. Without her a lot of this
would have been impossible. Thank You

3238. Don't Fear's Huge 3rd Auction Part 2: (update 11)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-08 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <3463F5EA.2D92C1A7@prodigy.com>
Source record: 68872
Cross-posted to: rec.games.video.classic,rec.games.video.nintendo,rec.games.vectrex,rec.games.video.misc,rec.games.video.marketplace,comp.sys.atari.8bit

Don't Fear's Huge 3rd Auction Part 2: (update 11)

1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each
bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check
all in U.S. funds. If you choose to
send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final
bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of
the item.
10. Email me if you are looking for a specific label varaition, I might
have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may
bid.
14. All orders over $100 will recieve as an added bonus my Freshman
video project. You'll get a chance to
play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features the following:

Aquarius - 8 Items Arcadia 2001 - 8 Items
Farichild - 6 Itmes Colecovision - 39 Items
Intellevision - 132 Items Vectrex - 21 Items
Nintendo - 4 Items TI-994A - 19 Items
TRS-80 - 3 Items Vic-20 - 9 Items
Commodore - 37 Items Bally Astrocade - 1 Item
Odyssey 2 - 27 Items Handhelds - 15 Items
Misc - 12 Items Timex Sinclair - 1 Item

Intellivision

Mattell

Demo Cart $8.00 franchise
Auto Racing (U) - complete $1.00 kingkong
NHL Hockey (C) - complete $1.00 kingkong
Las Vegas Roulette (U) - complete $9.00 owner
ABPA Backgammon (R) - complete $6.00 flyer
Checkers (R) - complete $2.00 flyer
Armor Battle (C) - shrinkwrapped $1.50 shawn
The Electric Company Word Fun (R) - complete $5.00 flyer
Horse Racing (U) - complete $4.00 squire
NASL Soccer (U) - complete $1.50 briang
Tennis (C) - complete $1.00 kingkong
PGA Golf (C) - complete $2.00 flyer
U.S. Ski Team Skiing (C) - shrinkwrapped $3.00 dblitz
Sea Battle (C) - complete $1.00 daveb
Boxing (U) - complete $1.00 briang
NFL Football (C) - complete $3.00 squire
L.V. Poker & Blackjack (C) - complete $0.50 kingkong
Space Battle (U) - complete $0.50 kingkong
The Electric Company Math Fun (R) - complete $5.00 flyer
Major League Baseball (C) - complete $1.50 kingkong
NBA Basketball (U) - complete $2.00 briang
PBA Bowling (C) - complete $2.00 squire
Sub Hunt (C) - w/inst & overlays $1.00 kingkong
Advanced Dungeons & Dragons (U) - shrinkwrapped $3.00 briang
Motocross (white lbl) (U) - w/box & overlays $2.00 flyer
USCF Chess (R) - complete $7.00 shyguy
Space Spartans (U) - complete $3.00 steveb
Astrosmash (U) - complete $0.50 kingkong
Snafu (C) - complete $2.00 steveb
Space Armada (C) - complete $0.50 kingkong
Triple Action (C) - complete $2.00 steveb
Bomb Squad (U) - complete $3.50 daveb
B-17 Bomber (U) - complete $3.00 shawn
Mission X (U)complete $2.00 daveb
Buzz Bombers (R) - complete $5.00 flyer
Loco-Motion (U) - complete $4.00 owner
Thunder Castle (ER) - complete $8.00 nigefan
Mind Strike (ER) - complete $5.00 flyer
Scooby Doo's Maze Chase (ER) - w/inst & overlay $7.00 dblitz
Mr. Basic Meets Bits 'n Bytes (ER) - complete $10.00 dblitz
Melody Blaster (ER) - shrinkwrapped $18.00 dblitz
The Jetsons' Way With Words (ER) - complete $20.00 dblitz
Burgertime (U) - complete $1.50 dirk
Kool-Aid Man (R) $8.00 flyer
Bump 'n' Jump (U) - complete $12.00 owner
M.O.T.U.: Power Of He-Man (U) - complete $5.50 briang
Space Hawk (U) - complete $1.50 gmccl

Utopia (C) - complete $1.50 daveb
Star Strike (C) - complete $0.50 kingkong
AD&D: Treasure of Tarmin (U) - shrinkwrapped $4.00 daveb
Frog Bog (U) - shrinkwrapped $4.00 flyer
Royal Dealer (C) - complete $2.00 kingkong
Reversi (U) - shrinkwrapped $1.50 kingkong
Night Stalker (C) - shrinkwrapped $1.00 kingkong
Pinball (U) - complete $3.50 kingkong
Shark! Shark! (R) - complete $15.00 owner
Tron Deadly Discs (C) - shrinkwrapped $7.00 dblitz
Tron Maze-A-Tron (R) - complete $2.00 braing
Tron Solar Sailer (R) - complete $3.00 flyer
Lock 'n' Chase (C) - complete $1.00 kingkong
Sharp Shot (R) - complete $6.00 owner
Vectron (R) - complete $2.50 daveb
World Champ Baseball (U) - w/olays & inst $4.00 briang

INTV Corporation

Pac-Man (ER) - complete $6.00 owner
World Cup Soccer (ER) - complete $5.00 flyer
Championship Tennis (ER) - w/box & olays $8.50 owner
Thin Ice (ER) - complete $6.00 flyer
Super Pro Football (ER) - w/inst $3.00 briang
Hover Force (ER) $3.50 daveb
Tower Of Doom (ER) removed
Diner (ER) - complete $20.00 shyguy
Chip Shot Super Pro Golf (ER) - complete $16.00 dblitz
Commando (ER) - w/instructions $3.50 dirk
Slam Dunk Super Pro Basketball (ER) - complete $10.00 squire
Learning Fun Album I (ER) - w/instructions $10.00 shrink
Slap Shot Super Pro Hockey (ER) - complete $4.00 squire
Pole Position (ER) - complete $16.00 chris s
Dig Dug (ER) - complete $16.00 chris s
Learning Fun Album II (ER) - w/box $15.00 shrink
Mountain Madness Super Pro Skiing (ER)-shrinked $13.00 shyguy
Body Slam Super Pro Wrestling (ER) $6.00 flyer

Activision

Stampede (U) - w/box & inst $2.00 flyer
Pitfall! (U) - w/box & overlays $1.00 dirk
Happy Trails (R) - w/overlays $6.00 flyer
The Dreadnaught Factor (R) - shrinkwrapped $5.00 flyer
Beamrider (R) - complete $6.00 daveb
Worm Whomper (R) - shrinkwrapped $6.00 flyer
River Raid (R) $3.00 flyer

Atarisoft

Pac-Man (R) $2.50 dirk
Defender (R) - complete $7.00 flyer
Centipede (R) - complete $3.00 nigefan

Coleco

Donkey Kong (C) - complete $4.00 flyer
Venture (C) - complete $2.00 shyguy
Mouse Trap (R) - complete $2.00 shyguy
Lady Bug (U) $3.00 shyguy
Zaxxon (R) - complete $6.00 dblitz
Carnival (C) - complete $4.00 flyer
Donkey Kong Jr. (R) $2.50 franchise

Imagic

Demon Attack (U) - complete $2.50 daveb
Atlantis (U) - complete $1.00 kingkong
Beauty & The Beast (U) - shrinkwrapped $2.00 shyguy
Swords & Serpents (ER) - w/inst $7.00 daveb
Dragonfire (U) - complete $2.50 daveb
Microsurgeon (U) - w/overlays $5.00 flyer
Tropical Trouble (ER) - w/inst $4.00 flyer
Dracula (ER) - w/one overlay $2.00 flyer
Nova Blast (U) - w/inst $3.00 flyer
Truckin' (ER) - complete $10.00 nigefan
White Water! (ER) $5.00 flyer
Safecraker (R) $4.50 daveb
Fathom (ER) - complete $80.00 furnier

Interphase

Blockade Runner (R) - w/box & inst removed
Sewer Sam (R) - w/box $2.00 franchise

Parker Brothers

Star Wars: the Empire Strikes Back (U) - w/box $12.00 flyer
Frogger (C) - shrinkwrapped $1.00 dirk
Q*Bert (C) - complete $3.00 shyguy
Popeye (ER) - complete $10.00 johng

Sears

Bowling (R) - complete $3.00 kingkong
Boxing (R) - w/box, inst & overlay $2.50 kingkong
Frog Bog (U) - w/box $4.00 csb
Roulette (U) - shrinkwrapped $3.50 kingkong
Space Armada (R) - complete $2.50 kingkong
Space Battle (R) - complete $2.50 kingkong

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Systems & Periphals
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Intellevision w/two working controllers, power supply, R/F modulator and
the following games: Auto Racing,
Armor Battle, NFL Football, L.V. Poker & Blackjack, Major League
Baseball, Advanced Dungeons & Dragons,
Astrosmash, Triple Action, Burgertime, Star Strike, Night Stalker, and
Lock 'n' Chase
$55.00 daveb

Intellevision II w/two controllers and power supply
$23.00 cartman

INTV System III w/two working controllers, power supply and owners
manual
$42.00 flyer

Intellivoice Voice Synthesis Module in box w/loose B-17 Bomber
$25.00 daveb
Intellivision Computer Module (ECS) w/power supply and owners manual
$50.00 jeremy

Intellevision System Changer - allows you to play 2600 games (UR)
$16.00 flyer
Sears Super Video Arcade w/two controllers and power supply
$8.00 dblitz

Plastic Game Center for Intellevision (w/cover)
$5.00 classicgmr
Vectrex
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GCE
---
Armor Attack (complete) $15.00 anders
Comic Chasm (complete) $10.00 anders
Fortress Of Narzod (complete) $22.00 dblitz
Hyperchase (complete) $16.00 zzyzx
Rip Off (w/inst & overlay) $7.00 anders
Scramble (w/overlay) $6.50 anders
Solar Quest (w/inst & overlay) $8.00 anders
Spike (complete) $11.00 kingkong
Spin Ball (complete) $18.00 shrink
Star Trek (complete) $18.00 shrink
Starhawk (w/inst & overlay) $7.00 anders
Web Wars (w/overlay) $7.50 franchise
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Milton Bradley
--------------
Clean Sweep (complete) (PAL) $8.00 anders
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System & Misc
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Vectrex w/working controller and no screen burn
$65.00 cmoore

Vectrex owners manual $5.50 anders
Minestorm instructions $1.50 anders
Cosmic Chasm instruction $2.00 zzyzx
Armor Attack instructions $1.50 anders
Minestorm overlay $6.00 cmoore
Cosmic Chasm overlay $2.00 zzyzx
Armor Attack overlay $3.00 dblitz

Odyssey 2
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Magnavox
--------
Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $0.50 kingkong
Las Vegas Blackjack! (R) - complete $2.00 buckeye
Football! (U) $0.50 buckeye
Bowling!/Basketball! (U) - complete $0.50 kingkong
Math-a-Magic!/Echo! (R) - complete $1.00 acro
Computer Intro! (U) $1.00 mro
Baseball! (C) $0.50 kingkong
Computer Golf! (U) $0.50 buckeye
I've Got Your Number! (R) $2.00 smitty
Invaders From Hyperspace! (C) $0.50 kingkong
Thunderball! (R) $0.50 buckeye
Showdown in 2100 A.D. (C) - complete $1.50 buckeye
War Of Nerves! (U) - complete $1.00 acro
Hockey!/Soccer! (U) $0.50 kingkong
Dynasty! (U) $0.50 kingkong
Alien Invaders Plus! (C) - complete $1.00 acro
Quest for the Rings! (U) - complete $4.00 adam
UFO! (U) $1.00 briang
Conquest of the World! (U) - complete $3.00 kingkong
Keyboard Creations (ER) $2.00 mro
The Great Wall Street Fortune Hunt (R) - complete $25.00 johng
K.C. Munchkin! (C) $0.50 mro
Freedom Fighters! (C) $0.50 buckeye
Pick Axe Pete! (U) $0.50 mro
K.C. Krazy Chase! (voice) (U) $1.00 mro
P.T. Barnum's Acrobats (voice) (ER) -w/inst $1.50 gamelrd
Attack Of The Timelord! (ER) $2.00 mro
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System
------
Odyssey 2 in orignal box w/two detachable joysticks, power supply, R/F
modulator owners manual, and the
following loose games: Speedway!/Spin-out!/Crypto-Logic!, Football!,
Bowling!/Basketball!, Alien Invaders
Plus!, Quest For The Rings!, and K.C Munchkin!
```

$17.00 briang
Nintendo

Activision

Super Pitfall (U+)

Nintendo

Super Mario Bros/Duck Hunt (C)

Enix

Dragon Warrior II (U+) $25.00 masterc
Dragon Warrior IV (R) $25.00 masterc

Misc.

Donkey Kong Circus (G&W Panoramic) (IR) - w/inst $14.00 adam
Nintendo Game & Watch Catalog $3.00 adam
Two NES Controllers in orignal box $5.00 robert

Aquarius

Tron Deadly Discs (U) - complete $5.00 jeremy
Astrosmash (R) - complete $8.00 dblitz
Night Stalker (R) - missing 1 controller overlay $2.50 stefan
Utopia (U) - complete $6.00 dblitz
Biorhythms (ER) - complete $8.00 dblitz

System & Periphals

Aquarius complete in orignal box w/keyboard box and Mini Expander box
and all kinds of documentation and
bonuses. The complete package!
$30.00 jeremy

Aquarius Mini Expander w/instructions
$2.50 mro
Aquarius Data Recorder
$7.00 dblitz

Arcadia 2001

#1: Cat Trax (complete) $4.00 anders
#2: Space Attack (complete) $8.00 owner
#3: Escape (complete) $2.00 anders
#5: Space Raiders (complete) $8.00 owner
#10: Missle War (complete) $8.00 owner
#15: Baseball (complete) $5.00 anders
#20: Tanks A Lot (shrinkwrapped) $8.00 owner

```
------
System
------
Arcadia 2001 w/power supply, controllers and the following games:
Escape and Baseball (complete)
$40.00 owner

Bally Astrocade
---------------
System
------
Bally Astrocade w/power supply, controllers, plastic cover and Tornado
Baseball, Hockey, Tennis, Handball
$40.00 paulh

Channel F
---------
Fairchild
---------
#9 Drag Race (U) $4.00 anders
#13 Robot War/ Torpedo Alley (U) - complete $4.00 anders
#16 Dodge It (U) $4.00 anders
------
Zircon
------
#12 Baseball (C) - w/box $2.00 anders
#23 Galatic Space Wars/ Lunar Lander (R) - w/box $9.00 shrink
------
System
------
Fairchild Channel F in orignal box w/two controllers, plastic cover,
power supply and the following games: #13
(complete) and #12 (no end lbl)
$40.00 paulh
Colecovision
------------
Activision
----------
Keystone Kapers (R) $2.00 kingkong
---------
Atarisoft
---------
Centipede (U) $2.00 adam
Defender (R) $2.00 adam
------
Coleco
------
Burgertime (U) $2.00 kingkong
Cosmic Avenger (C) $1.00 kingkong
Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Jr. (C) -w/inst $2.00 masterc
```

Gorf (C) $1.50 franchise
Illusions (R) $2.50 owner
Ken Uston Blackjack/Poker (U) $1.50 kingkong
Looping (C) $1.00 kingkong
Mr. Do! (C) $3.00 masterc
Mouse Trap (C) - w/overlay $1.00 kingkong
Pepper II (U) - w/inst $2.00 brianm
Roc 'n' Rope (U) $2.00 owner
Rocky Super Action Boxing (C) $1.50 briang
Smurfs R.I.G.C. (C) - w/inst $1.50 anders
Space Panic (C) $1.50 kingkong
Subroc (U) - w/inst $1.50 buckeye
Super Action Baseball (C) $1.50 briang
Super Action Football (C) $2.00 briang
Tarzan (R) $2.00 jwa
Time Pilot (U) - w/inst $2.50 masterc
Turbo (C) $1.50 mro
Victory (U) - sealed $3.00 squire
Zaxxon (C) $0.50 kingkong

Epyx

Jumpman Junior (R) $2.00 kingkong

Fisher Price

Memory Manor (ER) $3.50 franchise

Micro Fun

Miner 2049er (U) $2.50 briang

Spinakker

Alphabet Zoo (R) $8.50 joelie
Facemaker (R) $2.00 smitty
Juke Box (R) - complete $10.00 csb

Sunrise

Gust Buster (ER) - complete $13.00 owner

Parker Brothers

Popeye (C) $2.00 masterc
Q*Bert (C) $2.00 masterc

Xonox

Slurpy (ER) - lbl wear $9.00 owner

Word Feud (ER) - complete $13.00 owner

System & Misc

Colecovision in orignal box w/owners manual, two controllers, power
supply, R/F modulator, Expansion Module
#1 and the following loose games: Donkey Kong, Gorf, Looping, Pepper
II, Smurfs R.I.G.C, Super Challenge
Baseball, Subroc, and Zaxxon
$58.00 briang

Colecovision Expansion Module #2 w/loose Turbo $7.00 squrie
Two Broken Super Action Controllers
Colecovision Brown Dust Cover $2.00 jeremy
Donkey Kong Jr. Tabletop Game (ER++)
$17.00 adam
Head to Head Baseball (SC)

Commodore 64

Activision

Decathalon $1.50 anders

Atarisoft

Centipede (complete) $1.00 zzyzx
Galaxian $1.00 kingkong

Broderbund Software

Choplifter! $3.00 anders

CBS Software

Coconotes (complete) $2.50 zzyzx
Movie Musical Madness $2.00 mro

Commodore

International Soccer $1.00 kingkong
Juipter Lander $1.00 kingkong
Kickman $1.00 kingkong
Lazarian $1.00 kingkong
Lemans $1.00 kingkong
Music Composer $1.00 kingkong
Omega Race $0.50 kingkong
Radar Rat Race $0.50 kingkong
Speed/bingo Math NEW!
Super Expander $1.50 mro
Wizard Of Wor $1.50 smsguy

```
-----------------
Creative Software
-----------------
Crisis Mountain $1.00 kingkong
----
Epyx
----
Fast Load $1.00 kingkong
Gateway To Apshai $1.50 stefan
Jumpman Junior $1.00 kingkong
Pitstop $1.50 stefan
------------
Fisher Price
------------
Sea Speller $1.50 stefan
---
HES
---
64 Fourth $1.50 kingkong
HES Mon 64 $1.00 kingkong
Retro Ball $1.00 stefan
Rootin' Tootin' $1.50 stefan
---------------
Parker Brothers
---------------
Frogger (complete) $2.50 zzyzx
Q*Bert (complete) $2.50 zzyzx
---------------
Reston Software
---------------
Miner 2049er (complete) $3.00 stefan
-------------------
Scarborough Systems
-------------------
Master Type NEW!
----
Sega
----
Congo Bongo $2.00 stefan
Tapper $2.50 smsguy
Up 'n' Down $2.00 smsguy
---------
Spinnaker
---------
Bubble Burst $1.50 stefan
-----
Misc.
-----
C-16 w/power supply and tutorial cart
$20.00 garym
```

Commodore Magic Voice Speech Module complete in orignal box
$10.00 garym

Timex Sinclair

Timex Sinclair 1000 with add on with the following
loose tapes: Loan Morgage Amortizer, Gambler, Computer Coach
Super Math, Vu-calc, Flight Sim, Statistics, Stamp Collector
Backgammon
$20.00 jeremy

TI-994A

Atarisoft

Donkey Kong (VR) $2.00 adam
Moon Patrol (VR) $2.00 adam
Pole Position (VR) $2.00 adam
Protector (VR) $1.50 adam

Mechatronic

Extended Basic II Plus (German cart) (UR) $2.00 adam

Texas Instruments

Alligator Mix (R) $1.50 seedog
Alien Addition (R) $1.50 seedog
Burgertime (R) - w/inst $2.00 seedog
Early Reading (R) $0.50 kingkong
Hunt The Wumpus (C) $0.50 kingkong
Minus Mission (R) $0.50 kingkong
Munch Man (C) $0.50 kingkong
Number Magic (U) $0.50 kingkong
Numeration 1 (R) $1.50 adam
Parsec (C) $0.50 kingkong
Scholastic Spelling - Level 3 (R) $0.50 kingkong
TI Extended BASIC (U) $5.00 bill
Video Graphs (R) $1.00 adam

System

Two TI-994a's in original boxs w/power supplys, R/F modulators and the
following games: Early Reading and
Parsec
$25.00 jeremy
Super Cart: some leggy cart I found with a red light built into it,
possibly homemade
$4.50 adam
Handhelds

```
Electronic Readout Systems Inc.
-------------------------------
Football $1.50 adam
-----
Entex
-----
Baseball 2 (SC) $1.50 adam
-----
Epoch
-----
Baseball (SC) $1.50 adam
-------
Konnami
-------
Blades Of Steel (RA) $1.50 adam
-----------------
Radio Shack/Tandy
-----------------
Sky Duel 3-D $2.50 adam
-----
Tiger
-----
Head To Head Talking Baseball (ER+) $1.50 adam
All-Pro Basketball (R--) $1.00 kingkong
Copycat (CS) - no battery cover
Dragon (ER) $1.00 kingkong
Speedboat (R) $1.00 kingkong
----
Tomy
----
3-D, Thundering Turbo (ER++) $6.00 adam
Scramble (battery cover doesn't stay closed) (ER++) $5.00 adam

Vic-20
------
Academy Software
----------------
Typing Tutor/Word Invaders (cassette) - complete
---------
Atarisoft
---------
Pac-Man (C) - complete $2.00 spit
---------
Commodore
---------
The Count (C) - complete $2.00 stefan
An Introduction To Basic: Pt 1 (cass) - complete $3.00 garym
An Introduction To Basic: Pt 2 (cass) - complete $3.00 garym
------
Imagic
```

```
------
Demon Attack (C) - complete $3.00 spit
Atlantis (C) - complete $2.00 spit
Dragonfire (U) - complete $3.00 spit
----
Sega
----
Star Trek S.O.S. (C) - complete $2.00 spit

TRS-80
------
Radio Shack
-----------
Canyon Climber $0.50 stefan
Shooting Gallery $0.50 stefan
Mystery Cart (no lbl) $0.50 stefan

Misc.
-----
Atari Force Full Size #3,5,7,9,12,16,17,18,19,20 $5.00 bones
Atari Age July/Aug 1983 Vol 2 Num 2 $3.50 adam
Hi-Res 1983 Premiere Issue
Analog Computing July/Aug 1983 Num 12 $1.00 crawl
Power Play Computing Winter 1982 Vol 1 Num 3
Pac-Man Puzzle Game by MB (complete, box wear) $1.00 smitty
Pac-Man "Rubik's Cube" (a few faded stickers) $3.00 adam
Donkey Kong Puzzle by MB (missing one piece) $0.50 smsguy
Frogger Puzzle by MB (complete) $2.50 smsguy
Frogger Board Game by MB (complete) $1.00 adam
Q*Bert Colorforms (missing one, box wear) $1.00 adam

This auction is dedicated to the Old Lady. Without her a lot of this
would have been impossible. Thank You
```

3239. SF354 w/520 drive Ready to Ship

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: raymondp@cris.com
Message-ID: <645bg9$n1b@examiner.concentric.net>
Source record: 68782

Make an offer .. PLEASE. It's packed and ready to ship.

Power supplies ARE included.

3240. Re: Where To Buy Joystick Extension Cables?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19971109221000.RAA19255@ladder01.news.aol.com>
Source record: 68783

>Subject: Where To Buy Joystick Extension Cables?
From: itrek@mindspring.com
>(Mike Taylor)
Date: Sun, 09 Nov 1997 12:15:15 GMT

Does anybody know where I
>can buy some Atari joystick extension
cables?

I've found one SEGA extension
>cable for $1 at Funcoland that works
fine with Atari joysticks but I haven't
>been able to find any more.

itrek@mindspring.com

Although they are not the cheapest place on earth. All Radio Shack
stores carry them. they'll work just fine on the A8. You might also try
grage sales, flee markets, or your local Good Will / Salvation Army stores.
They seem to come up with things like this from time to time.

3241. Re: 3.5" upgrade to xf551

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <346643FF.226C@pacbell.net>
Source record: 68784

cowpoke1@hotmail.com wrote:
>
> Perhaps there just aren't many hardware hackers around anymore, I don't
> know.
>
>
> I want to upgrade my xf551 drive to a 720+Kb 3.5" drive. I know Bob
> Woolley has a design for this, but I have been unsuccessful in reaching
> him lately. At one time he said he would send me the documentation for
> this upgrade but I think he got side-tracked or became engaged otherwise.
>
>
> And talking about hard drives, if anyone, ANYONE has information on
> a free (or relatively inexpensive) IDE interface, please let me know.
> Otherwise I will have to break out the specs and try to design one myself.
> (This may prove difficult without a o'scope!).
>
> cowpoke.
>
> -------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet
!!
well, you just have to rattle his cage sometimes. maybe more than
sometimes.... what is your real name and how do I send you stuff? I do
admit that those of you that send me an SASE tend to get a response more
often than those who send me messages - mostly because your SASE looks
like something, where an e-mail printout looks just like all the other
paper lying around the Attic.

The IDE is easy - it was in Atari Classics. The 3.5 will need to be
pulled out of the SLCC archives...

Bob Woolley

no 'scope? why don't you ask for one? teach a man to fish......

3242. Re: 3.5" upgrade to xf551

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <346644B4.5580@pacbell.net>
Source record: 68785

Alan Sharkis wrote:
>
> I'm not a hardware hacker, and I have no idea what went into those projects
> except what I already mentioned. But I know that it has been done.
>
> BTW, where are you going to get a 720K drive at this time?
\
I guess I should try a 1.44 drive - shouldn't be hard. I have the same
problem.... running out of 720K drives. 1.44 sell new for about $25,
now!

Bob Woolley

3243. Re: Atari Fidonet message base - alive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: *dhugdahl@isd.net
Message-ID: <34664895.4904198@news.isd.net>
Source record: 68786

On 3 Nov 1997 20:38:41 +0100, maciej grzeszczuk
<krap@zwieracz.psych.uw.edu.pl> wrote:

>Wed, 29 Oct 1997 16:38:43 -0600 DavidDayton@bigfoot.com napisal byl w
comp.sys.atari.8bit:
>> I used to be active on the FidoNet Atari 8-bit message echo. Does anyone
>> here still use the FidoNet message bases, or have any idea if they are
>> still supported? Also, are any of the Atari 8-bit BBS message networks
>> still running, and would there ever be a way to link the Usenet bases,
>> the Fidonet, and the BBS boards together for one large message base?
>
>i could link the fidonet ATARI echo with comp.sys.atari.8bit. but i would
>have to consult the ATARI moderator...
>
> 809
>--
> = wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
>= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
>

Speaking of Fido - does anyone know of a place on the Net
where one could access the Atari Fido message base? An Internet BBS
for example?

Thanks!
-Dag- ---> *dhugdahl@isd.net
(Remove asterisk for correct address)

3244. Re: WTB XEP80 Driver software

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <346640EA.719@pacbell.net>
Source record: 68787

marty paulin wrote:
>
> anyone have a copy of the driver software for the XEP80 that you'd be
> willing to part with...or a copy thereof?
sure... send me a stamped, self-addressed enveolpe that will hold a 5
1/4 in. disk and I'll send you a copy.

Bob Woolley
1161 Bay St.
Alameda, CA 94501

3245. Re: Left Cartridge vs. Right Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34664186.2492@pacbell.net>
Source record: 68788

Austin Franklin wrote:
>
> Austin Franklin
> darkroom@ix.netcom.com
!
You the Austin Franklin that did the 80 column board? Is there a source
for the paticulars on the old board> Schematics, source code, etc?

Bob Woolley

3246. Re: Looking for Jumpman for the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Scott Abdey <bheil@execulink.com>
Message-ID: <01bced6c$4587a660$56a3d8cf@default>
Source record: 68789

Try Jumpman Lives for the PC. It has been out for quite a while and is a good clone of Jumpman.

3247. Don't Fear's Part 1 (Last Public Post)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <34666C7F.1EECF0A5@prodigy.com>
Source record: 68790
Cross-posted to: rec.games.video.classic,rec.games.video.nintendo,rec.games.vectrex,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit

This is your last chance to join my auction! This is the last public post!

Don't Fear's Huge 3rd Auction Part 1 (update 13)

Rules:
1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check all in U.S. funds.
If you choose to send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of the item.
10. Email me if you are looking for a specific label varaition, I might have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may bid.
14. All orders over $100 will recieve as an added bonus my Freshman video project. You'll get a chance to play can you spot the two classic game collectors.
Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features:
Atari 2600 - 308 Items Atari 5200 - 31 Items
Atari 7800 - 17 Items Atari Comp - 54 Items

Atari 2600

Prototypes

Stampede $53.00 marc
Dolphin $53.00 marc
Name This Game $53.00 marc
Eggomania $53.00 marc

Atari

Combat (C) - complete $1.00 anders
Air-Sea Battle (U) - w/inst $0.50 anders
Space War (U) - w/inst $2.00 chrisc
Outlaw (U) - w/inst $0.50 anders
Slot Racers (U) - w/inst $1.50 anders
Canyon Bomber (C) - w/inst $1.50 anders
Super Breakout (U) - multi lang, complete $1.50 anders
Defender (C) - w/inst $0.50 anders
Warlords (U) - shrinkwrapped $5.00 masterc
Indy 500 (U) - w/inst $1.50 anders
Street Racer (U) - w/inst $0.50 anders
Adventure (C) - w/inst $5.00 masterc
Demons To Diamonds (U) - shrinkwrapped $3.00 anders
Pele's Soccer (C) $1.50 vince
Championship Soccer (C) $1.00 battle
Basic Programming (R) - w/inst $4.00 anders
Video Olympics (C) - w/inst $1.00 bones
Breakout (C) - complete, rare white box $5.00 masterc
Home Run (C) - w/inst $0.50 anders
Basketball (C) - w/inst $0.50 anders
Football (C) - w/inst $0.50 anders
Miniature Golf (U) $3.00 kadams
Human Cannonball (U) $4.00 anders
Bowling (C) $2.00 masterc
Sky Diver (pic) (U) $2.00 kadams
Circus Atari (C) - complete $2.00 anders
Superman (C) - w/inst $1.50 anders
Space Invaders (C) - complete $1.50 gmccl
Night Driver (C) - w/inst $0.50 anders
Golf (C) - w/inst $1.50 edward
Maze Craze (U) - w/inst $3.00 masterc
Video Checkers (R) $2.00 dbr
Dodge 'Em (U) - w/inst $1.00 bdbrix
Missile Command (C) - w/inst $0.50 anders
Othello (R) - complete, rare white box $3.00 mw
RealSports Baseball (U) - w/inst $0.50 anders
Surround (C) - w/inst $1.50 anders
Hunt & Score (U) $2.00 chrisc
Code Breaker (U) $1.50 anders
Flag Capture (pic) (U) - w/inst $2.00 chrisc

Video Chess (U) $1.50 anders
Pac-Man (C) - w/inst $1.50 anders
Video Pinball (U) - w/inst $3.50 masterc
Asteroids (C) - w/inst $0.50 anders
Bezerk (C) - w/inst $2.00 masterc
Blackjack (R) - complete $2.00 zazoo
Casino (U) - complete,special edition box $2.00 mw
Slot Machine (R) - (some cart damage) $3.00 squire
Haunted House (C) - w/inst $1.00 bdbrix
Yars Revenge (C) - w/inst & comic $4.00 masterc
Yar's Revenge (red lbl) (R) $4.00 jeremyg
Swordquest: Earthworld (C) $2.00 chrisc
Swordquest: Fireworld (C) - complete $4.50 mw
Math Grand Prix (C) $1.50 anders
Raiders Of The Lost Ark (C) - w/instr $0.50 anders
Star Raiders (U) - w/inst & touch pad $3.00 masterc
Basic Math (U) $1.50 adam
Hangman (U) $2.50 chrisc
Brain Games (U) - w/inst $2.50 chrisc
RealSports Volleyball (U) - w/inst $1.00 chrisc
Football RealSports Soccer (U) - Euro $1.00 chrisc
RealSports Football (C) - w/inst $1.00 morph
Vanguard (C) - w/inst $1.50 anders
Swordquest: Waterworld (UR) $50.00 jimmy
Phoenix (C) - complete $5.00 masterc
E.T. (C) - shrinkwrapped $2.00 anders
Ms. Pac-Man (C) - w/inst $3.50 battle
Centipede (C) - w/inst/comic book/poster $2.00 battle
Dig Dug (U) - w/multi lang inst $3.50 battle
RealSports Tennis (U) - w/inst $1.00 chrisc
Battlezone (U) $0.50 anders
Krull (R) - complete $5.00 mw
Galaxian (U) $2.00 anders
Jungle Hunt (U) - w/inst $0.50 anders
Kangaroo (U) - complete $2.00 anders
Pengo (ER) $20.00 jimmy
Joust (C) - w/inst $2.00 battle
Moon Patrol (U) - w/multi lang inst $4.00 battle
Pole Position (C) - w/inst $2.00 masterc
Pole Positn (end lbl error) (C) - w/inst $1.50 adam
Mario Bros. (U) - w/inst $2.00 kadams
Taz (R) $5.00 owner
Crystal Castles (U) - w/inst $2.50 masterc
Pigs In Space (ER) $13.00 jimmy
Millipede (R) - w/inst $3.00 battle
Defender II (R) - w/inst $5.00 chrisc
Jr. Pac-Man (U) - w/inst $1.50 battle
Midnight Magic (R) $2.50 wfp1
RealSports Boxing (U) - w/inst $1.50 chrisc
Solaris (U) - complete $2.00 anders

Crossbow (U) - w/inst $3.00 battle
Desert Falcon (C) - complete $2.50 anders
Donkey Kong (U) $3.50 anders
Donkey Kong Jr. (R) - w/inst $4.00 anders
Q*Bert (R) - w/inst $2.00 chrisc
Super Baseball (U) $3.50 dbr
Super Football (U) $1.50 morph
Sprint Master (R) - w/inst $5.00 adam
Secret Quest (R) $4.00 bones
Klax (PAL) (ER) $13.00 anders

Sears

Target Fun (C) - w/inst $1.50 anders
Blackjack (pic) (R) - w/inst $1.50 anders
Breakaway IV (pic) (C) $1.50 anders
Memory Match (U) - top lbl damage $1.00 chrisw
Baseball (C) $1.00 kingkong
Maze (pic) (C) $1.50 anders
Basketball (U) $1.50 franchise
Bowling (R) $1.00 kingkong
Dare Diver (ER) $4.00 chrisc
Superman (ER) $4.00 anders
Night Driver (U) $1.00 chrisw
Golf (C) $2.00 franchise
Circus (C) $1.50 anders
3-D Tic-Tac-Toe (ER) $1.50 danz
Steeplechase (R) $4.00 chrisc
Submarine Commander (ER) $15.00 bones
Space Invaders (C) $0.50 anders
Adventure (pic) (U) - w/inst $1.50 anders
Soccer (U) $1.00 kingkong
Checkers (ER) $3.00 bones
Dodger Cars (ER) - lbl wear $2.00 anders
Arcade Pinball (R) $3.00 chrisc
Asteroids (U) $0.50 anders
Super Breakout (C) - w/inst $2.00 battle
Missile Command (R) $0.50 anders
Defender (C) $0.50 anders

Absolute

Skateboardin' (R) - w/inst $3.00 chrisc

Activision

Dragster (U) $1.50 anders
Boxing (U) - w/inst $1.50 patman
Checkers (ER) - w/inst $7.50 shihab
Fishing Derby (U) - w/inst $1.50 anders

Skiing (U) - w/inst $1.00 kingkong
Bridge (R) $5.00 shihab
Tennis (C) $0.50 anders
Laser Blast (C) - w/inst $1.50 anders
Freeway (U) - w/inst $2.00 anders
Kaboom! (U) - w/inst $1.50 anders
Stampede (U) - w/inst $2.00 shihab
Ice Hockey (ER) - (blue lbl) $2.50 danz
Barnstorming (U) - w/inst $3.00 anders
Grand Prix (U) - w/inst $1.50 anders
Chopper Command (U) - complete $2.50 anders
Chopper Command (blue lbl) (ER) - w/inst $2.50 danz
Megamania (U) - shrinkwrapped $8.00 masterc
Starmaster (U) $1.50 masterc
Pitfall! (blue lbl) (ER) - w/inst $3.00 anders
Sky Jinks (R) - w/inst $1.50 anders
River Raid (U) $3.00 masterc
Spider Fighter (U) $2.00 morph
Seaquest (R) - w/inst $2.00 wfp1
Oink! (R) - w/inst $3.00 vince
Dolphin (R) $3.00 patman
Keystone Kapers (ER) - (blue lbl) $6.00 masterc
Enduro (blue lbl) (ER) - w/inst $2.00 danz
Plaque Attack (R) $3.00 chrisc
Robot Tank (R) - w/inst $2.00 squire
Crackpots (R) $5.00 shihab
Decathalon (R) $5.00 anders
Pressure Cooker (R) - shrinkwrapped! $6.50 mw
Space Shuttle (blue lbl) (ER) $3.00 anders
Pitfall II: Lost Caverns (R) $5.50 shihab
H.E.R.O. (R) $5.50 shihab
Beamrider (R) $7.50 shihab
Cosmic Commuter (R) $9.00 squire
Kung-Fu Master (R) - w/inst $3.00 chrisc
Commando (R) - complete $4.00 mw
Rampage (R) $6.00 shihab
Double Dragon (R) $6.00 squire
Ghosbusters (R) $3.00 chrisc

Amiga

Mogul Maniac (ER) $6.00 safe

Apollo

Skeet Shoot (R) - complete $7.50 kingkong
Space Cavern (red lbl) (U) $1.50 anders
Racquetball (orange lbl) (U) $2.00 chrisc
Lost Luggage (blue lbl) (U) - w/inst $4.50 mw
Shark Attack (blue lbl) (U) $2.00 chrisc

Infiltrate (blue lbl) (U) - w/inst $2.50 mw

CBS Electronics

Wizard Of Wor (R) $2.00 wfp1
Gorf (U) - w/inst $2.50 masterc
Blueprint (writing on lbl) (U) $1.50 anders
Solar Fox (U) $1.00 kingkong
Omega Race (U) - w/inst $4.00 bdbrix
Mountain King (R) $3.00 masterc

Coleco

Donkey Kong (C) - w/inst $2.00 battle
Zaxxon (U) $3.00 battle
Venture (C) - w/inst $1.50 anders
Mouse Trap (U) - w/inst $2.00 bdbrix
Smurfs: R.I.G.C. (U) - w/inst $6.50 owner
Donkey Kong Jr. (R) $2.50 kadams
Front Line (R) $4.00 owner

Cooper Black

Dragon Treasure (ER) $7.00 mikeg

Data Age

Encounter At L-5 (U) - w/inst $2.00 dan5
Warplock (C) $2.50 chrisc
Sssnake (C) $3.50 chrisc
Airlock (C) $1.50 chrisc
Bugs (U) - w/inst $3.50 chrisc
Journey Escape (C) - w/inst $1.00 spider
Bermuda Triangle (R) - w/inst $2.50 gary

Epyx

Summer Games (R) $3.50 anders
Winter Games (R) - w/inst $2.50 wfp1
California Games (R) $2.00 anders

Froggo

Task Force (R) - complete $5.00 bones
Sea Hawk (R) $5.00 bones

Imagic

Trick Shot (R) - w/inst $2.00 chrisc
Demon Attack (blue lbl) (ER) - w/inst $4.50 chrisc

Star Voyager (C) - w/inst $1.00 wfp1
Atlantis (U) - complete $3.50 mw
Cosmic Ark (U) - w/inst $0.50 anders
Fire Fighter (R) $2.00 wfp1
Shootin' Gallery (ER) $12.00 jimmy
Riddle of the Sphinx (U) - w/ inst $1.00 bdbrix
Dragonfire (C) - w/inst $1.00 chrisc
Fathom (R) $2.00 chrisc
Solar Storm (R) $3.50 chrisc
Moonsweeper (U) $1.50 anders
Laser Gates (R) $20.00 johng

Konami

Pooyan (end quarter lbl missing) (ER) $4.00 jimmy

M Network

Adven of Tron (white lbl) (U) - w/inst $3.00 chrisc
Masters Of The Universe (R) $4.00 chrisw
Burgertime (R) - w/inst $5.00 battle
Kool-Aid Man (U) $4.00 battle
S.C. Football (white lbl) (C) - w/inst $0.50 anders
Space Attack (C) - complete $1.50 chrisc
Armor Ambush (C) - w/inst $0.50 anders
Tron Deadly Discs (U) $3.00 chrisc
Lock 'n Chase (C) - w/inst $1.50 anders
Frogs and Flies (U) - w/inst $2.50 chrisc
Super Challenge Baseball (C) - w/inst $0.50 anders
Astrosmash (U) - w/inst $1.50 wfp1
Dark Cavern (U) - w/instructions $1.50 anders
International Soccer (U) - w/inst $1.00 vince
Bump 'n' Jump (R) - w/inst $4.00 bones

Milton Bradley

Survival Run (R) $3.00 chrisw
Spitfire Attack (U) $3.50 anders

Mythicon

Sorcerer (R) $3.50 chrisc
Fire Fly (R) $2.50 chrisc
Star Fox (R) $2.50 mikeg

Panda

Space Canyon (R) $11.00 kingkong

Parker Brothers

Star Wars: Jedi Arena (R) - w/inst $3.00 danz
Star Wars: Empire Strikes Back (C) $1.50 anders
S.W.:R.O.T.J.:D.S.B. (R) - w/sticker on lbl & inst $3.00 chrisc
Frogger (C) - w/inst $2.50 masterc
Amidar (U) - w/inst $1.50 anders
Super Cobra (end lbl missing) (U) $1.00 bdbrix
Reactor (U) $1.00 bdbrix
Tutankham (U) - w/inst $1.00 mikeg
Sky Skipper (R) - end lbl missing $1.50 anders
Q*Bert (C) - w/inst $0.50 anders
Spider-Man (R) $1.50 anders
Strawberry Shortcake: Musical Match-ups (R) - complete $4.00 mw
G.I. Joe Cobra Strike (U) $2.00 chrisc

Sega

Tac-Scan (U) $1.50 kadams
Star Trek S. O. S. (R) $3.50 mw
Buck Rogers: Planet Zoom (U) - w/inst $4.00 chrisc
Congo Bongo (R) $3.00 chrisc

Spectravision

Gangster Alley (end lbl wear) (R) $2.50 anders
Planet Patrol (R) $1.50 mikeg
Tapeworm (R) $4.50 chrisc

Telegames

Super Challenge Football (U) $3.00 jimmy

Telesys

Coco Nuts (fancy cart) (R) - w/inst $2.50 anders
Fast Food (fancy cart) (R) $3.00 battle

Tigervision

Threshold (R) $5.50 dbr
Polaris (ER) $19.00 csb

20th Century Fox Video Games

Worm War I (Sirus) (U) $2.00 mro
Beany Bopper (Sirus) (R) $2.00 chrisc
Deadly Duck (R) $2.00 chrisc
Mega Force (R) $2.00 chrisc
Alien (R) - w/inst $3.00 chrisc
Turmoil (U) $1.50 anders

Crypts Of Chaos (R) - w/inst $5.50 chrisc
M*A*S*H* (U) $1.50 anders
Porky's (R) - w/inst $2.50 mikeg
Revenge Of The Beefsteak Tomatoes (R) $5.50 chrisc

U.S. Games

Space Jockey (C) - w/inst $1.50 shihab
Sneak 'n Peek (R) $2.50 shihab
Word Zapper (U) - w/inst $2.00 shihab
Commando Raid (R) - w/inst $3.00 anders
Name This Game (R) - w/inst $3.00 chrisc
Towering Inferno (U) - w/inst $2.00 shihab
M.A.D. (R) $5.00 shihab
Gopher (R) - w/inst $4.00 shihab
Squeeze Box (ER) - w/inst $7.00 shihab
Eggomania (R) - w/instructions $3.00 shihab
Picnic (fancy cart) (ER) $7.00 shihab
Piece O' Cake (fancy cart) (ER) - w/inst $5.00 anders
Raft Rider (fancy cart) (ER) $7.00 shihab
Entombed (fancy cart) (ER) $6.00 anders

Xonox

Chuck Norris Superkicks (ER) $19.00 csb
Sir Lancelot (ER) $27.00 jimmy

Zellers

Ocean City Defender (ER) $10.00 jimmy

Zimag

Tanks But No Tanks (R) $12.00 jimmy

Systems & Peripherals

Atari 2600: Four switch, wood front panel in orignal box
w/two joysticks, set of paddles, power supply, R/F modulator,
owners manual and the following loose games: Combat, Defender,
Space Invaders, Missle Command, Pac-Man, Asteroids,
Swordquest Fireworld, Raiders Of The Lost Ark, E.T., Pole Position,
RealSports Football, Vanguard, Ms. Pac-Man, Target Fun, Laser Blast,
Kaboom!, Chopper Command, Pitfall!, Donkey Kong, Cosmic Ark,
Astrosmash, M*A*S*H*, Star Wars: Jedi Arena, Mega Force, and M.A.D.
$48.00 masterc

Sears Video Arcade: Six switch, wood front panel w/two joysticks,
power supply, R/F modulator and the following loose Sears games: Space
Invaders, Night Driver, Bowling, and Asteroids

$9.00 darryl
Remote Control Joysticks - complete in orignal box
$27.00 owner
Atari 2600 Manual Package:
Air-Sea Battle, Outlaw, Slot Racers, Canyon Bomber, Super Breakout,
Street Racer, Backgammon, 3-D Tic-Tac-Toe, Video Olympics, Breakout,
RealSports Baseball, Swordquest: Fireworld, RealSports Volleyball,
RealSports Football, Centipede, Millipede, 1981 Green Catalog,
1981 Red Catalog, 1982 Red Catalog, 1983 Fold-Out Catalog,
The Atari Advantage 7800 Collectors Poster, Barnstorming,
Spider Fighter, Activision Spring 1982 and Acti Summer 1982 Catalog
$7.00 shihab
Track & Field controller for 2600 $9.00 jimmy
2600 Joystick $3.00 masterc
2600 Joystick $2.50 anders
Video Touch Pad $4.00 anders
Touch Me Handheld (SC) $6.00 jimmy
Stuntcycle stand alone unit $25.00 owner
Atari Video Pinball stand alone unit $25.00 owner
Atari Game Center (no cover) $6.50 marc
Telegames Center $6.50 marc
Vid-Lid Plus (holds 10 games + inst) $4.00 anders
Wood Game Holder (hold 16 games) $14.00 owner

Atari 7800

Atari

Centipede (R) - w/inst $3.00 masterc
Asteroids (R) - complete $4.50 masterc
Dig Dug (R) - w/inst $0.50 anders
Food Fight (R) $2.00 briang
Galaga (R) $0.50 anders
Ms. Pac-Man (U) - w/inst $0.50 anders
Pole Position II (C) - w/inst $0.50 anders
Xevious (U) - w/inst $2.00 kadams
Choplifter! (U) - w/inst $3.00 masterc
Karateka (U) - w/inst $1.50 anders
Crack'ed (R) $2.00 chrisc
Dark Chambers (U) - w/inst $1.50 anders
Mat Mania Challenge (R) - shrinkwrapped $3.00 chrisc
Scrapyard Dog (R) - shrinkwrapped $2.00 chrisc

Absolute

Tomcat F-14 Flight Simulator (R) $7.00 masterc

System & Misc.

Atari 7800: w/owners manual, two joysticks, power supply, R/F modulator

and Pole Position II
$50.00 masterc
Atari 7800 instruction package:
Centipede, Asteroids,Dig Dug, Joust, Robotron 2084, Desert Falcon,
Ballblazer, Touchdown Football, One-On-One Basketball, Hat Trick,
Impossible Mission, Crossbow, Ace Of Aces, Donkey Kong,
Donkey Kong Junior, Tower Toppler and Jinks
$2.50 anders
Atari 5200

Atari

Centipede (C) $2.00 masterc
Defender (C) $1.00 kingkong
Football (C) $2.50 masterc
Galaxian (C) $1.50 kingkong
Joust (U-) $1.50 kingkong
Jungle Hunt (U-) $1.50 anders
Kangaroo (writing on lbl) (C+) $1.50 kingkong
Missle Command (C+) $1.00 kingkong
Ms. Pac-Man (lbl fade) (U-) $1.50 kingkong
Pac-Man (C-) $1.00 danz
Pengo (writing on lbl) (R-) $2.00 mro
Pole Position (C+) - w/inst $1.50 kingkong
Soccer (C) $1.00 kingkong
Space Invaders (C) $1.00 danz
Star Raiders (C+) $1.00 kingkong
Super Breakout (C-) - w/inst $1.50 anders
Vanguard (U-) $1.50 jeffd

Activision

H.E.R.O. (R) $2.00 smedley
River Raid (U) $3.00 masterc

CBS Electronics

Blue Print (R-) $2.00 kingkong
Gorf (R-) $3.00 masterc

Parker Brothers

Frogger (writing on lbl) (C+) $2.50 masterc
Popeye (writing on lbl) (C+) $2.00 masterc
Q*Bert (C+) $3.00 masterc
Star Wars: The Arcade Game (writing on end lbl) (R+) $5.00 adam
Super Cobra (writing on lbl) (R) $2.00 kingkong

Sega

Congo Bongo (R-) $1.50 kingkong

System & Peripherals

Atari 5200: Four port model in orignal box w/power supply, switchbox,
one working controller, and the following loose games:
Defender, Galaxian, Joust, Pac-Man, Pole Position, Super Breakout, and
Vanguard
$40.00 masterc
Working 5200 Joystick $8.00 masterc
Broken 5200 Joystick $2.50 masterc
Broken 5200 Joystick $2.50 masterc
Atari 400/800

Activision

Kaboom! (U) $5.50 paulc
MegaMania (U) $3.00 garry
River Raid (U) - w/inst $5.50 paulc

Atari

Ace of Aces (C) $2.50 james s
Asteroids (C) $4.50 jamesl
Barnyard Blaster (U) $2.00 austin
Basic (1985 version) (R) $3.00 james s
Basketball (C) $1.00 kingkong
Bug Hunt (U) $3.50 jamesl
Centipede (C) $1.00 kingkong
Defender (C) $1.00 kingkong
Donkey Kong (C) - w/inst $1.50 zzyzx
Donkey Kong Junior (C) $4.00 paul
Fight Night (U) $4.00 jamesl
Flight Simulator II (C) $2.50 zzyzx
Hardball (U) - w/inst $2.00 smitty
Jungle Hunt (U) - w/inst $2.50 jamesl
Missle Command (C) $1.50 zzyzx
Necromancer (U) $4.00 paulc
Pac-Man (C) $1.00 kingkong
Pengo (U) $3.00 jamesl
Pilot (U) $1.50 zzyzx
Pole Position (C) $1.00 austin
Qix (C) $5.00 brianm
RealSports Football (C) $1.00 paulc
Skywriter (U) - w/inst $3.00 zzyzx
Star Raiders (C) $1.00 kingkong
Super Breakout (C) - complete $5.00 paul
Typo Attack (U) $2.00 smitty

Big Five

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Miner 2049er (C) $4.00 paulc
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Epyx
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Gateway to Apshai (U) - w/inst $3.00 paul
Pitstop (U) - w/inst $3.50 jamesl
Silicon Warrior (C) $3.00 cmoore
----
IDSI
----
Pool 400 (R) $5.00 cmoore
---------------
Parker Brothers
---------------
James Bond 007 (R) $5.00 cmoore
Q*Bert (C) $1.50 zzyzx
------
Roklan
------
Deluxe Invaders (C) - w/inst $6.00 paul
Gorf (C) $4.00 paulc
Wizard Of Wor (C) $2.50 jamesl
-----
Romox
-----
Princess and Frog (R) $9.00 garry
----
Sega
----
Buck Rogers: Planet of Zoom (U) $5.00 jamesl
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Spinnaker
---------
Alphabet Zoo (U) - complete $3.00 kingkong
Delta Drawing (U) - w/ inst $3.00 zzyzx
Facemaker (U) - complete $3.00 kingkong
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Synapse
-------
Shamus (C) - (very cool clear red cart) $7.50 paul
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TG Software
-----------
Droids (ER) $5.00 jamesl
---------
Thorn EMI
---------
Kickback (U) $2.50 kingkong
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Systems & Periphrals
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130 XE - tested w/power supply, two joysticks, and the following loose games
Donkey Kong, Flight Simulator II, Pac-Man, Star Raiders, and Skywriter.
$28.00 battle
65 XE - tested w/power supply and owners manual
$15.00 jerrys
Atari 800 - w/power supply and Atari service contract
$20.00 anders
800 XL - w/power supply and owners manual
$14.00 cube
1050 Disk Drive - untested w/power supply
$8.00 jeffarm
XM 301 modem - untested
$1.00 stefan
Suncom Animation station - untested w/owners manual
$4.00 zzyzx

This auction is dedicated to the Old Lady. Without her a lot of this would have been impossible. Thank You

3248. Don't Fear's Part 2 (Last Public Post)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Don't Fear <WQQT56A@prodigy.com>
Message-ID: <34666C87.A7184CA6@prodigy.com>
Source record: 68791
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.mis,rec.games.video.marketplace,rec.games.vectrex,rec.games.video.nintendo

This is your last chance to join my auction! This is the last public post!

Don't Fear's Huge 3rd Auction Part 2: (update 13)

1. Send all bids to WQQT56A@prodigy.com do not post bids to newsgroup.
2. Please include an alias (if you desire confidentiality) with each bid.
3. Bidding:
$1.00 - $20.00 -------> $0.50
$20.00 - $50.00 ------> $1.00
$50.00 - $100.00+ ----> $3.00
4. Buyouts may be accepted.
5. Trades may be accepted, if the offer is right.
6. Preferred methods of payment: Cash, Money Order, or Cashier's Check all in U.S. funds. If you choose to
send a personal check please allow 2-3 weeks for the check to clear.
7. Shipping will be calculated as follows:
-by weight and materials, to be totaled after confirmation of final bids.
-any international orders will be slighty more.
8. Cartridges are all loose unless noted otherwise.
9. Email me for any questions on any auction item or to see a scan of the item.
10. Email me if you are looking for a specific label varaition, I might have it.
11. I reserve the right to withdraw any item at any time.
12. I reserve the right to refuse a bid. (Bworkman clause)
13. The auction will enter the G1, G2, Sold phase on November 10th
Once an item has reached the G2 stage, only those on the update list may bid.
14. All orders over $100 will recieve as an added bonus my Freshman video project. You'll get a chance to
play can you spot the two classic game collectors. Good Luck!
15. Last but not least: Don't Fear The Reaper! Enjoy the auction!

This part of the auction features the following:

Aquarius - 8 Items Arcadia 2001 - 8 Items
Farichild - 6 Itmes Colecovision - 39 Items
Intellevision - 132 Items Vectrex - 21 Items
Nintendo - 4 Items TI-994A - 19 Items
TRS-80 - 3 Items Vic-20 - 9 Items
Commodore - 37 Items Bally Astrocade - 1 Item

Odyssey 2 - 27 Items Handhelds - 15 Items
Misc - 12 Items Timex Sinclair - 1 Item

Intellivision

Mattell

Demo Cart $10.00 mw
Auto Racing (U) - complete $1.00 kingkong
NHL Hockey (C) - complete $1.00 kingkong
Las Vegas Roulette (U) - complete $9.00 owner
ABPA Backgammon (R) - complete $7.00 owner
Checkers (R) - complete $2.00 flyer
Armor Battle (C) - shrinkwrapped $1.50 shawn
The Electric Company Word Fun (R) - complete $6.00 owner
Horse Racing (U) - complete $4.00 squire
NASL Soccer (U) - complete $1.50 briang
Tennis (C) - complete $1.00 kingkong
PGA Golf (C) - complete $2.00 flyer
U.S. Ski Team Skiing (C) - shrinkwrapped $3.00 dblitz
Sea Battle (C) - complete $1.00 daveb
Boxing (U) - complete $1.00 briang
NFL Football (C) - complete $3.00 squire
L.V. Poker & Blackjack (C) - complete $0.50 kingkong
Space Battle (U) - complete $0.50 kingkong
The Electric Company Math Fun (R) - complete $6.00 owner
Major League Baseball (C) - complete $1.50 kingkong
NBA Basketball (U) - complete $2.00 briang
PBA Bowling (C) - complete $2.00 squire
Sub Hunt (C) - w/inst & overlays $1.00 kingkong
Advanced Dungeons & Dragons (U) - shrinkwrapped $3.00 briang
Motocross (white lbl) (U) - w/box & overlays $2.50 kingkong
USCF Chess (R) - complete $7.00 shyguy
Space Spartans (U) - complete $3.50 daveb
Astrosmash (U) - complete $0.50 kingkong
Snafu (C) - complete $2.00 steveb
Space Armada (C) - complete $0.50 kingkong
Triple Action (C) - complete $2.00 steveb
Bomb Squad (U) - complete $3.50 daveb
B-17 Bomber (U) - complete $3.00 shawn
Mission X (U)complete $2.00 daveb
Buzz Bombers (R) - complete $5.00 flyer
Loco-Motion (U) - complete $5.00 mw
Thunder Castle (ER) - complete $15.00 nigefan
Mind Strike (ER) - complete $6.50 mw
Scooby Doo's Maze Chase (ER) - w/inst & overlay $7.00 dblitz
Mr. Basic Meets Bits 'n Bytes (ER) - complete $12.00 mw
Melody Blaster (ER) - shrinkwrapped $19.00 mw
The Jetsons' Way With Words (ER) - complete $21.00 mw
Burgertime (U) - complete $1.50 dirk

Kool-Aid Man (R) $11.00 nigefan
Bump 'n' Jump (U) - complete $12.00 owner
M.O.T.U.: Power Of He-Man (U) - complete $6.00 mw
Space Hawk (U) - complete $1.50 gmccl
Utopia (C) - complete $1.50 daveb
Star Strike (C) - complete $0.50 kingkong
AD&D: Treasure of Tarmin (U) - shrinkwrapped $4.00 daveb
Frog Bog (U) - shrinkwrapped $4.00 flyer
Royal Dealer (C) - complete $2.00 kingkong
Reversi (U) - shrinkwrapped $1.50 kingkong
Night Stalker (C) - shrinkwrapped $1.00 kingkong
Pinball (U) - complete $4.00 mw
Shark! Shark! (R) - complete $15.00 owner
Tron Deadly Discs (C) - shrinkwrapped $7.00 dblitz
Tron Maze-A-Tron (R) - complete $4.00 nigefan
Tron Solar Sailer (R) - complete $3.50 mikeg
Lock 'n' Chase (C) - complete $1.00 kingkong
Sharp Shot (R) - complete $6.00 owner
Vectron (R) - complete $3.00 dirk
World Champ Baseball (U) - w/olays & inst $4.00 briang

INTV Corporation

Pac-Man (ER) - complete $8.00 mw
World Cup Soccer (ER) - complete $7.00 mw
Championship Tennis (ER) - w/box & olays $8.50 owner
Thin Ice (ER) - complete $8.00 mw
Super Pro Football (ER) - w/inst $3.00 briang
Hover Force (ER) $5.00 csb
Diner (ER) - complete $22.00 mw
Chip Shot Super Pro Golf (ER) - complete $16.00 dblitz
Commando (ER) - w/instructions $4.00 mikeg
Slam Dunk Super Pro Basketball (ER) - complete $10.00 squire
Learning Fun Album I (ER) - w/instructions $19.00 shrink
Slap Shot Super Pro Hockey (ER) - complete $6.00 squire
Pole Position (ER) - complete $16.00 chris s
Dig Dug (ER) - complete $16.00 chris s
Learning Fun Album II (ER) - w/box $15.00 shrink
Mountain Madness Super Pro Skiing (ER)-shrinked $13.00 shyguy
Body Slam Super Pro Wrestling (ER) $8.00 csb

Activision

Stampede (U) - w/box & inst $2.00 flyer
Pitfall! (U) - w/box & overlays $1.00 dirk
Happy Trails (R) - w/overlays $6.00 flyer
The Dreadnaught Factor (R) - shrinkwrapped $6.50 mw
Beamrider (R) - complete $7.00 mw
Worm Whomper (R) - shrinkwrapped $8.00 mw
River Raid (R) $3.00 flyer

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Atarisoft
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Pac-Man (R) $3.50 dirk
Defender (R) - complete $8.00 mw
Centipede (R) - complete $5.00 mw
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Coleco
------
Donkey Kong (C) - complete $5.50 dirk
Venture (C) - complete $4.00 csb
Mouse Trap (R) - complete $2.50 mw
Lady Bug (U) $3.00 shyguy
Zaxxon (R) - complete $7.00 csb
Carnival (C) - complete $5.00 shyguy
Donkey Kong Jr. (R) $3.00 dirk
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Imagic
------
Demon Attack (U) - complete $3.00 mw
Atlantis (U) - complete $1.00 kingkong
Beauty & The Beast (U) - shrinkwrapped $2.00 shyguy
Swords & Serpents (ER) - w/inst $7.00 daveb
Dragonfire (U) - complete $2.50 daveb
Microsurgeon (U) - w/overlays $5.50 robert
Tropical Trouble (ER) - w/inst $4.00 flyer
Dracula (ER) - w/one overlay $2.50 daveb
Nova Blast (U) - w/inst $3.00 flyer
Truckin' (ER) - complete $15.00 nigefan
White Water! (ER) $5.00 flyer
Safecraker (R) $4.50 daveb
Fathom (ER) - complete $80.00 furnier
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Interphase
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Sewer Sam (R) - w/box $2.50 kingkong
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Parker Brothers
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Star Wars: the Empire Strikes Back (U) - w/box $12.00 flyer
Frogger (C) - shrinkwrapped $4.00 csb
Q*Bert (C) - complete $4.00 dirk
Popeye (ER) - complete $11.00 mw
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Sears
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Bowling (R) - complete $3.50 mw
Boxing (R) - w/box, inst & overlay $2.50 kingkong
Frog Bog (U) - w/box $4.00 csb
Roulette (U) - shrinkwrapped $5.00 mw
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Space Armada (R) - complete $3.00 mw
Space Battle (R) - complete $3.00 mw

Systems & Periphals

Intellevision w/two working controllers, power supply, R/F modulator and
the following games: Auto Racing,
Armor Battle, NFL Football, L.V. Poker & Blackjack, Major League
Baseball, Advanced Dungeons & Dragons,
Astrosmash, Triple Action, Burgertime, Star Strike, Night Stalker, and
Lock 'n' Chase
$65.00 masterc
Intellevision II w/two controllers and power supply
$23.00 cartman
INTV System III w/two working controllers, power supply and owners
manual
$42.00 flyer
Intellivoice Voice Synthesis Module in box w/loose B-17 Bomber
$25.00 daveb
Intellivision Computer Module (ECS) w/power supply and owners manual
$50.00 jeremy
Intellevision System Changer - allows you to play 2600 games (UR)
$18.00 garry
Sears Super Video Arcade w/two controllers and power supply
$8.00 dblitz
Plastic Game Center for Intellevision (w/cover)
$5.00 classicgmr
Vectrex

GCE

Armor Attack (complete) $15.00 anders
Comic Chasm (complete) $10.00 anders
Fortress Of Narzod (complete) $22.00 dblitz
Hyperchase (complete) $17.00 mw
Rip Off (w/inst & overlay) $8.50 pman
Scramble (w/overlay) $7.50 pman
Solar Quest (w/inst & overlay) $9.00 pman
Spike (complete) $13.00 mw
Spin Ball (complete) $20.00 mw
Star Trek (complete) $20.00 mw
Starhawk (w/inst & overlay) $8.50 pman
Web Wars (w/overlay) $8.50 pman

Milton Bradley

Clean Sweep (complete) (PAL) $8.50 pierce

System & Misc

Vectrex w/working controller and no screen burn
$80.00 csb

Vectrex owners manual $5.50 anders
Minestorm instructions $2.00 pierce
Cosmic Chasm instruction $2.50 pman
Armor Attack instructions $2.00 pman
Minestorm overlay $6.00 cmoore
Cosmic Chasm overlay $2.50 pman
Armor Attack overlay $3.50 pman

Odyssey 2

Magnavox

Speedway!/Spin-Out!/Crypto-Logic! (C) - complete $1.00 cutter
Las Vegas Blackjack! (R) - complete $2.00 buckeye
Football! (U) $0.50 buckeye
Bowling!/Basketball! (U) - complete $1.00 cutter
Math-a-Magic!/Echo! (R) - complete $1.50 cutter
Computer Intro! (U) $1.00 mro
Baseball! (C) $0.50 kingkong
Computer Golf! (U) $0.50 buckeye
I've Got Your Number! (R) $2.00 smitty
Invaders From Hyperspace! (C) $0.50 kingkong
Thunderball! (R) $0.50 buckeye
Showdown in 2100 A.D. (C) - complete $2.00 cutter
War Of Nerves! (U) - complete $3.00 trev
Hockey!/Soccer! (U) $0.50 kingkong
Dynasty! (U) $0.50 kingkong
Alien Invaders Plus! (C) - complete $1.50 cutter
Quest for the Rings! (U) - complete $6.00 cutter
UFO! (U) $1.00 briang
Conquest of the World! (U) - complete $8.00 trev
Keyboard Creations (ER) $4.00 cutter
The Great Wall Street Fortune Hunt (R) - complete $27.00 owner
K.C. Munchkin! (C) $0.50 mro
Freedom Fighters! (C) $1.00 cutter
Pick Axe Pete! (U) $0.50 mro
K.C. Krazy Chase! (voice) (U) $1.50 cutter
P.T. Barnum's Acrobats (voice) (ER) -w/inst $3.00 cutter
Attack Of The Timelord! (ER) $3.00 cutter

System

Odyssey 2 in orignal box w/two detachable joysticks, power supply, R/F
modulator owners manual, and the
following loose games: Speedway!/Spin-out!/Crypto-Logic!, Football!,
Bowling!/Basketball!, Alien Invaders
Plus!, Quest For The Rings!, and K.C Munchkin!
$27.00 owner

Nintendo

Activision

Super Pitfall (U+)

Nintendo

Super Mario Bros/Duck Hunt (C)

Enix

Dragon Warrior II (U+) $25.00 masterc
Dragon Warrior IV (R) $25.00 masterc

Misc.

Donkey Kong Circus (G&W Panoramic) (IR) - w/inst $15.00 docr
Nintendo Game & Watch Catalog $3.50 docr
Two NES Controllers in orignal box $5.00 robert

Aquarius

Tron Deadly Discs (U) - complete $5.00 jeremy
Astrosmash (R) - complete $8.00 dblitz
Night Stalker (R) - missing 1 controller overlay $4.00 cutter
Utopia (U) - complete $6.00 dblitz
Biorhythms (ER) - complete $8.00 dblitz

System & Periphals

Aquarius complete in orignal box w/keyboard box and Mini Expander box
and all kinds of documentation and
bonuses. The complete package!
$30.00 jeremy

Aquarius Mini Expander w/instructions
$4.00 cutter
Aquarius Data Recorder
$7.00 dblitz

Arcadia 2001

#1: Cat Trax (complete) $4.00 anders
#2: Space Attack (complete) $8.00 owner
#3: Escape (complete) $2.00 anders
#5: Space Raiders (complete) $8.00 owner
#10: Missle War (complete) $8.00 owner
#15: Baseball (complete) $5.00 anders
#20: Tanks A Lot (shrinkwrapped) $8.00 owner

System

Arcadia 2001 w/power supply, controllers and the following games:
Escape and Baseball (complete)
$40.00 owner

Bally Astrocade

System

Bally Astrocade w/power supply, controllers, plastic cover and Tornado
Baseball, Hockey, Tennis, Handball
$40.00 paulh

Channel F

Fairchild

#9 Drag Race (U) $4.00 anders
#13 Robot War/ Torpedo Alley (U) - complete $4.00 anders
#16 Dodge It (U) $4.00 anders

Zircon

#12 Baseball (C) - w/box $3.00 owen
#23 Galatic Space Wars/ Lunar Lander (R) - w/box $9.00 shrink
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System

Fairchild Channel F in orignal box w/two controllers, plastic cover,
power supply and the following games: #13
(complete) and #12 (no end lbl)
$40.00 paulh
Colecovision

Activision

Keystone Kapers (R) $2.00 kingkong

Atarisoft

Centipede (U) $2.00 adam
Defender (R) $2.00 adam

Coleco

Burgertime (U) $2.00 kingkong
Cosmic Avenger (C) $1.00 kingkong
Donkey Kong (C) - w/inst $0.50 anders
Donkey Kong Jr. (C) -w/inst $2.00 masterc
Gorf (C) $1.50 franchise

Illusions (R) $4.50 owner
Ken Uston Blackjack/Poker (U) $1.50 kingkong
Looping (C) $1.00 kingkong
Mr. Do! (C) $3.00 masterc
Mouse Trap (C) - w/overlay $1.00 kingkong
Pepper II (U) - w/inst $2.00 brianm
Roc 'n' Rope (U) $2.00 owner
Rocky Super Action Boxing (C) $1.50 briang
Smurfs R.I.G.C. (C) - w/inst $1.50 anders
Space Panic (C) $1.50 kingkong
Subroc (U) - w/inst $1.50 buckeye
Super Action Baseball (C) $1.50 briang
Super Action Football (C) $2.00 briang
Tarzan (R) $2.50 cutter
Time Pilot (U) - w/inst $2.50 masterc
Turbo (C) $1.50 mro
Victory (U) - sealed $4.00 mw
Zaxxon (C) $0.50 kingkong

Epyx

Jumpman Junior (R) $2.50 cutter

Fisher Price

Memory Manor (ER) $4.00 kingkong

Micro Fun

Miner 2049er (U) $2.50 briang

Spinakker

Alphabet Zoo (R) $9.50 joelie
Facemaker (R) $2.50 cutter
Juke Box (R) - complete $12.00 mw

Sunrise

Gust Buster (ER) - complete $16.00 mw

Parker Brothers

Popeye (C) $2.00 masterc
Q*Bert (C) $2.00 masterc

Xonox

Slurpy (ER) - lbl wear $10.00 csb
Word Feud (ER) - complete $16.50 owner

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System & Misc
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Colecovision in orignal box w/owners manual, two controllers, power
supply, R/F modulator, Expansion Module
#1 and the following loose games: Donkey Kong, Gorf, Looping, Pepper
II, Smurfs R.I.G.C, Super Challenge
Baseball, Subroc, and Zaxxon
$65.00 masterc

Colecovision Expansion Module #2 w/loose Turbo $7.00 squrie
Two Broken Super Action Controllers
Colecovision Brown Dust Cover $2.50 cutter
Donkey Kong Jr. Tabletop Game (ER++)
$20.00 docr
Head to Head Baseball (SC)

Commodore 64
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Activision
----------
Decathalon $1.50 anders
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Atarisoft
---------
Centipede (complete) $1.00 zzyzx
Galaxian $1.00 kingkong
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Broderbund Software
-------------------
Choplifter! $3.00 anders
------------
CBS Software
------------
Coconotes (complete) $3.00 kingkong
Movie Musical Madness $2.00 mro
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Commodore
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International Soccer $1.00 kingkong
Juipter Lander $1.00 kingkong
Kickman $1.00 kingkong
Lazarian $1.00 kingkong
Lemans $1.00 kingkong
Music Composer $1.00 kingkong
Omega Race $0.50 kingkong
Radar Rat Race $0.50 kingkong
Speed/bingo Math $0.50 kingkong
Super Expander $1.50 mro
Wizard Of Wor $1.50 smsguy
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Creative Software

Crisis Mountain $1.00 kingkong

Epyx

Fast Load $1.00 kingkong
Gateway To Apshai $1.50 stefan
Jumpman Junior $1.00 kingkong
Pitstop $1.50 stefan

Fisher Price

Sea Speller $2.00 kingkong

HES
---
64 Fourth $1.50 kingkong
HES Mon 64 $1.00 kingkong
Retro Ball $1.00 stefan
Rootin' Tootin' $2.00 kingkong

Parker Brothers

Frogger (complete) $3.00 kingkong
Q*Bert (complete) $2.50 zzyzx

Reston Software

Miner 2049er (complete) $3.50 kingkong

Scarborough Systems

Master Type $1.00 kingkong

Sega

Congo Bongo $2.00 stefan
Tapper $2.50 smsguy
Up 'n' Down $2.00 smsguy

Spinnaker

Bubble Burst $2.00 kingkong

Misc.

C-16 w/power supply and tutorial cart
$20.00 garym
Commodore Magic Voice Speech Module complete in orignal box

$15.00 garym

Timex Sinclair

Timex Sinclair 1000 with add on with the following
loose tapes: Loan Morgage Amortizer, Gambler, Computer Coach
Super Math, Vu-calc, Flight Sim, Statistics, Stamp Collector
Backgammon
$20.00 jeremy

TI-994A

Atarisoft

Donkey Kong (VR) $2.00 adam
Moon Patrol (VR) $2.00 adam
Pole Position (VR) $2.00 adam
Protector (VR) $1.50 adam

Mechatronic

Extended Basic II Plus (German cart) (UR) $2.00 adam

Texas Instruments

Alligator Mix (R) $1.50 seedog
Alien Addition (R) $1.50 seedog
Burgertime (R) - w/inst $2.00 seedog
Early Reading (R) $0.50 kingkong
Hunt The Wumpus (C) $0.50 kingkong
Minus Mission (R) $0.50 kingkong
Munch Man (C) $0.50 kingkong
Number Magic (U) $0.50 kingkong
Numeration 1 (R) $1.50 adam
Parsec (C) $0.50 kingkong
Scholastic Spelling - Level 3 (R) $0.50 kingkong
TI Extended BASIC (U) $5.00 bill
Video Graphs (R) $1.00 adam

System

Two TI-994a's in original boxs w/power supplys, R/F modulators and the
following games: Early Reading and
Parsec
$25.00 jeremy
Super Cart: some leggy cart I found with a red light built into it,
possibly homemade
$5.00 garry
Handhelds

Electronic Readout Systems Inc.

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Football $1.50 adam
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Entex
-----
Baseball 2 (SC) $1.50 adam
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Epoch
-----
Baseball (SC) $1.50 adam
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Konnami
-------
Blades Of Steel (RA) $1.50 adam
-----------------
Radio Shack/Tandy
-----------------
Sky Duel 3-D $3.00 pman
-----
Tiger
-----
Head To Head Talking Baseball (ER+) $1.50 adam
All-Pro Basketball (R--) $1.00 kingkong
Copycat (CS) - no battery cover
Dragon (ER) $2.00 cutter
Speedboat (R) $1.00 kingkong
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Tomy
----
3-D, Thundering Turbo (ER++) $6.50 pman
Scramble (battery cover doesn't stay closed) (ER++) $5.50 pman

Vic-20
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Academy Software
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Typing Tutor/Word Invaders (cassette) - complete
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Atarisoft
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Pac-Man (C) - complete $2.00 spit
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Commodore
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The Count (C) - complete $2.00 stefan
An Introduction To Basic: Pt 1 (cass) - complete $3.00 garym
An Introduction To Basic: Pt 2 (cass) - complete $3.00 garym
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Imagic
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Demon Attack (C) - complete $3.00 spit
Atlantis (C) - complete $2.00 spit
Dragonfire (U) - complete $3.00 spit

Sega

Star Trek S.O.S. (C) - complete $2.00 spit

TRS-80

Radio Shack

Canyon Climber $0.50 stefan
Shooting Gallery $0.50 stefan
Mystery Cart (no lbl) $0.50 stefan

Misc.

Atari Force Full Size #3,5,7,9,12,16,17,18,19,20 $5.00 bones
Atari Age July/Aug 1983 Vol 2 Num 2 $3.50 adam
Hi-Res 1983 Premiere Issue
Analog Computing July/Aug 1983 Num 12 $1.00 crawl
Power Play Computing Winter 1982 Vol 1 Num 3
Pac-Man Puzzle Game by MB (complete, box wear) $1.50 pman
Pac-Man "Rubik's Cube" (a few faded stickers) $3.00 adam
Donkey Kong Puzzle by MB (missing one piece) $1.00 pman
Frogger Puzzle by MB (complete) $3.00 pman
Frogger Board Game by MB (complete) $1.50 pman
Q*Bert Colorforms (missing one, box wear) $1.50 pman

This auction is dedicated to the Old Lady. Without her a lot of this
would have been impossible. Thank You

3249. ULTIMAS

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Jeremy Thomas Zahorik <jtz@albany.net>
Message-ID: <34668AB4.C95AD928@albany.net>
Source record: 68792

DOES ANY BODY NOW WERE I CAN GET THE ULTIMAS IN AN ATR FORMAT ON THE WEB

3250. FS: Atari 400/800 and Now 'ST' (Hardware & Software)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: steverd@cet.com
Message-ID: <steverd.2113.00D509C3@cet.com>
Source record: 68793

SteveR's Classic Cartridges 11/09/97
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
-- Visa, Mastercards, Cash and Money Orders accepted--
-- Personal Checks are OK, BUT can be Held for up to 3 WEEKs--
UNTIL your Check has cleared

For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or http://www.cet.com/~steverd/index.html

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated

ATARI 400/800 (CARTRIDGES/unless noted) TESTED and Works

BOOK: ATARI Games & Recreations 338 pages $9.00
1000E Modem by Supra $15.00 With Box and manual (Untested:as-is)
AT Printer Interface $3.00 Untested AS-IS
Atari CX853 - 16K-RAM $8.00 (3)
Atari CX853 - 16K-RAM $10.00 (5) with Box
Atari 1027 Printer $5.00 PLUS $8.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $8.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $5.00 - untested -
Atari ARTIST $18.00 Touch Tablet (TESTED)
Atari Writer $4.00 (2)
Arcade II $1.50 DISK
Assembler Editor $12.00
Basic Computer Language $1.50 (6)
Basic XL $12.00 Cartridge Only
Biorhythm 8k & 16k $2.00 on Cassette
Centipede $3.00 (4)
Computer Chess $3.00

Delta Drawing $3.00
Dig Dug $4.00 (1)
Donkey Kong $4.00 (2)
Educational System $5.00 Cartridge Only
ET Phone Home $4.00
Face Maker $3.00 NO LABEL
Frogger $4.00 (1)
Frogger $6.00 With BOX
Intro to Graphics $1.00 CASSETTE
Intro to Sounds $1.00 CASSETTE
Invitation to Programming $1.00 CASSETTE
Joust $4.00
Kinder Comp $10.00 Case/Box, Docs inc
Mailing List/General List $1.00 Cassette
Music Composer $3.00 (3)
Pac-Man $3.00 (6)
POWERSTAR by Pandora -TRADE- or Offers, Mint In Box, ONLY 600 Made 'ER'
Run for the Money $1.00 DISK
Snoker & Billiards $3.00 CASSETTE and box
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Games $1.00 DISK
Star Raiders $3.00 (7)
StarBowl Football $3.00 on Cassette by Gamestar
Stratefgy Simulations $1.00 DISK
Submarine Commander $20.00 WITH Very Nice CASE and Docs by Thorm Emi
Telelink $1.00 WASTED Label/Didn't work in testing
Wrting Programs $1.50 TWO CASSETTES

Atari ST Hardware and Disks (3.5's) (ALL Untested: AS-IS)
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*HARDWARE

Computer Eyes $20.00
with Manual, Disk and the Interface module
SoundOff! Hardware and Manual $8.00
Sound Digitizer (Sorry, No Disk)
Video Key and Monitor Master by Practical Solutions $12.00

*Original Disks $2.50 each (unless noted)

Art & Film Director (Disk 1 only and manual)
Cyber Paint 2.0 $4.00 (with Manual)
DataTrieve with Box (Database Manager)
Fontz! (with Manual)
Iron Lord (3 Disk)
OIDS (Or something like that?)
Populous
Tower Toppler

ST:Log Magazine - Disks $1.50 each
#30 4/89
#31 5/89

#33 7/89
#34 8/89
#35 9/89
#37 11/89

STart Magazine - Disk $1.50 each (unless otherwise noted)
Summer 86 (Premiere Issue) $3.00
Fall 86 Issue #2
Spring 87
Fall 87
Winter 87 (2)
Spring 88
Summer 88
Oct 88, Nov 88, Dec 88, Jan 89, Feb 89, Mar 89
Apr 89, Sep 89, Oct 89, Nov 89, Apr 90, May 90
Jun 90, Oct 90, Dec 90, Jan 91, Feb 91
Special Issue #2
Special Issue #3
Special Issue #4

*Atari ST Manuals Only

DEGAS (50 Pages) $2.00
Design & Entertainment Graphic Arts System
DEGAS Elite (92 pages) $2.00
FLASH (50 Pages) $2.00
Flight Simulator II $5.00 (132 pages, with Maps)
GFA BASIC Manual Package $10.00 Plus $5.00 shipping
4 Books: GFA Basic 3.0 (600 pages)
GFA BASIC (300 pages)
GFA BASIC Training Reboot Camp (250 pages)
GFA Compiler (18 pages)
MacroManager $3.00
Specrum 512 $4.00
(the Omni-Color Paint Program)
Touch-Up (17 chapters) $4.00
UNISPEC $2.00
VIP Professional Handbook $4.00
(250 pages, Integrated Spreadsheet)

MISC Manuals .75c EACH unless otherwise Noted
------------ (USED CONDITION)
400/800 Atari 1025 Printer - Owners Guide
400/800 Basketball
400/800 Blue Max 2001
400/800 the Magic Melody Box
400/800 Music Composer
400/800 Star Raiders
400/800 Super Breakout

Books (used condition)

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00 (2)

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer 50 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Inside Atari Basic 180 pages, 1983 $7.00

ST BASIC Sourcebook 1985, over 160 pages $7.00

The AtariBASIC SOURCE BOOK (1)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Magazines

ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Current News Jan/Feb 91 (ATARI MAg) $2.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,

Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Steverd@cet.com
http://prowlers.net/stever (Updated Videogame page)
http://www.cet.com/~steverd/index.html (Mirror of my videogame page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

http://www.cet.com/~steverd/index.hmtl (Classic Video Game Page)
http://prowlers.net/stever (Updated Classic Cartridge page)
E-mail for COMPLETE Price/Trade list
steverd@cet.com

3251. Re: Gem Drop X

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6hZUwgj4zHB@peter.soemtron.sb.sub.de>
Source record: 68794

In article <Gem Drop X>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

Howdy William!

> Sorry... this isn't a new Gem Drop for the Atari. I am planning on doing
> it though...
> What it IS, is a direct port of Gem Drop for X Window!
> (I'm literally translating the original Gem Drop's code, which was in
> Action! for the Atari, into C!)
> Those of you with Linux or access to X Window boxes, look out for
> an X version of my latest Atari game! :)

buuh! What we need is a flicker-free Gemdrop.
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3252. Looking for Jumpman for the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Daniel Kuhn <djk5323@bellsouth.net>
Message-ID: <34652C3E.FB22A390@bellsouth.net>
Source record: 68795

Ok, if somone can get me this game, and I can beat my Atari 800 into running, my life will be one step closer to perfection.

I played this game for about week long, long ago, off a borrowed casette. I remember being able to climb ladders, and grabbing crystals or something on the screen, and a level where you shot little UFO's that flew around the screen. I've never forgotten that game, and apparently if exists on several systems. If there's a PC version that would be OK, but I would love to get the genuine one I played long ago.

3253. Re: Bounty Bob Strikes Back (Miner II)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: monkfish@_____antispam-killer_____kwll.demon.co.uk
Message-ID: <879050518.2683.0.nnrp-04.9e987e17@news.demon.co.uk>
Source record: 68796

In article <19971107171200.MAA23346@ladder02.news.aol.com>, kerokitty@aol.com (KeroKitty) wrote:
>I also could not run it. I'm using a 800 w/ 1050 and APE.

As far as I remember, it WON'T run on an 800. It needs 64k.

3254. Does anyone remember the game "UNIVERSE"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Jeff <blitzen@norden1.com>
Message-ID: <644rl8oun0@192.153.35.190>
Source record: 68797

I'm looking all over for it!! I would love to know if
there is a port of this game for the pc. This game
was one of the greatest space strategy games
on the atari that I can remember. I miss it badly!!!

Any info (author, etc.) would be greatly appreciated!

Jeff
blitzen@norden1.com

3255. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: leaver@netinfo.com.au
Message-ID: <879107010.783731@wilma>
Source record: 68798

On 8 Nov 1997 22:22:56 , Patrick Mulvey wrote:
>Andre Bullock wrote:
>>
>> dengoth@uss.net wrote:
(snip)
>> Allow for a second cart. for the right slot, don't remember anything
>> that went in there anyway.
(snip)

There was at least one right slot cartridge - the Monkey Wrench -
which adds a set of tools, like auto- and re-number, to Atari Basic.

I still have the blighter somewhere.

David

David Leaver

10 Goodparla St,
Hawker, ACT 2614
Australia

e-mail leaver@netinfo.com.au

3256. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Chris DiPetta <chris@lovecrft.demon.co.uk>
Message-ID: <879036759.13868.0.nnrp-03.9e98dcd1@news.demon.co.uk>
Source record: 68873

I have 200 of these cables available.

I will sell them for $5 each +$1 shipping each worldwide, or 10 for $40
shipped.

Thanks,
Chris

J. Reyes wrote in message <01bcebe4$5b1f9ac0$36d3fccd@pc0020>...
>Does anybody know where I can buy SIO cables for my Atari 800 and 1200XL? I
>want to try out the APE program using an old 286, and would like to tackle
>the building of the interface cable myself, but cannot seem to locate a
>place that sells the Atari cables. Any suggestions?
>
>Thanks!
>
>Jay
>

3257. Re: Looking for M.U.L.E. system in NC

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: John Thornburgh <72337.2672@compuserve.com>
Message-ID: <01bceceb$d9f34600$9ce0afce@default>
Source record: 68874

If you can't find the real thing, you can also download an emulator. XL-it runs MULE (only problem is a small graphic glitch with the spaceship flying under the town).

3258. Re: Looking for M.U.L.E. system in NC

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: itrek@mindspring.com
Message-ID: <3465a47a.89161028@news.mindspring.com>
Source record: 68875

On Sun, 09 Nov 1997 03:44:19 -0500, "John Thornburgh"
<72337.2672@compuserve.com> wrote:

>If you can't find the real thing, you can also download an emulator. XL-it
>runs MULE (only problem is a small graphic glitch with the spaceship flying
>under the town).
>
As far as I know, XL-it won't support 4 joysticks so you won't be able
to play a 4 player game with this emulator. You're better off getting
an 800 XE.

3259. Where To Buy Joystick Extension Cables?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: itrek@mindspring.com
Message-ID: <3465a84f.90142787@news.mindspring.com>
Source record: 68876

Does anybody know where I can buy some Atari joystick extension
cables?

I've found one SEGA extension cable for $1 at Funcoland that works
fine with Atari joysticks but I haven't been able to find any more.

itrek@mindspring.com

3260. Re: Super Bruce Lee

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971109170900.MAA20588@ladder02.news.aol.com>
Source record: 68877

>re: Super Bruce Lee
>>
>> I ended up solving it with a friend at about 4 am one night,
>> and it was really cool at the time. One of the things I remember
>> was how the Green Yamo would stop and make a cow noise twice.
>> With sleep deprivation, that was the most bizarrely funny
>> thing! Ah. Memories... Might have to dig it out again!

This game cemented my love of the 8-bit. If you read the original packaging, it says that one of your goals is to discover the "secret of immortal life". I found that there are actually two solutions to that. One is on about level 15 where you get the yin and yan symbols (about 5 extra lives). There's another which no one else to my knowledge seems to have found. If you look at you score display when you fall on the green yamo and the ninja SIMULTANEOUSLY, it will climb up a lot suddenly. Here's the trick:
On two player mode, go to level 3 (where the columns and stair are with the mooing cow.) Go with bruce lee to the bottom left hand side of the ladder without climbing down and move yamo underneath bruce. If you move down enough, the ninja will follow. Now, without falling move bruce left to right and he will repeatedly fall down on both guys. I have done this literally dozens of times. Just takes a little practice.
You can get in a few minutes hundreds of thousans of points. If you are patient, like I was I got more that 100 lives, believe it or not the program will count these lives in hexadecimal eg. 1a, 1b so forth. The first time I did this I stayed up until 6am going thru all 20 levels about 6 times or more. It does get harder each time you go around.

3261. Re: Super Bruce Lee

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19971109192001.OAA03247@ladder01.news.aol.com>
Source record: 68878

> There's another which no one else to my knowledge
> seems to have found. If you look at you score display when
> you fall on the green yamo and the ninja SIMULTANEOUSLY,
> it will climb up a lot suddenly...

I know of that, too. The best way to achieve it was to have Yamo and the Ninja one level below you. Then doing a running, dropkick motion off the edge, you landed on both of them. Extra high points and lives!

Another way, which I'm doing from memory, involves the third screen, where the ladder is. If you climbed to the far left, about a few notches above the ground, Bruce Lee would "lock up." His character would flicker endlessly. You sort of having to be going down and going to the left at the same time or so. Also, you need to be in two player mode for this to work successfully. Then you would bring the Yamo to where Bruce is, and he would chop you to death. It's another way to get more points and lives. Do this over and over. And then, when you're ready to resume real playing, have Yamo kill Bruce. During this phase of the game, incidentally, the Yamo is kind of sluggish and flickering, but it works out all right.

3262. Need Power Supply For Atari XE Game-Computer System

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Bubba <gfranks@telepath.com>
Message-ID: <01bced50$a79297a0$6fc3e4cd@default>
Source record: 68879

Will Pay $10.00 For Power Supply & $4.00 FOr Shipping Email Me I You Have One. gfranks@telepath.com Part Number Is CO 70042-01

3263. Re: Does anyone remember the game "UNIVERSE"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bced54$e3294620$a8374382@hawks-pentium>
Source record: 68880

Try this :
http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/ATR/GAMESStoZ/

It's there in .ATR format (as you can see from the path)
Take Atarian care

Jeff <blitzen@norden1.com> wrote in article
<644rl8oun0@192.153.35.190>...
> I'm looking all over for it!! I would love to know if
> there is a port of this game for the pc. This game
> was one of the greatest space strategy games
> on the atari that I can remember. I miss it badly!!!
>
> Any info (author, etc.) would be greatly appreciated!
>
> Jeff
> blitzen@norden1.com
>

3264. Re: Need Power Supply For Atari XE Game-Computer System

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-09 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <34666207.5F61@erols.com>
Source record: 68881

Bubba wrote:
>
> Will Pay $10.00 For Power Supply & $4.00 FOr Shipping Email Me I You Have
> One. gfranks@telepath.com Part Number Is CO 70042-01Try B&C Computer visions (they have a web site but haven't been there
yet)
or Best Electronics 408-243-6950

3265. Re: Super Bruce Lee

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971110002701.TAA02921@ladder01.news.aol.com>
Source record: 68799

>Another way, which I'm doing from memory, involves the third screen, where
>the
> ladder is. If you climbed to the far left, about a few notches above the
> ground, Bruce Lee would "lock up." His character would flicker endlessly.
> You sort of having to be going down and going to the left at the same time
>or
> so. Also, you need to be in two player mode for this to work successfully.
> Then you would bring the Yamo to where Bruce is, and he would chop you to
> death. It's another way to get more points and lives. Do this over and
>over.
> And then, when you're ready to resume real playing, have Yamo kill Bruce.
>This is what I was referring too, but you articulated it a lot better.
Incidentally I fund out that if you get too many lives (I think more than 5a?)
When you killed bruce it would end the game right there. So the best thing to
do is not get greedy and quit when you have 90 something lives.
>
>
>
>

3266. WTD: Atari 810

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: Jeffh@unix.aardvarkol.com
Message-ID: <879129425.12112@dejanews.com>
Source record: 68800

I am in need of a working Atari 810 disk drive, preferably with the 'Happy' upgrade. If interested, I have a working Indus GT disk drive with PSU and case that I'd be willing to trade for a working 810 with PSU. Thanks.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3267. Re: 1050 enhanced density

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <EJF8Gp.Ewx@iglou.com>
Source record: 68801

In message <01bced29$0bcc1f20$933052ca@simon.cti.com>,
ctisc@hk.net (Simon Chan) wrote:
>Recently, I had successfully used the ANADISK and DEANA utilities to read
>my old Atari 1050 Single Density diskettes from a PC. However, I could not
>find any informiation in reading 1050 Enhanced Density diskettes on a PC.
>If anyone has done it, please let me know. I would really like to obtain
>my files on those 1050 enhance diskettes (Unfortunately, my 1050 drive was
>broken).
>
If you could get those utilities to work on a single density disk, they
should work with enhanced density. Single density disks use FM recording,
128 bytes per sector, 18 sectors per track, 40 tracks. Enhanced density
is MFM, 128 bytes per sector, 26 sectors per track. If the disks were
written with DOS 3.0, it has a very different file system from DOS 2.0 or
2.5. You might also have problems reading sectors that coincide with the
index hole (Atari disk drives ignore the index hole, but IBM drives do not.)

--
Bill Marcum
"Avoid making eye contact with the factory people. They can see
directly into your soul."

3268. Re: Codename G-OS (NOW STOP IT !!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: sforrester@futurenet.com
Message-ID: <sforrester-1011970918110001@172.18.62.107>
Source record: 68802
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

In article <63vchg$4v$1@star.cs.vu.nl>, ipoorten@cs.vu.nl (Ivo van Poorten) wrote:

> ObG-OS: What's this G-OS thing? I seemed to have missed the start of this
> thread.

Yaaaaay! Let's run through it all again, shall we?

I think the problem of relevence is that there are currently a lot of group on this list who'll see G-OS turn from a multi-format, erm, format, into something that'll drop the lower-end machines and use the capabilities of the higher ones only, unless all you Amiga owners will be happy to have your machine reduced to a Speccy.

--
Simon Forrester http://www.futurenet.com sforrester@futurenet.com
-SFNet- -cult tv- -MacWeb-
Trek, B5, Dwarf, For the cooler kind THE independent UK
and loads more of couch potato Mac resource

3269. How to read 1050 ED disk from PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: Simon Chan <ctisc@hk.net>
Message-ID: <01bced29$0bcc1f20$933052ca@simon.cti.com>
Source record: 68803

Recently, I had successfully used the ANADISK and DEANA utilities to read my old Atari 1050 Single Density diskettes from a PC. However, I could not find any informiation in reading 1050 Enhanced Density diskettes on a PC. If anyone has done it, please let me know. I would really like to obtain my files on those 1050 enhance diskettes (Unfortunately, my 1050 drive was broken).

Regards,
Simon

3270. Re: 1050 enhanced density

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <647291$48n@alexander.INS.CWRU.Edu>
Source record: 68804

(People talking about anadisk and deana and reading Atari 8
single and enhanced dens disks.)
I forgot who, but Chan or somebody successfully read a A8
sngl dens disk with pc. I just want to mention, as Bill
Marcum said, that A8 sngl dens is FM and most modern pc
floppy controller can't do FM, sngl density, at least
that's what I understand. That's why C. Marslett's 'Util'
and 'MyUtil' must have dbl dens disks. And my own A8
read/write programs must have dble density. I understand
it takes a rather special pc floppy controller, or a very
old floppy controller, to read sngl dens. FM disks.
DId Chan have a very old controller?

3271. Re: TCPIP/PPP for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <64717m$343$2@narses.hrz.tu-chemnitz.de>
Source record: 68805

James King (jeking@xmission.com) wrote:
: I've read several messages now that have referred to a PPP stack for the
: 8bit Atari. How about we go one step further? How about a TCPIP
: stack/driver for the Atari, and a method for getting an RJ45 ethernet
: connection to a LAN?

: Far fetched? Realistic? Let me know.

There is a TCP/IP stack for the 6502 that comes with my selfbuilt OS,
only it supports SLIP only, no PPP. Also there is no port
(yet - who volunteers?) for the Atari 8bit. It's pretty simple
to port taking the new version (kernel in late beta, other stuff still
to do, but the kernel is pretty easily ported, and device driver are
simple to write.

http://www.tu-chemnitz.de/~fachat/csa

Andre

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit&#65533;t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat

3272. TCPIP/PPP for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <6470s7das1@xmission.xmission.com>
Source record: 68806

I've read several messages now that have referred to a PPP stack for the 8bit Atari. How about we go one step further? How about a TCPIP stack/driver for the Atari, and a method for getting an RJ45 ethernet connection to a LAN?

Far fetched? Realistic? Let me know.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

3273. FS: Atari 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: classics@penny-empire.nospam.com
Message-ID: <34661421.15212346@news.whc.net>
Source record: 68807

```
Please Visit:

http://www.penny-empire.com/oasis
```

3274. atari being used as screen saver for tv station

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <879179778.17800@dejanews.com>
Source record: 68808

Hey all,

Just wanted to let you know what I discovered this weekend.
Some background: I live just outside of Austin, Texas.

I turned on the TV this past Saturday morning, and I couldn't believe my eyes. I was flipping throught the lower channels, and my eye caught something. I flipped back to the channel that caught my eye (my cable channel #4; NBC?), and lo and behold, there was the READY prompt with the screen running in ATTRACT mode! I can't believe that the cable company has an atari!

I have tried to reach them a couple times since then, and their (Cable company) telephone has always been busy...but I will get to the bottom of this mysterious event!

cowpoke

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3275. WTB/T: 400/800 Super Breakout and Gorf!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: bfuehring@aol.com
Message-ID: <19971110172900.MAA06939@ladder02.news.aol.com>
Source record: 68809

Hi all. I'd like to acquire these to carts (super breakout and gorf) for the atari computer for a buddy of mine. I have a few uncommons for the 2600 to trade, or I could just buy these from you. In fact, if you have a for sale list, I'll take a look at it, because my buddy is looking for other games. We just aren't sure what all was available for the 400/800, though we have seen these two above in person. In fact, I just bought Gorf from a store here in Kansas City for $3.99!!!! and it didn't freakin' work. Bum deal.

Thanks
Brett

3276. Yo' Classic Game Phreaks

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: Honda13@bigfoot.com
Message-ID: <879190775.31228@dejanews.com>
Source record: 68810
Cross-posted to: comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

I just downloaded River Raid for something like 2 bucs. What a schweet time dump! There are a bunch of other old games as well, check em out at great-stuff.com/games The company is called Telegames, not trying to advertise for the folks but I figured all you phreaks would enjoy this site.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3277. SpartaDOS help

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: STDJAT02@shsu.edu
Message-ID: <3467AD15.30E82237@shsu.edu>
Source record: 68811

Hey,
I've downloaded and uncompressed the SpartaDOS files from the 'net,
but I have been unale to get any of the emulators to boot with it.
I have no Sparta-formatted disks.

Any suggestions or help is appreciated.

3278. Auction - Lots of Atari 8-bit Software/Games, Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971110123900.HAA20039@ladder01.news.aol.com>
Source record: 68812

Everything Auction - Update 7

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, November 24, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a US address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals; $6.95 for systems, modules, hardware, and over 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Systems
S1. Colecovision System. Includes main unit, two hand controllers, power supply, rf cable, original Coleco tv switchbox, Donkey Kong cartridge, Donkey Kong manual, copy of Owners Manual, and styrofoam packing. Actual shipping added. -$15 classicgmr

Atari Home Computers
A1. Koala Pad. Includes Koala Pad touch table, stylus, Micro Illustrator Owners Manual, and Touch Table Owners Manual. Plugs into controller port 1. Very rare. Disks not included. -$9.95 min
A2. MAC/65 with DDT Macro Assembler and Editor Program for Atari Computers. (c) 1984. Bright orange cartridge. Includes manuals in bright yellow binder. -$7.95 min
A3. Pengo cartridge. Complete in box with instructions. -$2.95 dominion
A4. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1.95 min
A5. Crossfire cartridge. No label. -$1.95 min
A6. Kindercomp cartridge. -$1.95 min
A7. Gorf cartridge. -$1.95 dominion
A8. Centipede cartridge -$1.95 min
A9. Galaxian cartridge -$1.95 min
A10. River Raid cartridge -$1.95 dominion
A11. Pac-man cartridge -$1.95 min
A12. Atari Microsoft BASIC. CX8126. Includes 167 page manual and disk. -$7.95 min.
A13. Atari Macro Assembler and Program-Text Editor. Includes 2 manuals/reference card/disk. -$7.95 min
A14 Track Attack disk, Broderbund -$1.95 min
A15 Hacker disk, Activision -$1.95 min
A16 Drol disk, Broderbund -$1.95 min
A17 Spy Hunter disk, Sega -$1.95 min
A18 Master of the Lamps disk, Activision -$1.95 min
A19 The Great American Cross Country Road Race, Activision -$1.95 min
A20 Maxi Golf, Activision 2 disk set -$2.50 min

Atari Home Computers Instructions
A21 APX (Atari Program Exchange) Keyboard Organ Instructions -$.50 min
A22 APX (Atari Program Exchange) Sketchpad Instructions -$.50 min
A23 APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50 min
A24 APX (Atari Program Exchange) Presidents of the United States Instructions -$.50 min
A25. Instructions for MAC/65 and OS/A+ disk based version of Assembler Editor and Operating System. In bright yellow binder. Add $1 to above shipping. -$2.95 min.

Atari 7800 Cartridges New in Boxes
(Very good-excellent condition, without shrinkwrap)
A26. Donkey Kong -$1 min
A27. Donkey Kong Jr. -$1 gary123
A28. Ms. Pac-man -$1 min

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.95 min
O2. Atari 2600 Space Shuttle. Silver with red/black letters. Fits 6 button CX2600. -$4 awwatkin
O3. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. Fits standard Atari joystick. -$4 min
O4. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O5. Atari 5200 Super Breakout single -$.50 min

Atari 5200
A29. Beamrider. New in box (unsealed) -$5 smedley
A30. Keystone Kapers. New in box (unsealed) -$4.95 min
A31. Pitfall. New in box (unsealed) -$4.95 min
A32. Rescue on Fractalus! New in box (sealed) -$9.95 min
A33. Zenji. New in box (unsealed) -$8 awwatkin
A34. Zone Ranger. New in box (unsealed) -$4.95 min
A35. Blue Print cartridge -$2.50 dominion
A36. Bounty Bob Strikes Back cartridge -$30 newmdlarmy
A37. Gorf cartridge -$2.50 dominion
A38. Gyruss cartridge -$4 min
A39. Pac-man cartridge -$1 min
A40. Quest for Quintana Roo cartridge -$3.50 min
A41. Realsports Baseball cartridge -$1 min
A42. Realsports Soccer cartridge -$1 min
A43. Realsports Tennis cartridge -$1 min
A44. Realsports Football cartridge -$1 min
A45. Wizard of Wor cartridge -$2.50 min

Atari 5200 Empty Boxes
A13. Ballblazer (very poor condition, top torn away) -$.50 min
A14. Megamania (very poor condition, faded) -$.50 min
A15. Pitfall II (very good condition, without insert) -$.50 min
A16. Popeye (very good condition, without insert) -$.50 min
A17. Qix (crushed) -$.50 min
A18. Space Dungeon (very good condition) -$.50 min
A19. Space Shuttle (very good condition with insert) -$.50 min

Playstation
A20. Warhawk. Complete in case with instructions. -$8.95 min

Super Nintendo/N64
A21. Totally Unauthorized Super Mario 64 Guide. Find every star in the game.
112 colored pages. -$3.95 min

Atari 2600 Manuals
1. 3-D Tic-Tac-Toe, Atari (small black) -$.50 blitz
2. Activision Decathlon, Activision (colored) -$.50 filmjerk
3. Adventure, Atari (colored) -$.50 blitz
4. Airlock, Data Age -$.50 verbal
5. Air-Sea Battle, Atari (b&w) -$.50 verbal
6. Asteroids, Atari (b&w, 5 languages) -$.50 min
7. Asteroids, Atari (colored) -$.50 verbal
8. Atlantis, Imagic (small colored) -$1 filmjerk
9. Backgammon, Atari (colored) -$.50 blitz
10. Barnstorming, Activision (colored) -$.50 blitz
11. Basic Math, Atari (small black) -$.50 dgeller
12. Basic Programming, Atari (small black - b&w) -$.50 outcast
13. Basketball, Atari (colored) -$.50 blitz
14. Battlezone, Atari (colored) -$1 filmjerk
15. Bermuda Triangle with Insert, Data Age -$.50 verbal
16. Berzerk, Atari (colored) -$.50 verbal

17. Blackjack, Atari (small black) -$.50 blitz
18. Bowling, Atari (small black) -$.50 blitz
19. Boxing, Activision (colored) -$.50 blitz
20. Brain Games, Atari (small black) -$.50 dgeller
21. Buck Rogers, Sega -$.50 verbal
22. Bugs, Data Age -$.50 verbal
23. Canyon Bomber, Atari (colored) -$1 filmjerk
24. Casino, Atari (small black) -$.50 blitz
25. Centipede, Atari (silver colored) -$.50 verbal
26. Challenge of Nexar, Spectravision -$.50 verbal
27. Checkers, Activision (colored) -$.50 blitz
28. Chopper Command, Activision (colored) -$.50 blitz
29. Circus Atari, Atari (small black) -$.50 blitz
30. Coconuts, Apollo -$.50 verbal
31. Code Breaker, Atari (small black) -$.50 dgeller
32. Combat, Atari (small black) -$.50 verbal
33. Commando Raid, US Games -$.50 verbal
34. Commando, Activision (b&w) -$.50 verbal
35. Congo Bongo, Sega -$1 filmjerk
36. Cosmic Commuter Employee Handbook, Activision (colored) -$.50 min
37. Crystal Castles, Atari (b&w) -$.50 verbal
38. Defender, Atari (colored) -$.50 verbal
39. Demon Attack, Imagic (colored, c 1982 with Be a Demon Attack Expert insert) -$.50 blitz
40. Demon Attack, Imagic (Rev. C, colored) -$.50 filmjerk
41. Dig Dug, Atari (colored) -$.50 verbal
42. Dolphin, Activision (colored) -$.50 dgeller
43. Donkey Kong, Coleco-$.50 verbal
44. Dragster, Activision (colored) -$.50 dgeller
45. E.T. The Extra-Terrestrial, Atari (colored) with Tips Insert -$.50 verbal
46. Encounter at L-5, Data Age -$.50 min
47. Enduro, Activision (colored) -$.50 verbal
48. Fantastic Voyage, Fox -$.50 min
49. Final Approach, Apollo -$.50 verbal
50. Fishing Derby, Activision (colored) -$.50 blitz
51. Flag Capture, Atari (small black) -$.50 verbal
52. Football, Atari (colored) -$.50 blitz
53. Freeway, Activision (colored) -$.50 blitz
54. Frostbite, Activision (colored) -$.50 verbal
55. Galaxian, Atari (colored) -$.50 verbal
56. Golf, Atari (small black) -$.50 blitz
57. Gopher, US Games -$1 gary123
58. Grand Prix, Activision (colored) -$.50 blitz
59. Hangman, Atari (small black, crushed/taped) -$.50 verbal
60. Haunted House, Atari (b&w) -$1 filmjerk
61. Home Run, Atari (small black) -$1 filmjerk
62. Missile Command, Atari (small colored) -$.50 blitz
63. Super Challenge Football, M Network (colored, lightly crushed) -$.50 verbal
64. Space Invaders, Atari (small black) -$.50 peter papp
65. Video Computer System Owners Manual (for CX2600, large black) -$.50 blitz

Colecovision Manuals
66. Zaxxon -$.50 verbal
67. Mr Do! -$.50 verbal
68. Cabbage Patch Kids Picture Show Program Guide and Parents Instruction Guide -$2.50 min

Other Manuals
69. Intellivision Major League Baseball -$.50 classicgmr
70. Super Nintendo Mortal Kombat II -$.50 min
71. Atari 7800 ProSystem Owners Manual -$.50 dgeller
72. Atari 5200 Owners Manual. Silver/colored pages. CO20811 Rev. 1 1983 -$.50 dgeller
73. Atari 7800 Pole Position II -$.50 dgeller
74. Atari 7800 Asteroids -$.50 dgeller
75. Atari 5200 Football, silver/colored -$.50 dgeller

IBM PC
IBM1. Beavis amd Butthead Multimedia Screensaver CD. Includes screen saver, wallpaper, and clock, 80 video clips, 4 music videos. Complete in original box. -$4.95 min
IBM2. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
IBM3. Williams Arcade Classics CD. Includes Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
IBM4. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$14.95 min
IBM5. Microsoft Wine Guide CD. 2000 encylclopedic entries. Tasting notes on more than 6000 individual wines. -$3.95 min
IBM6. MS-DOS 6 Upgrade. Complete in original box. -$1.95 min
IBM7. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM8. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min

Atari Home Computers - Books/Magazines
B1. A Shortcut Through Adventureland. Solutions for Death in the Caribbean, Transylvania, Mission Asteroid, Mystery House, Wizard and the Princess, Cranston Manor, Ulysses and the Golden Fleece, Time Zone, Dark Crystal, Blade of Blackpoole, Escape from Rungistan, Sherwood Forest, Mask of the Sun, and Serpent's Star. -$1.95 feldman
B2. Mapping the Atari, Compute! Books. A comprehensive sourcebook and memory guide for beginning and veteran programmers of the Atari 400 and Atari 800 personal computers. Wire bound. 194 pages. -$1.95 min
B3. Programming the 6502. Rodney Zaks. 386 pages. -$1.95 min
B4. Your Atari Computer. A guide to Atari 400/800 personal computers. Complete operating instructions and troubleshooting tips on hardware, perpherals, and compatible software. Tutorials in Atari BASIC plus instructions for use of color graphics and sound. Reference of BASIC statements and functions. -$1.95 min
B5. Atari Connection magazine, Summer 1994. Computer Arts and Sciences. The Making of the Atari Light Pen. Sound of Micros. 10 Hex Tips From the Programming Pros. Dig Dug, Dallas Quest, Atari Proofreader, Joust Ads. -$3 min

Game Catalogs
GC1. Atari 2600 Olive Green with Astronaut, Golfer, Captain, etc. 8 Games: Air-Sea Battle, Indy 500, Video Olympics, Starship, Street Racer, Surround, Blackjack, and Basic Math. -$2 filmjerk
GC2. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$2 filmjerk
GC3. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
GC4. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller
GC5. Atari 2600 Bluegreen CO14356 1/79 -$.25 dgeller
GC6. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
GC7. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
GC8. Atari 2600 Green CO16725 Rev. C 1981. 43 Game Program Cartridges. -$.25 dgeller
GC9. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller
GC10. Your Ticket to Atari Stars. 1983 Game Catalog. Silver with 2600/5200 titles. -$.25 dgeller
GC11. Atari 5200 Super System. Silver folded. CA-971-2/83 -$.25 dgeller
GC12. Atari 7800 Collector Poster/Game Catalog. Folded/28 Games listed. -$.25 dgeller
GC13. Activision Black (c) 1981 AG-940-05 10 2600 Games -$.25 dgeller
GC14. Activision Black/Red (c) 1981 AG-940-06 12 2600 Games -$.25 dgeller
GC15. Activision Deep Purple (c) 1982 AG-940-08 14 2600 Games -$.25 dgeller
GC16. Activision Rust (c) 1983 AG-940-05 2600/Colecovision/5200/Atari Computer -$.25 dgeller

Miscellaneous
M1. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
M2. Atari Keyboard Controller (single) -$4.45 outcast
M3. Atari Keyboard Controller (single) -$4.45 outcast
M4. Standard Atari Paddle Controllers (pair) -$1.95 Peter Papp
M5. Atari Standard Joystick (single) -$1.95 min
M6. Atari Standard Joystick (single) -$1.95 min
M7. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min
M8. Colecovision French label for Front Line. Designed to peel and apply to cartridge. Excellent, like-new condition. -$.50 min
M9. Set of 4 manuals in very poor condition: VCS Owners Manual CX2600, 2600 Ms. Pac-man, 2600 Combat, and Colecovision Blackjack. -$.25 awwatkin

VHS Movies
(Excellent like-new condition)
M10. Bill and Teds Excellent Adventure -$3.95 Rudypike
M11. Ferris Buellers Day Off -$3.95 min

3279. Re: atari being used as screen saver for tv station

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.971110123154.29123B-100000@user2.ptd.net>
Source record: 68813

On Mon, 10 Nov 1997 cowpoke1@hotmail.com wrote:

> Hey all,
>
> Just wanted to let you know what I discovered this weekend.
> Some background: I live just outside of Austin, Texas.
>
> I turned on the TV this past Saturday morning, and I couldn't believe
> my eyes. I was flipping throught the lower channels, and my eye caught
> something. I flipped back to the channel that caught my eye (my cable
> channel #4; NBC?), and lo and behold, there was the READY prompt with
> the screen running in ATTRACT mode! I can't believe that the cable
> company has an atari!
>
> I have tried to reach them a couple times since then, and their (Cable
> company) telephone has always been busy...but I will get to the bottom
> of this mysterious event!
>
> cowpoke
>
> ----------------==== Posted via Deja News ====----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet
>
>
You'll find a bunch of cable companies used the 8bits for
their info channels. I can't remember the name of the software
but I helped set up a couple of them. It worked really nice.

Paul Clark

3280. Re: Yo' Classic Game Phreaks

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: rbatina@infinet.com
Message-ID: <wuK9.6$ge.367795@news2>
Source record: 68814
Cross-posted to: comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

Honda13@bigfoot.com wrote:
: I just downloaded River Raid for something like 2 bucs. What a schweet
: time dump! There are a bunch of other old games as well, check em out at
: great-stuff.com/games The company is called Telegames, not trying to
: advertise for the folks but I figured all you phreaks would enjoy this
: site.

You payed two bucks to download a rom of river raid? *snicker*

--
Rob Batina - rbatina@infinet.com

3281. Wanted: 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <64804q$6s4$1@news.aatech.com>
Source record: 68815

I'm interested in purchasing any of the following:
Atari 1400XL
Atari 1450XLD
Atari 1090XL
ICD MIO (256k or 1MB)
CSS Black Box

If you have one you're interested in selling, or you have any other rare hardware you'd like to get rid of, please let me know. :)

Thanks!

Jason Duerstock
jason@linux.aatech.com
jason@ntalr.aatech.com

3282. Re: WTB/T: 400/800 Super Breakout and Gorf!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971110223101.RAA04129@ladder01.news.aol.com>
Source record: 68816

Just for your info, Gorf carts only work on 400/800 and not XL or XE operating systems.

Bostone1

Bostone1@aol.com

3283. Re: atari being used as screen saver

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19971110231701.SAA09451@ladder01.news.aol.com>
Source record: 68817

> You'll find a bunch of cable companies used the 8bits for
> their info channels. I can't remember the name of the
> software but I helped set up a couple of them. It worked
> really nice.

If memory serves, the legendary John Harris still writes on the Atari with such programs -- cable, hotel TVs, etc. Stuff like that.

3284. Re: TCPIP/PPP for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <6486gr$a8p$1@news.aatech.com>
Source record: 68818

James King (jeking@xmission.com) wrote:
: I've read several messages now that have referred to a PPP stack for the
: 8bit Atari. How about we go one step further? How about a TCPIP
: stack/driver for the Atari, and a method for getting an RJ45 ethernet
: connection to a LAN?

: Far fetched? Realistic? Let me know.

I've been doing some PBI research, and I think it might be possible to
make a PBI ethernet interface assuming we could get together the proper
hardware + drivers.

We could even make it network bootable with BOOTP and TFTP :P~~

I'm much more software oriented though, so I'll definitely need some
help getting it all interfaced together.

Any volunteers?

Jason Duerstock
jason@linux.aatech.com
jason@ntalr.aatech.com

3285. FS:8-bit Donkey kong and DKjr.

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: Ethan <ethanm@fa.disney.com>
Message-ID: <34675E60.2781@fa.disney.com>
Source record: 68819

HI,

if anybody wants brand new shrinkwrapped copies of Donkey Kong or Donkey Kong Jr. I can get them for $5 plus shipping. Also I can get brand new shrinkwrapped Return of the Jedi: Deathstar Battle for the same. Let me know and I'll pick 'em up for you.

Thanks!

3286. Re: Atari Fidonet message base - alive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-10 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <647iuv$1rs$1@sanos.psych.uw.edu.pl>
Source record: 68820

Sun, 09 Nov 1997 23:36:36 GMT Dag Hugdahl napisal byl w comp.sys.atari.8bit:
> Speaking of Fido - does anyone know of a place on the Net
> where one could access the Atari Fido message base? An Internet BBS
> for example?

you can easily read (read only, write is not permitted) fidonet ATARI echo
at my newsserver - zwieracz.psych.uw.edu.pl. there are almost all Z1 echoes,
all polish, all bulgarian, and soon italian and german echoes.

to access ATARI, simply submit URL:
news://zwieracz.psych.uw.edu.pl/fido.atari

919
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

3287. Re: ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <649l4d$ku7@login.freenet.columbus.oh.us>
Source record: 68732

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Spaten (spaten@earthlink.net) wrote:
: : I've seen Yogi's ATR megaimages at 1meg, how is this done, can they be
: : larger?

: ATRs can be up to 16MBs, since modern Atari DOSes can support up
: to that size (Hard Drive partitions, for example)

: Your sectors get pretty big though! (1 byte file taking up lots of
: space)

Only 253 bytes.
--
The Doctor

3288. Re: ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <649l6t$l51@login.freenet.columbus.oh.us>
Source record: 68733

Ross J. Hartley (ross@argohouston.com) wrote:
: Spaten wrote:
: >
: > I've seen Yogi's ATR megaimages at 1meg, how is this done, can they be
: > larger?
: >
: > spaten@earthlink.net

: I have a 10 Meg image with about 9 Megs of games. I think you can use
: the APE program to initialize it, and use MyDos to format/access it.
: Unfortunately, with a 64 file per directory limit, I have MANY
: directories.

Actually APE formats the disk image for you.I'm not sure what APE does
upon reception of a FORMAT SIO command.
--
The Doctor

3289. Re: problems convert COLRVIEW (.R .G .B) files to CVSquash (.RGB)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <649lka$m98@login.freenet.columbus.oh.us>
Source record: 68734

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: dklugh@iwaynet.net wrote:
: : I converted the files that came with COLRVIEW to RGB format but some of them
: : came out in monochrome.Has anyone got the CVSquash software at umich to work
: : corectly?

: Yeah! I've never had a problem with it! What program are you using to
: load them? CSView, right?

I tried both viewer programmes that came with CVSquash as well as
"Graphics Projector" (PROJECT.COM) and JVIEW,also up on umich.
Try converting the pictures that come with COLRVIEW.
--
The Doctor

3290. Re: Setting the time in SpartaDOS - I Can't Be the First Person to Think of This?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <649los$mhe@login.freenet.columbus.oh.us>
Source record: 68735

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: > R-Time 8 cartridges are getting very hard to find, but wouldn't it be
: > possible to write a small executable to place in the SpartaDOS STARTUP file
: > that used the SIO2PC facility to query the date/time from the PC?
: >
: > This program must already exist somewhere!

: There is a command already in APE to download the date and time, since one
: of the earlier versions i believe. I never got around to writing the
: program to set the spartados clock, so its gone unused.

It would be better to write a Z: handler and then a programme to set
SpartaDOS from Z:.

: If any of you feel like writing a small ML program, e-mail me and I
: will give you the specifics.

Why not post it here?
--
The Doctor

3291. Re: DE RE ATARI - I see there are problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3468654f.250206285@news.aatech.com>
Source record: 68736

On Thu, 30 Oct 1997 10:44:53 -0600, AsciiRider
<notimportant@atall.com> wrote:

>After I posted, I see there are problems with ?carraige returns?
>
>If anybody knows how to correct this, please post it here...
>
>Thanks
>Ascii

When I counted characters on a text line in De Re Atari I realized
that the text characters themselves appear to tbe fixed spaced,
but the space between words is not fixed. The entire thing is
micro-spaced, so sometimes your OCR sees that at one space between
words, and others are seen as two (or more?) spaces.

Just a theory.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3292. Re: DE RE ATARI (Section 4)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <346865d5.250339568@news.aatech.com>
Source record: 68737

DeRe Atari Section 4, Player-Missile Graphics will follow shortly.

I had a few problems (unexpected cold boot of my Psion blew away
6 hours of work.)

The text file that follows for the chapter is word wrapped at
character position 65 for regular paragraphs; example program
listings are not word wrapped.

(BTW, can someone ENTER the sample programs into an 8-bit/emulator
and be sure they work?)

Also, there is no pagination in the text file.

Right now this is a straight ascii text file, LF line terminators.
(I'm not sure what the PC newsreader will think of that.)

I have a version on the Psion with a few of the illustrations done
as embedded sketches in word, with pretty paragraph formatting and
such. If anyone cares, this may be available soon when I finish
the other illustrations. This will probably also be available as
a FinalWriter 97 document for the Amiga some time later.

If anyone wants to see a Word for Office 97 version, I'll do it if
someone first gives me screen dumps of what the sample programs
really look like when they run. heh heh heh

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3293. Re: DE RE ATARI (Section 4)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34686960.251247417@news.aatech.com>
Source record: 68738

I almnost forgot.

Proofread it for errors please. I found two typos in
the book itself, and the pass done by the spell checker
said I added about thirty more. I think it should be
in good condition now.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3294. Re: DE RE ATARI (Section 4)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3468688d.251036102@news.aatech.com>
Source record: 68739

De Re Atari: A Guide To Effective Programming

Section 4

PLAYER-MISSILE GRAPHICS

DIFFICULTIES WITH HIGH-SPEED ANIMATION

Animation is an important capability of any home computer system. Activity on the screen can greatly add to the excitement and realism of any program. Certainly animation is crucial to the appeal of many computer games. More importantly, an animated image can convey information with more impact and clarity than a static image. It can draw attention to an item or event of importance. It can directly show a dynamic process rather than indirectly talk about it. Animation must accordingly be regarded as an important element of the graphics capabilities of any computer system.

The conventional way to effect animation with home computers is to move the image data through the screen RAM area. This requires a two-step process. First, the program must erase the old image by writing background values to the RAM containing the current image. Then the program must write the image data to the RAM corresponding to the new position of the image. By repeating this process over and over, the image will appear to move on the screen.

There are problems with this technique. First, if the animation is being done in a graphics mode with large pixels, the motion will not be smooth; the image will jerk across the screen. With other computers the only solution is to use a graphics mode with smaller pixels (higher resolution). The second problem is much worse. The screen is a two-dimensional image, but the screen RAM is organized one-dimensionally. This means that an image which is contiguous on the screen will not be contiguous in the RAM. The discrepancy is illustrated in Figure 4-1.

IMAGE Corresponding
Bytes in RAM

```
........................ 00 00 00
........*..**..*........ 00 99 00
........*.****.*........ 00 BD 00
........********........ 00 FF 00
........*.****.*........ 00 BD 00
........*..**..*........ 00 99 00
```

..... 00 00 00

Spacing of Bytes in RAM:

00 00 00 00 99 00 00 BD 00 00 FF 00 00 BD 00 00 99 00 00 00 00

Image Bytes Scattered Through RAM

Figure 4-1 Noncontiguous RAM Images

The significance of this discrepancy does not become obvious until you try to write a program to move such an image. Look how the bytes that make up the image are scattered through the RAM. To erase them, your program must calculate their address. This calculation is not always easy to do. The assembly code just to access a single byte at screen location (XPOS, YPOS) would look like this (this code assumes 40 bytes per screen line):

```
LDA SCRNRM Address of beginning of screen RAM
STA POINTR zero page pointer
LDA SCRNRM+1 high order byte of address
STA POINTR+1 high order pointer
LDA #$00
STA TEMPA+1 temporary register
LDA YPOS vertical position
ASL A times 2
ROL TEMPA+1 shift carry into TEMPA+1
ASL A times 4
ROL TEMPA+1 shift carry again
ASL A times 8
ROL TEMPA+1 shift again
LDX TEMPA+1 save YPOS*8
STX TEMPB+1 into TEMPB
STA TEMPB low byte
ASL A times 16
ROL TEMPA+1
ASL A times 32
ROL TEMPA+1
CLC
ADC TEMPB add YPOS*8 to get YPOS*40
STA TEMPB
LDA TEMPA+1 now do high order byte
ADC TEMPB+1
STA TEMPB+1
LDA TEMPB TEMPB contains the offset from the top of screen to pixel
CLC
ADC POINTR
STA POINTR
LDA TEMPB+1
ADC POINTR+1
STA POINTR+1
```

```
LDY XPOS
LDA (POINTR),Y
```

Clearly, this code to access a screen location is too cumbersome. This is certainly not the most elegant or fastest code to solve the problem. Certainly a good programmer could take advantage of special circumstances to make the code more compact. The point is that accessing pixels on a screen takes a lot of computing. The above routine takes about 100 machine cycles to access a single byte on the screen. To move an image that occupies, say, 50 bytes, would require 100 accesses or about 10,000 machine cycles or roughly 10 milliseconds. This may not sound like much, but if you want to achieve smooth motion, you have to move the object every 17 milliseconds. If there are other objects to move or any calculations to carry out there isn't much processor time left to devote to them. What this means is that this type of animation (called "playfield animation") is too slow for many purposes. You can still get animation this way, but you are limited to few objects or small objects or slow motion or few calculations between motion. The trade-offs that a programmer must make in using such animation are too restrictive.

PLAYER-MISSILE FUNDAMENTALS

The ATARI Home Computer solution to this problem is player-missile graphics. In order to understand player-missile graphics, it is important to understand the essence of the problem of playfield animation: the screen image is two-dimensional while the RAM image is one-dimensional. The solution was to create a graphics object that is one-dimensional on the screen as well as one-dimensional in RAM. This object (called a player) appears in RAM as a table that is either 128 or 256 bytes long. The table is mapped directly to the screen. It appears as a vertical band stretching from the top of the screen to the bottom. Each byte in the table is mapped into either one or two horizontal scan lines, with the choice between the two made by the programmer. The screen image is a simple bit-map of the data in the table. If a bit is on, then the corresponding pixel in the vertical column is lit; if the bit is off, then the corresponding pixel is off. Thus, the player image is not strictly one-dimensional; it is actually eight bits wide.

Drawing a player image on the screen is quite simple. First you draw a picture of the desired image on graph paper. The image must be no more than eight pixels wide. You then translate the image into binary code, substituting ones for illuminated pixels and zeros for empty ones. Then you translate the resulting binary number into decimal or hexadecimal, depending on which is more convenient. Then you store zeros into the player RAM to

clear the image. Next, store the image data into the player RAM, with the byte at the top of the player image going first, followed by the other image bytes in top to bottom sequence. The further down in RAM you place you place data, the lower the image will appear on the screen.

VERTICAL MOTION

Animating this image is very easy. Vertical motion is obtained by moving the image data through the player RAM. This is, in principle, the same method used in playfield animation, but there is a big difference in practice; the move routine for vertical motion is a one-dimensional move instead of a two-dimensional move. The program does not need to multiply by 40 and it often does not need to use indirection. It could be as simple as:

```
LDX #$01
LOOP LDA PLAYER,X
STA PLAYER-1,X
INX
BNE LOOP
```

This routine takes about 4 milliseconds to move the entire player, about half as long as the playfield animation routine which actually moves only 50 bytes where this one moves 256 bytes. If high speed is necessary, the loop can be trimmed to move only the image bytes themselves rather than the whole player; then the loop would easily run in about 100-200 microseconds. The point here is that vertical motion with players is both simpler and faster than motion with playfield objects.

HORIZONTAL MOTION

Horizontal motion is even easier than vertical motion. There is a register for the player called the horizontal position register. The value in this register sets the horizontal position of the player on the screen. All you do is store a number into this register and the player jumps to that horizontal position. To move the player horizontally simply change the number stored in the horizontal position register. That's all there is to it.

Horizontal and vertical motion are independent; you can combine them in any fashion you choose.

The scale for the horizontal position register is one color clock per unit. Thus, adding one to the horizontal position register will move the player one color clock to the right. There are only 228 color clocks in a singe scan line; furthermore, some of these are not displayed because of overscan. The horizontal position register can hold 256

positions; some of these are off the left or right edge of the screen. Position 47 corresponds to the left edge of the standard playfield; position 208 corresponds to the right edge of the standard playfield. Thus, the visible region of the of the player is in horizontal positions 47 through 208. Remember, however, that this may vary from television to television due to differences in overscan. A conservative range of values is from 60 to 200. This coordinate range can sometimes be clumsy to use, but it does offer a nice feature: a simple way to remove a player from the screen is to set the player's horizontal position to zero. With a single load and store in assembly (or a singe POKE in BASIC), the player will disappear.

OTHER PLAYER-MISSILE FEATURES

The system described so far makes it possible to produce high-speed animation. There are a number of embellishments which greatly add to its overall utility. The first embellishment is that there are four individual players to use. These players all have their own sets of control registers and RAM area; thus their operation is completely independent. They are labeled P0 through P3. They can be used side by side to give up to 32 bits of horizontal resolution, or they can be used independently to give four movable objects.

Each player has its own color register; this color register is completely independent of the playfield color registers. The player color registers are called COLP(X) and are shadowed at PCOLR(X). This gives you the capability to put much more color onto the screen. However, each player has only one color; multicolored players are not possible without display list interrupts (display list interrupts are discussed in Section 5).

Each player has a controllable width; you can set it to have normal width, double width, or quadruple width with the SIZEP(X) registers. This is useful for making players take on different sizes. You also have the option of choosing the vertical resolution of the players. You can use single-line resolution, in which each byte in the player table occupies one horizontal scan line, or double-line resolution, in which each byte occupies two horizontal scan lines. With single-line resolution, each player bit-map table is 256 bytes long; with double-line resolution each table is 128 bytes long. This is the only case where player properties are not independent; the selection of vertical resolution applies to all players. Player vertical resolution is controlled by bit D4 of the DMACTL register. In single-line resolution, the first 32 bytes in the player table area lie above the standard playfield. The last 32 bytes lie below the standard playfield. In double-line resolution, 16 bytes lie above and 16 bytes lie below the standard playfield.

MISSILES

The next embellishment is the provision of missiles. These are 2-bit wide graphics objects associated with the players. There is one missile assigned to each player; it takes its color from the player's color register. Missile shape data comes from the missile bit-map table in RAM just in front of the player's table. All four missiles are packed into the same table (four missiles times 2 bits per missile gives 8 bits). Missiles can move independently of players; they have their own horizontal position registers. Missiles have their own size register, SIZEM, which can set the horizontal width just like the SIZEP(X) registers do for players. However, missiles cannot be set to different sizes; they are all set together. Missiles are useful as bullets or for skinny vertical lines on the screen. If desired, the missiles can be grouped together into a fifth player, in which case they take the color of playfield color register 3. This is done by setting bit D4 of the priority control register (PRIOR). Note that missiles can still move independently when this option is in effect; their horizontal positions are set by their horizontal position registers. The fifth player enable bit only affects the color of the missiles.

You move a missile vertically the same way that you move a player: by moving the missile image data through the missile RAM area. This can be difficult to do because missiles are grouped into the same RAM table. To access a single missile, you must mask out the bits for the other missiles.

PLAYFIELD AND PLAYFIELD PRIORITIES

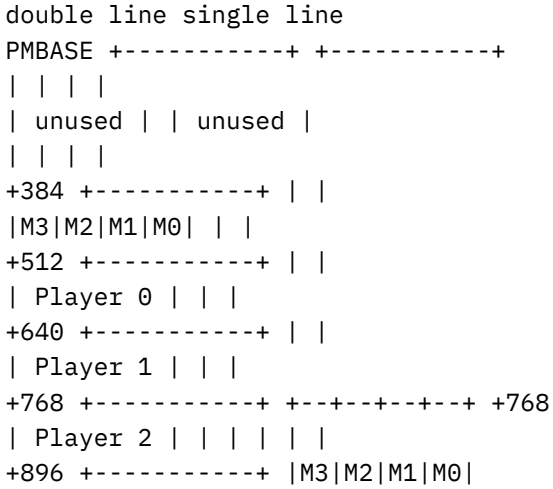
An important feature of player-missile graphics is that players and missiles are completely independent of the playfield. You can mix them with any graphics mode, text or map. This raises a problem: what happens if a player ends up on top of some playfield image? Which image has priority? You have the option to define the priorities used in displaying players. If you wish, all players can have priority over all playfield color registers. Or you can set all playfield color registers (except background) to have priority over all players. Or you can set player 0 and player 1 (henceforth referred to as P0 and P1) to have priority over all playfield color registers, with P2 and P3 having less priority than the playfield. Or you can set playfield color registers 0 and 1 (PF0 and PF1) the have priority over all players, which then have priority over PF2 and PF3. These priorities are selected with the priority control register (PRIOR) which is shadowed at GPRIOR. This capability allows a player to pass in front of one image and behind another, allowing three-dimensional effects.

HARDWARE COLLISION DETECTION

The final embellishment is the provision for hardware collision detection. This is primarily of value for games. You can check if any graphic object (player or missile) has collided with anything else. Specifically, you can check for missile-player collisions, missile-playfield collisions, player-player collisions, and player-playfield collisions. There are 54 possible collisions, and each one has a bit assigned to it that can be checked. If the bit is set, a collision has occurred. These bits are mapped into 15 registers in CTIA (only the lower 4 bits are used and some are not meaningful). These are read only registers; they cannot be cleared by writing zeros to them. The registers can be cleared for further collision detection by writing any value to register HITCLR. All collision registers are cleared by this command.

In hardware terms, a collision occurs when a player image coincides with another image; thus, the collision bit will not be set until the part of the screen showing the collision is drawn. This means that collision detection might not occur until as much as 16 milliseconds have elapsed since the player was moved. The preferred solution is to execute player motion and collision detection during the vertical blank interrupt routine (see Section 8 for a discussion of vertical blank interrupts). In this case, collision detection should be checked first, then collisions cleared, then players moved. Another solution is to wait at least 16 milliseconds after moving a player before checking for a collision involving that player.

There are a number of steps necessary to use player-missile graphics. First you must set aside a player-missile RAM area and tell the computer where it is. If you use single-line resolution, this RAM area will be 1280 bytes long; if you use double-line resolution it will be 640 bytes long. A good practice is to use the RAM area just in front of the display area at the top of RAM. The layout of the player-missile area is shown in Figure 4-2.



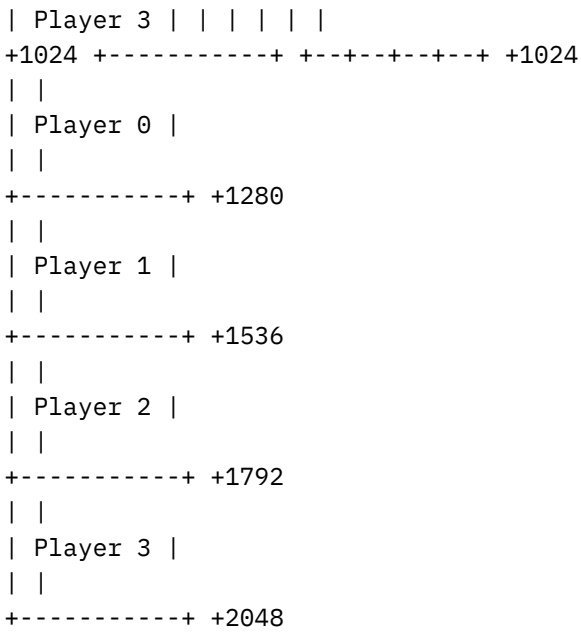


Figure 4-2 Player-Missile RAM Area Layout

The pointer to the beginning of the player-missile area is labeled PMBASE. Because of internal limitations of ANTIC, PMBASE must be on a 2K address boundary for single-line resolution, or a 1K address boundary for double-line resolution. If you elect not to use all of the players or none of the missiles, the areas of RAM set aside for the unused objects may be used for other purposes. Once you have decided where your player-missile RAM area will be, you inform ANTIC of this by storing the page number of PMBASE into the PMBASE register in ANTIC. Note that the address boundary restrictions on PMBASE preclude vertical motion of players by modifying PMBASE.

The next step is to clear the player and missile RAM by storing zeros into all locations in the player-missile RAM area. Then draw the players and missiles by storing image data into the appropriate locations in the player-missile RAM area.

Next, set the player parameters by setting the player color, horizontal position, and width registers to their initial values. If necessary, set the player/playfield priorities. Inform ANTIC of the vertical resolution you desire by setting bit D4 of register DMACTL (shadowed at SDMCTL) for single-line resolution, and clearing the bit for double-line resolution. Finally, enable the players by setting the PM DMA enable bit in DMACTL. Be careful not to disturb the other bits in DMACTL. A sample BASIC program for setting up a player and moving it with the joystick is given below:

```
1 PMBASE=54279: REM Player-missile base pointer
2 RAMTOP=106: REM OS top of RAM pointer
3 SDMCTL=559: REM RAM shadow of DMACTL register
```

```
4 GRACTL=53277: REM CTIA graphics control register
5 HPOSP0=53248: REM Horizontal position of P0
6 PCOLR0=704: REM Shadow of player 0 color
10 GRAPHICS 0: SETCOLOR 2,0,0: REM Set background color to black
20 X=0: REM BASIC's player horizontal position
30 Y=48: REM BASIC's player vertical position
40 A=PEEK(RAMTOP)-8: REM Get RAM 2K below top of RAM
50 POKE PMBASE,A: REM Tell ANTIC where PM RAM is
60 MYPMBASE=256*A: REM Keep track of PM RAM address
70 POKE SDMCTL,46: REM Enable PM DMA with 2-line res
80 POKE GRACTL,3: REM Enable PM display
90 POKE HPOSP0,100: REM Declare horizontal position
100 FOR I=MYPMBASE+512 TO MYPMBASE+640: REM this loop clears player
110 POKE I,0
120 NEXT I
130 FOR I=MYPMBASE+512+Y to MYPMBASE+518+Y
140 READ A: REM This loop draws the player
150 POKE I,A
160 NEXT I
170 DATA 8,17,35,255,32,16,8
180 POKE PCOLR0,88: REM Make the player pink
190 A=STICK(0): REM Read joystick
200 IF A=15 THEN GOTO 190: REM If inactive, try again
210 IF A=11 THEN X=X-1: POKE HPOSP0,X
220 IF A=7 THEN X=X+1: POKE HPOSP0,X
230 IF A<>13 THEN GOTO 280
240 FOR I=8 TO 0 STEP -1
250 POKE MYPMBASE+512+Y+I,PEEK(MYPMBASE+511+Y+I)
260 NEXT I
270 Y=Y+1
280 IF A<>14 THEN GOTO 190
290 FOR I=0 TO 8
300 POKE MYPMBASE+511+Y+I,PEEK(MYPMBASE+512+Y+I)
310 NEXT I
320 Y=Y-1
330 GOTO 190
```

Once players are displayed, they can be difficult to remove from the screen. This is because the procedure by which they are displayed involves several steps. First, ANTIC retrieves player-missile data from RAM (if such retrieval is enabled in DMACTL). Then ANTIC ships the player-missile data to CTIA (if such action is enabled in GRACTL). CTIA displays whatever is in its player and missile graphics registers (GRAFP0 through GRAFP3 and GRAFM). Many programmers attempt to turn off player-missile graphics by clearing the control bits in DMACTL and GRACTL. This only prevents ANTIC from sending new player-missile data to CTIA; the old data in the GRAF(X) registers will still be displayed. To completely clear the players the GRAF(X) registers must be cleared after the control bits in DMACTL and

GRACTL have been cleared. A simpler solution is to leave the player up but set its horizontal position to zero. Of course, if this solution is used, ANTIC will continue to use DMA to retrieve player-missile data, wasting roughly 70,000 machine cycles per second.

APPLICATIONS OF PLAYER-MISSILE GRAPHICS

Player-missile graphics allow a number of very special capabilities. They are obviously of great value in animation. They do have limitations: there are only four players and each is only eight bits wide If you need more bits of horizontal resolution you can always fall back on playfield animation. But for high-speed animation or quick and dirty animation, player-missile graphics work very well.

It is possible to bypass ANTIC and write player-missile data directly into the player-missile graphics registers (GRAFP(X)) in CTIA. This gives the programmer more control over player-missile graphics. It also increases his responsibilities concomitantly. The programmer must maintain a bit map of player-missile data and move it into the graphics registers at the appropriate times. The 6502 must therefore be slaved to the screen drawing cycle. (See the discussion of kernels in Chapter 5.) This is a clumsy technique that offers minor improvements in return for major programming efforts. The programmer who bypasses the hardware power offered by ANTIC must make up for it with his own effort.

Players can also be used to produce apparent 3-dimensional motion. This is accomplished with the player width option. Each player is drawn with one of several bit maps. One bit map shows the player as 6 bits wide, and another shows the player in 8 bits. When the 6 bit player is drawn at normal resolution, it will be 6 color clocks wide. The next size step is achieved by going to double width with the 6 bit image; this will be 12 color clocks wide. The 8 bit image will be 16 color clocks wide. Similarly, going to quadruple width will produce images 24 and 32 color clocks wide. Thus, the image can grow in size from 6 color clocks to 32 color clocks wide. This technique is used very effectively in STAR RAIDERS�. The Zylons there are two players with 16 bits, so the size transitions are even smoother.

Player-missile graphics offer many capabilities in addition to animation. Players are an excellent way to increase the amount of color in a display. The four additional color registers they provide allow four more colors on each line of the display. Of course, the 8-bit resolution does limit he range of their application. There is a way around this that can sometimes be used. Take a player at quadruple width and put it onto the

screen. Then set the priorities so that the player has lower priority than a playfield color. Next, reverse that playfield color with background, so that the apparent background color of the screen is really a playfield color. The player disappears behind this new false background. Now cut a hole in the false background by drawing true background on it. The player will show up in front of the true background color, but only in the area where true background has been drawn. In this way the player can have more than eight bits of horizontal resolution. A sample program for doing this:

```
1 RAMTOP=106: REM OS top of RAM pointer
2 PMBASE=54279: REM ANTIC player-missile RAM pointer
3 SDMCTL=559: REM Shadow of DMACTL
4 GRACTL=53277: REM CTIA graphics control register
5 HPOSP0=53248: REM Horizontal position register of P0
6 PCOLR0=704: REM Shadow of player 0 color register
7 SIZEP0=53256: REM Player width control register
8 GPRIOR=623: REM Priority control register
10 GRAPHICS 7
20 SETCOLOR 4,8,4
30 SETCOLOR 2,0,0
40 COLOR 3
50 FOR Y=0 TO 79: REM This loop fills the screen
60 PLOT 0,Y
70 DRAWTO 159,Y
80 NEXT Y
90 A=PEEK(RAMTOP)-20: REM Must back up further for GR. 7
100 POKE PMBASE,A
110 MYPMBASE=256*A
120 POKE SDMCTL,46
130 POKE GRACTL,3
140 POKE HPOSP0,100
150 FOR I=MYPMBASE+512 TO MYPMBASE+640
160 POKE I,255: REM Make player solid color
170 NEXT I
180 POKE PCOLR0,88
190 POKE SIZEP0,3: REM Set player to quadruple width
200 POKE GPRIOR,4: REM Set priority
210 COLOR 4
220 FOR Y=30 TO 40
230 PLOT Y+22,Y
240 DRAWTO Y+43,Y
250 NEXT Y
```

This program produces the following display:

```
**********************
**********************
**********************
**********************
```

```
**********************
**********************
**********************
**********************
**********************
**********************
**********************
```

Figure 4-3 Masking a Player for More Resolution

SPECIAL CHARACTERS

Another application of player-missile graphics is for special characters. There are many special types of characters that cross vertical boundaries in normal character sets. One way to deal with these is to create special character sets that address this problem. Another way is to use a player. Subscripts, integral signs, and other special symbols can be done this way. A sample program for doing this is:

```
1 RAMTOP=106: REM OS top of RAM pointer
2 PMBASE=54279: REM ANTIC player-missile RAM pointer
3 SDMCTL=559: REM Shadow of DMACTL
4 GRACTL=53277: REM CTIA's graphics control register
5 HPOSP0=53248: REM Horizontal position register of P0
6 PCOLR0=704: REM Shadow of player 0 color register
10 GRAPHICS 0: A=PEEK(RAMTOP)-16: REM Must back up for 1-line resolution
20 POKE PMBASE,A
30 MYPMBASE=256*A
40 POKE SDMCTL,62
50 POKE GRACTL,3
60 POKE HPOSP0,102
70 FOR I=MYPMBASE+1024 TO MYPMBASE+1280
80 POKE I,0
90 NEXT I
100 POKE PCOLR0,140
110 FOR I=MYPMBASE+512+Y to MYPMBASE+518+Y
120 READ X
130 POKE MYPMBASE+1100+I,X
140 NEXT X
150 DATA 14,29,24,24,24,24,24,24
160 DATA 24,24,24,24,24,24,184,112
170 ?" ": REM Clear screen
180 POSITION 15,6
190 ?"xdx"
```

This program produces the following display:

```
***
*** *
**
**
```

```
** **
** **
** ** ** ** ** **
** **** ****** ****
** ** ** ** **
** **** ** ** ****
** ** ** ****** ** **
**
**
**
* ***
***
```

Figure 4-4 Using a Player as a Special Character

A particularly useful application of players is for cursors. With their ability to smoothly move anywhere over the screen without disturbing its contents they are ideally suited for such applications. The cursor can change color as it moves over the screen to indicate what it has under it.

Player-missile graphics provide many capabilities. Their uses for action games as animated objects are obvious. They have many serious uses as well. They can add color and resolution to any display. They can present special characters. They can be used as cursors. Use them.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3295. Re: games with trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34686b31.251712432@news.aatech.com>
Source record: 68740

On 11 Nov 1997 08:07:39 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>William Kendrick (kendrick@zippy.sonoma.edu) wrote:
>: DNS DEBRO (dnsdebro@aol.com) wrote:
>: : >Howdy!

>: : >are there any other programms which run with a trackball/st-mouse?

>: : If you are talking about the Atari 8-bit computers then any program that uses
>: : the joystick will also work with the trackball. Some game of course work
>: : better than others like Missle Command and Centipede.

>: He means are there any other programs which actually use the
>: analog trakball input, not the joystick mode of the trakball
>: (which, of course, all joystick games do, since they can't tell
>: the difference!)

>I'm pretty sure that trackballs return binary (via the PIA ports),not
>analogue.I think that they work similar to "steering controllers".

Yes, a real tracball returns quadrature like a mouse -- what direction
the user is rolling the ball in and how fast the ball is rolling --
and it takes a lot of polling to get accurate results.

The Atari and (I think) Wico tracballs have a joystick mode and a
tracball mode selectable with a switch. In joystick mode rolling
the ball returns the equivalent joystick value closest to the
direction the ball is rolling. No matter how fast the ball rolls,
the same value is returned. So, in Missile command, the cursor moves
only as fast as a joystick would allow. But, when you switch the
tracball and the game into real tracball mode, you can zip the cursor
anywhere on the screen by rolling the ball faster.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3296. Re: Yo' Classic Game Phreaks

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: Cool Shtuff <acuozzo@goplay.com>
Message-ID: <879258321.22616@dejanews.com>
Source record: 68741

In article <879190775.31228@dejanews.com>,
Honda13@bigfoot.com wrote:
>
> I just downloaded River Raid for something like 2 bucs. What a schweet
> time dump! There are a bunch of other old games as well, check em out at
> great-stuff.com/games The company is called Telegames, not trying to
> advertise for the folks but I figured all you phreaks would enjoy this
> site.
>
Cool Stuff dude
Please send me email regarding anymore cool Atari games
for my PC. Have you played Pitfall lately?
Peace

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3297. Re: Atari Fidonet message base - alive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bceeb7$4b2b8360$90c2accf@asharkis.erols.com>
Source record: 68742

Larry Black says that if he permitted full linking, the Fido higher-ups wouldn't go for it and might kick the echo off. They're worried about the non-moderated nature of Usenet. I don't blame them, if they want to keep Fido moderated.

But that leaves links to existing BBS networks that run on 8-bits and STs. Any thoughts on how differences in message length, headers, etc., can be overcome without some sysop spending 36 hours a day doing it manually?

maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl> wrote in article <647iuv$1rs$1@sanos.psych.uw.edu.pl>...
> Sun, 09 Nov 1997 23:36:36 GMT Dag Hugdahl napisal byl w comp.sys.atari.8bit:
> > Speaking of Fido - does anyone know of a place on the Net
> > where one could access the Atari Fido message base? An Internet BBS
> > for example?
>
> you can easily read (read only, write is not permitted) fidonet ATARI echo
> at my newsserver - zwieracz.psych.uw.edu.pl. there are almost all Z1 echoes,
> all polish, all bulgarian, and soon italian and german echoes.
>
> to access ATARI, simply submit URL:
> news://zwieracz.psych.uw.edu.pl/fido.atari
>
> 919
> --
> = wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
> = phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
>
>

3298. Re: DE RE ATARI (Section 4)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3468a225.265782374@news.aatech.com>
Source record: 68743

On Tue, 11 Nov 1997 11:01:16 -0600, AsciiRider <notimportant@all.com> wrote:

>Kenneth Jennings wrote:

>> I almnost forgot.

>> Proofread it for errors please. I found two typos in
>> the book itself, and the pass done by the spell checker
>> said I added about thirty more. I think it should be
>> in good condition now.

>I should get to work on Chapter five this week. I will be a little more
>careful about checking for errors. I finally learned how to train
>OmniPage pro, so my next chapter should be better....I can't believe you
>typed it!

And typed the illustrations too.

BTW, the word "single" is mistyped as "singe" twice.

Also, in the last illustration each of the "*" and " " characters
representing pixels in the integral sign needs to be doubled.
i.e. "**" and " ". The "*" in the text characters (I did my best
to remember what the Atari ROM bitmapped looked like for "x" and
"d") represent a half color clock, so each of the player's bits
are should be drawn with two "**" for a full color clock.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3299. Re: TCPIP/PPP for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <64a8h6ckv1@news.aatech.com>
Source record: 68744

James King (jeking@xmission.com) wrote:
: Jason Duerstock <jason@linux.aatech.com> wrote:
: : I've been doing some PBI research, and I think it might be possible to
: : make a PBI ethernet interface assuming we could get together the proper
: : hardware + drivers.

: : We could even make it network bootable with BOOTP and TFTP :P~~

: Sounds good! I'd be willing to donate network time and even some
: equipment. I have a 128kb dedicated leased-line connection to the
: Internet from my home (via router and Adtran 128k bonded modem)

I guess this should really be split up into two projects:

1) a TCP/IP layer, with calls like bind(), socket(), recv(), send(), etc.

2) a hardware layer, which would either be a serial<->PPP driver, or a
ethernet driver.

Anyone familiar with ethernet chipsets (i.e. the 8390)?

Anyone familiar enough with hardware to give me a crash course in how to
set up a PBI device to memory map this in to the 8-bit under the proper
circumstances?

Jason

3300. Re: atari being used as screen saver for tv station

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19971111224101.RAA02572@ladder02.news.aol.com>
Source record: 68745

Several years ago I sold two 130XE's to a cable company for just this purpose. He had them networked from a common source. The purchaser told me that the Atari's were cheap and dependable. Looks like he was right.

3301. Re: 1050 modification identification help

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: luecknik@world-net.net
Message-ID: <3468e624.14457898@news.world-net.net>
Source record: 68746

On Tue, 11 Nov 1997 03:25:50 GMT, rsg0910@iglou1.iglou.com (Robert Goodwin) wrote:

>I just came across two 1050s that were modified, and I'm not sure what
>sort of modification it is. On the front of the case, are two switches,
>and an LED. One is a two-position, and the other is a 3-position. Inside,
>the wiring from the switches lead to a small blue circuit board in the
>back, behind the mech. This has wiring to the other connections in back,
>as well as places under the mech.
>
>On this little blue circuit board are three connectors, with two chips
>between them, and "1986 CCP" printed on it.
>
>I've not yet plugged it in, but I'd like to know what exactly it is before
>I use it.
>
>--
>Homepage: http://members.iglou.com/rsg0910
>
>Sez who that a deaf person can't have fun on the net? No ears required!
>
>Junk emailers beware: $500 fee charged for each junk and spam ad.
> -Sending the junk email indicates acceptance of these terms.
Probably a Happy. I have all versions of the software. The 2 pos.
switch must be the SLOW/FAST mode, and the 3 Pos. would be
PROTECT/OFF/NORMAL for the write function. James

3302. Re: S:computer+videogames

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: boose@misa.extern.fh-hannover.de
Message-ID: <6hgP3Y7gmrB@misa.extern.fh-hannover.de>
Source record: 68747
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,alt.atari.2600vcs,rec.games.video.arcade.collecting,rec.games.video.atari

he110@cleveland.Freenet.Edu (Bill R. Core) writes:

>The Vectrex was somewhat more popular, and is the only
>videogame console that had its own monitor built in!
>The monitor was a vector screen, as opposed to the raster
>screen we are all used to in a TV. Games that you would
>remember that used a vector screen in the arcade would be
>(examples) Asteroids, BattleZone, Red Baron, and my all-time
>arcade favorite- Star Castle.

Tempest!

>I have an Asteroids clone
>for the Vectrex, as well as a cool driving game. Really
>neat to have trees and other scenery grow larger smoothly,

Yes, the trees are the most fascinating thing in this game. :-)

Almost impressing like the Vectrex game with speech output. The only word
one really understands is "Eek, Spike!", but all that in 8KB...

>rather than blockily in today's racing games. And all this
>in 1979!

Where does this number come from? I've just built a 128KB cartridge with
the 16 most popular games for my friend's Vectrex. In the identification
header of the ROM images the year 1982 was the oldest...

>Oh, I also have a Scramble clone for it as well.
>Picked it up for US $20.

Getting "some" Vectrex is usually no problem, but getting one without
joystick damages or images burnt into the display requires real luck - at
least here in Germany.

MfG Andreas

3303. Re: 1050 modification identification help

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: rsg0910@iglou2.iglou.com
Message-ID: <EJI9Br.Jur@iglou.com>
Source record: 68748

In article <01bceed6$dac532e0$4c664ccf@none>, Glenn Bruner wrote:

>Sounds like you have a Happy modified 1050. Are you sure it isn't HCP?
>It's been some time since I used a Happy, so I couldn't exactly begin to
>tell you how to use it. You should be able to find the version 7 software
>on some of the Atari 8bit FTP sites.

Shortly after I posted the previous message, I took a look at the second
one. It has a bigger board under the mech, and marked "SMIRK" in a few
places, two on the chip, and one on the board. Removing the board, shows
that it goes directly into one of the chip sockets, with an oval-shaped
crystal going through an oval shape hole in the board.

What's the difference with the HCP and Happy?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3304. Re: 3.5" upgrade to xf551

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3468FE3F.44C5@pacbell.net>
Source record: 68749

Lenspencer wrote:

> >I guess I should try a 1.44 drive - shouldn't be hard. I have the same
> >problem.... running out of 720K drives. 1.44 sell new for about $25,
> >now!
> >
> >Bob Woolley
>
> Bob, here's my experience: The 1.44 drive works fine, until you try to
> use a 1.44 disk, then it errors out. I have since replaced it with a 720
> drive, and no longer have the problem. Of course a 1.44 drive could be
> modified to at least make the electronics THINK the high-density sensor is
> seeing a 720 disk...
[
Yeah, you certainly can't use a 1.44 disk in one, but a 720 should work
fine. Just use 720s!!
Thanks for your input - now, I'll try the 1.44 fer sure.

Bob

3305. Re: FS: Joysticks Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <649mko$pc3$3@triglav.iwaynet.net>
Source record: 68750

On 1997-11-06 euskara@aol.com(Euskara) said:
>>Can anyone offer an opinion on which of these joysticks are the
>>best? I've only had experience with the BOSS and the Epyx500 both
>>of which seemed pretty good.
>The WICO command control is great. Had mine for 12 years, still
>works as good as first day!

You *DO* know of course that Sega Genesis joysticks work on Atari joystick
ports.Same for the 2600.I only use 4-button joysticks.
Just use the B button.Billy K's GEMDROP takes advantage of Genesis joysticks.

Net-Tamer V 1.09 - Test Drive

3306. Re: problems with null modem

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <649ml2$pc3$7@triglav.iwaynet.net>
Source record: 68751

On 1997-11-06 rsely@dhs.state.nj.us said:
>The Wraith wrote:
>>They both seem to work, only problem is that when I hook the
>>130XE to my PC with a null modem adapter in between I can send
>>characters from the Atari to my PC, however; I can't send
>>characters from my PC to the Atari. I'm going from the 9 pin 850
>>to a 25 pin which then goes to a null modem adapter (25 pin) and
>>then to my PC which is also 25 pin. The comm port on my PC is ok
>>because I can communicate with an external modem.
>> Anybody have any idea's on what I'm doing wrong?
>> Thanks,
>> George Torch
>George,

Have you told your PC to ignore the CTS line?
BobTerm leaves it off (it's the RTS line from your Atari's point-of-view) so a
MODEM or PC term programme would seem not to work,but it'd be working like it's
supossed to.You might try running Kermit-65 on your Atari.
Once you've gone to the terminal screen in Kermit-65 (with the "c" command),
the RTS line (CTS from your PC's point-of-view) will remian on until you
re-boot.You could also activate CTS with a (VERY SIMPLE) BASIC programme.

>First off, I'd recommend locating a copy of Bobterm 1.21. That's
>what most of us use. It's pretty much the standard term program.
>Next, are you sure that the modem cable you have for the 8-bit side
>was designed with the 850 pin out? It is NOT PC standard pinout.
>This may be your problem. The following is the 850 pinout for R1:

Of course,seeing as there is no RS232 9-pin standard.

Net-Tamer V 1.09 - Test Drive

3307. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <649mkr$pc3$4@triglav.iwaynet.net>
Source record: 68752

On 1997-11-08 he110@cleveland.Freenet.Edu(BillR.Core) said:
>Re: artifacting...
>Weird! Users of Atari 8-bit emulators want Artifacting emulated
>as well, while _I_, as a _REAL_ Atari 8-bit user, wish I could
>get rid of it! I am using a .42 dot pitch Magnavox monitor,
>wishing I could use a finer dot pitch MutiSync monitor
>directly with my Atari. Perhaps the message from a while ago
>might help me out somewhat, the one about NTSC-to-VGA
>adapter boxes from Best Buy. Unfortunately, the nearest Best
>Buy is about 80 miles from here, and I don't want to go unless
>the crap is actually there!
>go figure!

Without artefacting the Apple would've been a very boring machine.

Does the NTSC-RGB adaptor let you use 80-columns on a ST?
I tried using my ST in 80-columns on my colour and monocrhome composite
monitors and it's un-usable.

Net-Tamer V 1.09 - Test Drive

3308. Re: new QMEG+OS 4.0!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <649ml0$pc3$6@triglav.iwaynet.net>
Source record: 68753

On 1997-11-04 peter@soemtron.sb.sub.de(ThomasHavemeister) said:
>hey, it's cool to load the whole "Silent Service" disk into ram and
>play it with no disk drive access ;-) faaaasst ;-)

That's not a very good example since Silent Service doesn't do any disk access while you're actually in a game.A better example would be Ultima 1,Wizard's Crown or Alternate Reality<shiver>.

Net-Tamer V 1.09 - Test Drive

3309. Re: ATR Disk Image 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <649mkn$pc3$2@triglav.iwaynet.net>
Source record: 68754

On 1997-11-05 ross@argohouston.com said:
>Spaten wrote:
>> I've seen Yogi's ATR megaimages at 1meg, how is this done, can
>>they be larger?
>> spaten@earthlink.net
>I have a 10 Meg image with about 9 Megs of games. I think you can
>use the APE program to initialize it, and use MyDos to
>format/access it. Unfortunately, with a 64 file per directory limit,
>I have MANY directories.

MyDOS is limited to 16MB 256-byte sector disks.

I always wondered why they didn't make it so that you could decide how many sectors a directory took up when you created it.It'd probably have to be a multiple of 8 to keep it simple.

You might sort games into "subjects" like "RPG" and "PacMan rip-offs".

Net-Tamer V 1.09 - Test Drive

3310. Re: 1050 enhanced density

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <649mkk$pc3$1@triglav.iwaynet.net>
Source record: 68755

On 1997-11-10 cb541@cleveland.Freenet.Edu(JamesR.Gilbert) said:
>(People talking about anadisk and deana and reading Atari 8
>single and enhanced dens disks.)
>I forgot who, but Chan or somebody successfully read a A8
>sngl dens disk with pc. I just want to mention, as Bill
>Marcum said, that A8 sngl dens is FM and most modern pc
>floppy controller can't do FM, sngl density, at least
>that's what I understand. That's why C. Marslett's 'Util'
>and 'MyUtil' must have dbl dens disks. And my own A8
>read/write programs must have dble density. I understand
>it takes a rather special pc floppy controller, or a very
>old floppy controller, to read sngl dens. FM disks.
>DId Chan have a very old controller?

Remember that "enhanced" (1050) density is really double density with smaller sectors.They're both MFM.

Net-Tamer V 1.09 - Test Drive

3311. Re: Setting the time in SpartaDOS - I Can't Be the First Person to Think of This?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <649mku$pc3$5@triglav.iwaynet.net>
Source record: 68756

On 1997-11-06 j.glenwright@ndirect.co.uk said:
>> R-Time 8 cartridges are getting very hard to find, but wouldn't
>>it be possible to write a small executable to place in the
>SpartaDOS STARTUP file

What does SpartaDOS have to do with it?
MyDOS now also has the capability of loading multiple programmes at boot-up.

>> that used the SIO2PC facility to query the date/time from the PC?
>Or how about building Doc Brilliant's real-time hardware-based
>clock as featured in Analog, issue 31, June 1985? All the
>components are still available (I got mine from RS Components here
>in the UK).

You should write a Z: handler to access \DEV\CLOCK$ on the PC.But PC Mirror prevents you from doing this so special support to access devices through the REMOTE.COM interface would have to be implemented in APE and SIO2PC.
Of course while a generic MS-DOS device interface would be nice,you're really not supossed to access \DEV\CLOCK$ directly but to ask MS-DOS for the time so a time-specific interface would be needed.

Then a simple programme could be written to read the time from Z: and POKE it into SpartaDOS on start-up.You'd probably want to run it before starting up anything whose files needed accurate time-stamps or when ever SpartaDOS has lost track of the time.

The SpartaDOS Jiffy-Clock has no sanity checking and can easily go insane. (especially while running A-TAR-ZEE MODEM,the Z-MODEM protocol)
You'd think that if the jiffy-clock had advanced to far it'd assume that it was insane and be set to zeros (no time).
If a programme is running on a system with no Z: device it should just maintain it's own real-time clock via the OS's own 24-bit jiffy RT-clock at 18.
This is maintained by the VBI (a NMI) so it shouldn't lose time unless a external programme (of a BBS) re-configured the ANTIC to stop triggering VBIs.

(a NMI is a interupt that can't be blocked.But in the Atari's case the source of the interupt (ANTIC) can be de-activated)

While there is also the hardware timers (POKEY) to consider,I've read that the OS's SIO support uses all 4 timers.This is why some demos use their own SIO code so that they can play music (which also uses the POKEY) and load programme sub-sections at the same time.But this would break compatibility in a BBS or other "useful" programme.

There are also OS timers but only "system timer" 1 constantly run and it's used for SIO.(the other timers freeze during SIO)

Net-Tamer V 1.09 - Test Drive

3312. Re: 3.5" upgrade to xf551

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: rdell@best.com
Message-ID: <649qmg$k64$1@shell5.ba.best.com>
Source record: 68757

In article <19971111074101.CAA03254@ladder01.news.aol.com>,
Lenspencer <lenspencer@aol.com> wrote:
>In article <346644B4.5580@pacbell.net>, Bob Woolley <rwoolley@pacbell.net>
>writes:
>
>>Alan Sharkis wrote:
>>>
>>> I'm not a hardware hacker, and I have no idea what went into those projects
>>> except what I already mentioned. But I know that it has been done.
>>>
>>> BTW, where are you going to get a 720K drive at this time?
>>\
>>I guess I should try a 1.44 drive - shouldn't be hard. I have the same
>>problem.... running out of 720K drives. 1.44 sell new for about $25,
>>now!
>>
>>Bob Woolley
>
>Bob, here's my experience: The 1.44 drive works fine, until you try to
>use a 1.44 disk, then it errors out. I have since replaced it with a 720
>drive, and no longer have the problem. Of course a 1.44 drive could be
>modified to at least make the electronics THINK the high-density sensor is
>seeing a 720 disk...
>

Try placing opaque tape over the density select hole (the one that is not
the write protect) .. this should switch the drive to 720 K mode for the
1.44 meg disks.

--
Richard Dell

3313. Re: DE RE ATARI (Section 4)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: AsciiRider <notimportant@all.com>
Message-ID: <34688F5C.512A@all.com>
Source record: 68758

Kenneth Jennings wrote:
>
> I almnost forgot.
>
> Proofread it for errors please. I found two typos in
> the book itself, and the pass done by the spell checker
> said I added about thirty more. I think it should be
> in good condition now.
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com

I should get to work on Chapter five this week. I will be a little more careful about checking for errors. I finally learned how to train OmniPage pro, so my next chapter should be better....I can't believe you typed it!

I do wish some more people would step forwared and say this information is useful to them though. I believe only about two people said that they would like to see more.

seeya

3314. Re: ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <64a432$eci@freenet-news.carleton.ca>
Source record: 68759

Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
> : I have a 10 Meg image with about 9 Megs of games. I think you can use
> : the APE program to initialize it, and use MyDos to format/access it.
> : Unfortunately, with a 64 file per directory limit, I have MANY
> : directories.
>
> Actually APE formats the disk image for you.I'm not sure what APE does
> upon reception of a FORMAT SIO command.

If your not sure why did you claim to know in the sentance before? Only your
second answer is right.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3315. Re: Any comments on Gem D

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <64a3vp$e8e@freenet-news.carleton.ca>
Source record: 68760

> Since most people are just using it to load games there would be little
> seeking as everything DOS needs is at the end of each sector.
> (it would be important to have the files contigous)
> It may be that you use SpartaDOS which uses seperate FAT ("sector map")
> sectors.
>
> Your statement (in the APE speed-changing menu and et cetera) is confusing
> as it seemingly indicates that a USD actually transfers data at 38400 baud.

I've told you repeatedly what it means, your obviously incapable of
understanding it.

> : > Remember that the PC-Mirror can't write at ANY speed!
>
> And if you use the PC Mirror file-loader it functions at 19200 baud.

It works at all speeds. Get a clue.

> : Thats right, stealing has its penalities. I look forward to you bitching
> : about more free products in the future. Perhaps you could do some
> : more critical reviews of the free cpu emulators for us?
>
> Irrelevant.

Keep wishing.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3316. Pokey Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: Thomas Appel <appel@starweb.de>
Message-ID: <346896B4.66EBC566@starweb.de>
Source record: 68761

Hallo,

I use the Pokey Emulator for 800XL.

Now I have a lot of Cart-Files.

I use the Command-Line : pokey -rom16 donkeyko.bin

but is come alway an error.

What must I do to use the Card Files ?

Regards Thomas

3317. Re: 1400XL Production Run Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <34689D6F.8E69CC21@aol.com>
Source record: 68762

Karl,

Whatever information you've received from Jerry is directly from the horse's mouth and everything he has stated is quite accurate, so if you wish to base an article or web-site on the history of the 1400XL, then use's his information as a basis. If your interested I have some documentation on the 1400XL modem, I believe I also has specific schematics on it as well. As for 1450XLD cases being smashed? I'm not familiar with that, one thing I will tell you, the 1450XLD case was horrible in terms of structural strength. It used the same thin flimsy pastic as all the other XL's and there was no ribbing underneath it nor were there central support struts to support a monitor of any size or weight for long and what eventually happens is the case starts to warp inward and if left long enough, the brown plastic over the keyboard will push against the "7" key on the keyboard and it gets stuck. Fortunately with a hot blow dryer and some patience you can correct the bending and warping before it becomes permanent.

As for schematics on the 1450XL disk drive daughtercard, you might want to contact John Hardie at Atari Gamming Headquarters www.atarihq.com, he is an extremely busy individual so if he doesn't get back to you for a while be patient, but he may have some technical data to assist you.

As for your system board, try to locate an honest to God 1400XL motherboard, they are rarier then the 1450XL motherboard and its nice to see the differences in the designs. If you really want to do some digging and see a truly unique animal, try to find an actual 1450XLD "TONG" motherboard, its huge and filled to the brim with lots to examine. One note of caution, if you do locate one, make sure its on a level surface and careful check ALL of the sockected components as the board is very large and flexes very very easily and the components tend to pop out of their sockets. Oh, I'm not sure if they have anymore, but for a while American Technavision was selling Atari 1450XLD power supplies. Hmmm, lets see... well thats it in a nutshell, like the I said, take Jerry's comments with confidence, he was there when it all happened. Good luck in your efforts...

Curt

3318. Re: Any comments on Gem D

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <64abm7$5e2$1@nuke.csu.net>
Source record: 68763

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
<stuff>

I hate to see the thread with my game's name in it turning into a flame-war guys! :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3319. Re: 1050 modification identification help

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <01bceed6$dac532e0$4c664ccf@none>
Source record: 68764

Robert Goodwin <rsg0910@iglou1.iglou.com> wrote in article
<EJGpJ2.FDC@iglou.com>...
> I just came across two 1050s that were modified, and I'm not sure what
> sort of modification it is. On the front of the case, are two switches,
> and an LED. One is a two-position, and the other is a 3-position. Inside,
> the wiring from the switches lead to a small blue circuit board in the
> back, behind the mech. This has wiring to the other connections in back,
> as well as places under the mech.
>
> On this little blue circuit board are three connectors, with two chips
> between them, and "1986 CCP" printed on it.
>

Sounds like you have a Happy modified 1050. Are you sure it isn't HCP?
It's been some time since I used a Happy, so I couldn't exactly begin to
tell you how to use it. You should be able to find the version 7 software
on some of the Atari 8bit FTP sites.

Glenn Bruner
brunergs@pcisys.net

3320. 600 XL power in cable...

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: Davis Leeman <leemand@nbnet.nb.ca>
Message-ID: <01bceef2$9a753480$d604a4c6@leemand.NBNET.NB.CA>
Source record: 68765

Hi

I am looking to buy a "power in" cable for an atari 600 XL computer.It
appears to be
a 7 pin cable on the end that plugs into the back of the computer.

If anyone has info on where I can find one please contact me...

Davis Leeman
leemand@nbnet.nb.ca

3321. Re: 1400XL Production Run Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: jjessop1@home.com
Message-ID: <3468e941.24441247@news-west.sony.com>
Source record: 68766

Wow.... Curt your being too kind too me :)

Anyways, for a period of time I was the engineering technician on the 1400XL before moving into the Atari Amiga group.

Some of the 1450XL stuff in the latter days were done outside of Atari to speed it to production. A variety of combinations existed mainly due to the fact we could not "single source" components. If we used a voice chip there had to be a back up vendor, hence the "daughterboard" concept.

I have no knowledge of 1450 cases ever being smashed, nor any "strange" stories with regards to the 1400 labels. I'm pretty certain the 1400 was never going to be released which is why it's rarer than 1450's and no labels to be found on the proto's. When I left the project in late 83 1400 activity was almost nil. It was pretty stupid to have 2 seperate groups working on the 1400/1450 as there was.

I might point out nobody was excited about doing either project and both were considered a waste of time in engineering. Just another example of rehashing the same old stuff into different cases for marketing.

Some of the proto IC's that have appeared in some Tong 1450's were "Fat Freddie" an enhanced Freddie chip taking into account the internal drive. I think the 48 pin empty socket was intended for the Amy (much hyped) sound chip that never made it to Silicon, but I could be wrong.

Jerry

On Tue, 11 Nov 1997 13:01:19 -0500, Curt Vendel <cvendel@aol.com> wrote:

>Karl,
>
> Whatever information you've received from Jerry is directly from
>the horse's mouth and everything he has stated is quite accurate, so if
>you wish to base an article or web-site on the history of the 1400XL,
>then use's his information as a basis. If your interested I have some
>documentation on the 1400XL modem, I believe I also has specific
>schematics on it as well. As for 1450XLD cases being smashed? I'm
>not familiar with that, one thing I will tell you, the 1450XLD case was
>horrible in terms of structural strength. It used the same thin
>flimsy pastic as all the other XL's and there was no ribbing underneath
>it nor were there central support struts to support a monitor of any
>size or weight for long and what eventually happens is the case starts

>to warp inward and if left long enough, the brown plastic over the
>keyboard will push against the "7" key on the keyboard and it gets
>stuck. Fortunately with a hot blow dryer and some patience you can
>correct the bending and warping before it becomes permanent.
>
> As for schematics on the 1450XL disk drive daughtercard, you might
>want to contact John Hardie at Atari Gamming Headquarters
>www.atarihq.com, he is an extremely busy individual so if he doesn't get
>back to you for a while be patient, but he may have some technical data
>to assist you.
>
> As for your system board, try to locate an honest to God 1400XL
>motherboard, they are rarier then the 1450XL motherboard and its nice to
>see the differences in the designs. If you really want to do some
>digging and see a truly unique animal, try to find an actual 1450XLD
>"TONG" motherboard, its huge and filled to the brim with lots to
>examine. One note of caution, if you do locate one, make sure its on a
>level surface and careful check ALL of the sockected components as the
>board is very large and flexes very very easily and the components tend
>to pop out of their sockets. Oh, I'm not sure if they have anymore,
>but for a while American Technavision was selling Atari 1450XLD power
>supplies. Hmmm, lets see... well thats it in a nutshell, like the I
>said, take Jerry's comments with confidence, he was there when it all
>happened. Good luck in your efforts...
>
>Curt
>
>

3322. Pokey stereo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6hgWt9vKzHB@peter.soemtron.sb.sub.de>
Source record: 68767

Howdy!

I'm thinking about an upgrade of my mono pokey to that stereo thing I sawn
in several polish demos. How to do that? I have here two pokeys of dead
xl's...would be nice to see my old chips in my working XE!

Who has already upgraded?
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3323. WTB: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: "J. Reyes" <fixit@fred.net>
Message-ID: <01bcee9f$3b326360$36d3fccd@alan-r.-boissy>
Source record: 68768

Want to buy an Atari 800 (not XL) in good working condition. Please e-mail
with info.

Thanks!

J. Reyes
fixit@fred.net

3324. Re: 3.5" upgrade to xf551

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19971111074101.CAA03254@ladder01.news.aol.com>
Source record: 68821

In article <346644B4.5580@pacbell.net>, Bob Woolley <rwoolley@pacbell.net>
writes:

>Alan Sharkis wrote:
>>
>> I'm not a hardware hacker, and I have no idea what went into those projects
>> except what I already mentioned. But I know that it has been done.
>>
>> BTW, where are you going to get a 720K drive at this time?
>\
>I guess I should try a 1.44 drive - shouldn't be hard. I have the same
>problem.... running out of 720K drives. 1.44 sell new for about $25,
>now!
>
>Bob Woolley

Bob, here's my experience: The 1.44 drive works fine, until you try to
use a 1.44 disk, then it errors out. I have since replaced it with a 720
drive, and no longer have the problem. Of course a 1.44 drive could be
modified to at least make the electronics THINK the high-density sensor is
seeing a 720 disk...

3325. Re: PC Xformer 3.60:Damn limited! (no artefacting!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <34680db3.6339235@news.mindspring.com>
Source record: 68822

On 8 Nov 1997 01:37:42 GMT, he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

> Perhaps the message from a while ago might help me out somewhat,
> the one about NTSC-to-VGA adapter boxes from Best Buy. Unfortunately,
> the nearest Best Buy is about 80 miles from here, and I don't want
> to go unless the crap is actually there!

You could call them first, but that would require that you could trust that the person on the other end was intelligent enough to be familiar with the products they sell. <grin>

Aside from that, several mailorder dealers sell these devices, including the Instant TV box, the one I mentioned as being sold at Best Buy. If you need a mailorder source, let me know.

==========
lmcclure1@mindspring.com

3326. 1050 modification identification help

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: rsg0910@iglou1.iglou.com
Message-ID: <EJGpJ2.FDC@iglou.com>
Source record: 68823

I just came across two 1050s that were modified, and I'm not sure what sort of modification it is. On the front of the case, are two switches, and an LED. One is a two-position, and the other is a 3-position. Inside, the wiring from the switches lead to a small blue circuit board in the back, behind the mech. This has wiring to the other connections in back, as well as places under the mech.

On this little blue circuit board are three connectors, with two chips between them, and "1986 CCP" printed on it.

I've not yet plugged it in, but I'd like to know what exactly it is before I use it.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms.

3327. Re: 3.5" upgrade to xf551

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <EJH8Gv.9ID@iglou.com>
Source record: 68824

In message
<19971111074101.CAA03254@ladder01.news.aol.com>,
lenspencer@aol.com (Lenspencer) wrote:
>In article <346644B4.5580@pacbell.net>, Bob Woolley <rwoolley@pacbell.net>
>writes:
>
>Bob, here's my experience: The 1.44 drive works fine, until you try to
>use a 1.44 disk, then it errors out. I have since replaced it with a 720
>drive, and no longer have the problem. Of course a 1.44 drive could be
>modified to at least make the electronics THINK the high-density sensor is
>seeing a 720 disk...
>
Or you can tape over the hole on the disk..

--
Bill Marcum
"Avoid making eye contact with the factory people. They can see
directly into your soul."

3328. XEGS keyboard attatchment for auction on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: "m.j.beau" <mjbeau@texas.net>
Message-ID: <34681653.2C39@texas.net>
Source record: 68825

XEGS keyboard attatchment for auction on eBay
bidding starts at only one dollar:
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=1768268
--
Check out my current eBay auctions:

http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mjbeau@texas.net&sort=3&since=-1

---> SPAM-BLOCK engaged; for REPLY mail please
remove the '*' from mjbeau@texas.net

3329. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_879240594@rtfm.mit.edu>
Source record: 68826
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 27, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

3330. Re: DE RE ATARI - I see there are problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <649igu$g0t@login.freenet.columbus.oh.us>
Source record: 68827

Kenneth Jennings (kenneth@spam.not.sayeth.i) wrote:
: On Thu, 30 Oct 1997 15:27:25 -0600, AsciiRider
: <notimportant@atall.com> wrote:

: (If anyone is interested, I can also hand it out as a Psion5 Word
: document and I've done some of the illustrations in Sketch too. I can
: also put this together in a FinalWriter97 document for people with
: Amigas. I also have PageStream, so I could DTP the entire thing and
: get the output as postscript files ready to be dumped to a printer.)

MAke them 1-bit GIF files.These can be viewed in GR.8 via JVIEW or AT8GIF.
(GR.8=320x200)
JVIEW allows you to view any size of a GIF by selecting a 320x200 section
of the pictures.IT also lets you zoom in.So a 640x400 pictures would be
halved verticaly and horizontaly to fit in 320x200 but the user could tell
JVIEW not to "zoom out" and he could choose which 320x200 area to view.
So the moral is to not worry about the dimensions of the GIF file.
(but keep the size under 90k)

Of course my De Re Atari is in B&W.You might make some pictures colour.
(maybe Koala pictures,which are compressed,for some of the screen shots)
--
The Doctor

3331. Re: TCPIP/PPP for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <649ifc$450$1@xmission.xmission.com>
Source record: 68828

Jason Duerstock <jason@linux.aatech.com> wrote:
: I've been doing some PBI research, and I think it might be possible to
: make a PBI ethernet interface assuming we could get together the proper
: hardware + drivers.

: We could even make it network bootable with BOOTP and TFTP :P~~

Sounds good! I'd be willing to donate network time and even some
equipment. I have a 128kb dedicated leased-line connection to the
Internet from my home (via router and Adtran 128k bonded modem)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

3332. Re: Any comments on Gem D

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <649kum$kmp@login.freenet.columbus.oh.us>
Source record: 68829

In this article,USD is a reference to "US Doubler 1050".

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: (dklugh@iwaynet.net) writes:
: > I just noticed that Bill says not to write-protect the disk and APE was bitching
: > about trying to use a un-registered feature in the SIO command-frame log so I
: > switched APE to 2X speed to be able to write.
: > (which has "USDoubler" next to it even thought the USD 1050s runs at (nearly)
: > 3 times the speed of normal 1050s)

: If your so upset about the 'bitching' why not register it instead of stealing
: it? By your own posts youve used up your 30 day trial period about
: 50 times.

Irrelevant.I was trying to warn people so they wouldn't be confused when
they always had to start over again at level 5.

: And as you've been told on many occasions, because a USD drive
: spends most of its time seeking it never even gets to 2x, except on LONG
: sustaned reads, on a specially formatted diskette, w/o much seeking or
: non-sequential sector reads. (read: almost never).

Actually the only thing I remember you saying was that you DIDN'T say that
APE ran 50% faster than the USD.(it says that it does in your manual)

Since most people are just using it to load games there would be little
seeking as everything DOS needs is at the end of each sector.
(it would be important to have the files contigous)
It may be that you use SpartaDOS which uses seperate FAT ("sector map")
sectors.

Your statement (in the APE speed-changing menu and et cetera) is confusing
as it seemingly indicates that a USD actually transfers data at 38400 baud.

It would be nice if someone with a USD1050 (and not any other kind of 1050)
would test it against a APE disk image.
(it's important to use the same sector size)

: > Remember that the PC-Mirror can't write at ANY speed!

And if you use the PC Mirror file-loader it functions at 19200 baud.

: Thats right, stealing has its penalities. I look forward to you bitching
: about more free products in the future. Perhaps you could do some
: more critical reviews of the free cpu emulators for us?

Irrelevant.

"cpu emulators"?
I have some information about Atari HCS emulators.
I would sugest a combination of XL-IT (compatible and slow) with PC
Xformer (fast but in-compatible).
PC Xformer is useful for using Atari file & disk processing programmes on
disk images at hard disk speeds.

: Steve

--
The Doctor

3333. Re: games with trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <649lar$lk2@login.freenet.columbus.oh.us>
Source record: 68830

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: DNS DEBRO (dnsdebro@aol.com) wrote:
: : >Howdy!
: : >
: : >are there any other programms which run with a trackball/st-mouse?

: : If you are talking about the Atari 8-bit computers then any program that uses
: : the joystick will also work with the trackball. Some game of course work
: : better than others like Missle Command and Centipede.

: He means are there any other programs which actually use the
: analog trakball input, not the joystick mode of the trakball
: (which, of course, all joystick games do, since they can't tell
: the difference!)

I'm pretty sure that trackballs return binary (via the PIA ports),not
analogue.I think that they work similar to "steering controllers".
--
The Doctor

3334. Auction - 8-bit Games, MAC/65, Assembler, Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-11 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971111124501.HAA12018@ladder02.news.aol.com>
Source record: 68831

Everything Auction - Update 8

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, November 24, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a US address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals; $6.95 for systems, modules, hardware, and over 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Systems
S1. Colecovision System. Includes main unit, two hand controllers, power supply, rf cable, original Coleco tv switchbox, Donkey Kong cartridge, Donkey Kong manual, copy of Owners Manual, and styrofoam packing. Actual shipping added. -$15 classicgmr

Atari Home Computers
A1. Koala Pad. Includes Koala Pad touch table, stylus, Micro Illustrator Owners Manual, and Touch Table Owners Manual. Plugs into controller port 1. Very rare. Disks not included. -$9.95 min
A2. MAC/65 with DDT Macro Assembler and Editor Program for Atari Computers. (c) 1984. Bright orange cartridge. Includes manuals in bright yellow binder. -$20 mbowen
A3. Pengo cartridge. Complete in box with instructions. -$3.95 dperw
A4. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1.95 min
A5. Crossfire cartridge. No label. -$3.95 dperw
A6. Kindercomp cartridge. -$1.95 min
A7. Gorf cartridge. -$3.95 dperw
A8. Centipede cartridge -$1.95 min
A9. Galaxian cartridge -$3.95 dperw
A10. River Raid cartridge -$3.95 dperw
A11. Pac-man cartridge -$1.95 min
A12. Atari Microsoft BASIC. CX8126. Includes 167 page manual and disk. -$10 mbowen
A13. Atari Macro Assembler and Program-Text Editor. Includes 2 manuals/reference card/disk. -$8 mbowen
A14 Track Attack disk, Broderbund -$1.95 min
A15 Hacker disk, Activision -$1.95 min
A16 Drol disk, Broderbund -$1.95 min
A17 Spy Hunter disk, Sega -$1.95 min
A18 Master of the Lamps disk, Activision -$1.95 min
A19 The Great American Cross Country Road Race, Activision -$1.95 min
A20 Maxi Golf, Activision 2 disk set -$2.50 min

Atari Home Computers Instructions
A21 APX (Atari Program Exchange) Keyboard Organ Instructions -$.50 min
A22 APX (Atari Program Exchange) Sketchpad Instructions -$.50 min
A23 APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50 min
A24 APX (Atari Program Exchange) Presidents of the United States Instructions -$.50 min
A25. Instructions for MAC/65 and OS/A+ disk based version of Assembler Editor and Operating System. In bright yellow binder. Add $1 to above shipping. -$2.95 min.

Atari 7800 Cartridges New in Boxes
(Very good-excellent condition, without shrinkwrap)
A26. Donkey Kong -$1 gmcclel814
A27. Donkey Kong Jr. -$1 gary123
A28. Ms. Pac-man -$1 gmcclel814

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.95 min
O2. Atari 2600 Space Shuttle. Silver with red/black letters. Fits 6 button CX2600. -$5 ltravis
O3. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. Fits standard Atari joystick. -$4 min
O4. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O5. Atari 5200 Super Breakout single -$.50 min

Atari 5200
A29. Beamrider. New in box (unsealed) -$5 smedley
A30. Keystone Kapers. New in box (unsealed) -$4.95 min
A31. Pitfall. New in box (unsealed) -$4.95 min
A32. Rescue on Fractalus! New in box (sealed) -$9.95 min
A33. Zenji. New in box (unsealed) -$8 awwatkin
A34. Zone Ranger. New in box (unsealed) -$4.95 min
A35. Blue Print cartridge -$2.50 dominion
A36. Bounty Bob Strikes Back cartridge -$30 newmdlarmy
A37. Gorf cartridge -$2.50 dominion
A38. Gyruss cartridge -$4 min
A39. Pac-man cartridge -$1 min
A40. Quest for Quintana Roo cartridge -$3.50 min
A41. Realsports Baseball cartridge -$1 min
A42. Realsports Soccer cartridge -$1 min
A43. Realsports Tennis cartridge -$1 min
A44. Realsports Football cartridge -$1 min
A45. Wizard of Wor cartridge -$2.50 min

Atari 5200 Empty Boxes
A46. Ballblazer (very poor condition, top torn away) -$.50 gmcclel814
A47. Megamania (very poor condition, faded) -$.50 gmcclel814
A48. Pitfall II (very good condition, without insert) -$.50 gmcclel814
A49. Popeye (very good condition, without insert) -$.50 gmcclel814
A50. Qix (crushed) -$.50 gmcclel814
A51. Space Dungeon (very good condition) -$.50 gmcclel814
A52. Space Shuttle (very good condition with insert) -$.50 gmcclel814

Playstation
A53. Warhawk. Complete in case with instructions. -$8.95 min

Super Nintendo/N64
A54. Totally Unauthorized Super Mario 64 Guide. Find every star in the game.
112 colored pages. -$3.95 min

Atari 2600 Manuals
1. 3-D Tic-Tac-Toe, Atari (small black) -$.50 blitz
2. Activision Decathlon, Activision (colored) -$.50 filmjerk
3. Adventure, Atari (colored) -$.50 blitz
4. Airlock, Data Age -$.50 verbal
5. Air-Sea Battle, Atari (b&w) -$.50 verbal
6. Asteroids, Atari (b&w, 5 languages) -$.50 min
7. Asteroids, Atari (colored) -$.50 verbal
8. Atlantis, Imagic (small colored) -$1 filmjerk
9. Backgammon, Atari (colored) -$.50 blitz
10. Barnstorming, Activision (colored) -$.50 blitz
11. Basic Math, Atari (small black) -$.50 dgeller
12. Basic Programming, Atari (small black - b&w) -$.50 outcast
13. Basketball, Atari (colored) -$.50 blitz
14. Battlezone, Atari (colored) -$1 filmjerk
15. Bermuda Triangle with Insert, Data Age -$.50 verbal
16. Berzerk, Atari (colored) -$.50 verbal

17. Blackjack, Atari (small black) -$.50 blitz
18. Bowling, Atari (small black) -$.50 blitz
19. Boxing, Activision (colored) -$.50 blitz
20. Brain Games, Atari (small black) -$.50 dgeller
21. Buck Rogers, Sega -$.50 verbal
22. Bugs, Data Age -$.50 verbal
23. Canyon Bomber, Atari (colored) -$1 filmjerk
24. Casino, Atari (small black) -$.50 blitz
25. Centipede, Atari (silver colored) -$.50 verbal
26. Challenge of Nexar, Spectravision -$.50 verbal
27. Checkers, Activision (colored) -$.50 blitz
28. Chopper Command, Activision (colored) -$.50 blitz
29. Circus Atari, Atari (small black) -$.50 blitz
30. Coconuts, Apollo -$.50 verbal
31. Code Breaker, Atari (small black) -$.50 dgeller
32. Combat, Atari (small black) -$.50 verbal
33. Commando Raid, US Games -$.50 verbal
34. Commando, Activision (b&w) -$.50 verbal
35. Congo Bongo, Sega -$1 filmjerk
36. Cosmic Commuter Employee Handbook, Activision (colored) -$.50 min
37. Crystal Castles, Atari (b&w) -$.50 verbal
38. Defender, Atari (colored) -$.50 verbal
39. Demon Attack, Imagic (colored, c 1982 with Be a Demon Attack Expert insert) -$.50 blitz
40. Demon Attack, Imagic (Rev. C, colored) -$.50 filmjerk
41. Dig Dug, Atari (colored) -$1 ltravis
42. Dolphin, Activision (colored) -$.50 dgeller
43. Donkey Kong, Coleco-$.50 verbal
44. Dragster, Activision (colored) -$.50 dgeller
45. E.T. The Extra-Terrestrial, Atari (colored) with Tips Insert -$.50 verbal
46. Encounter at L-5, Data Age -$.50 min
47. Enduro, Activision (colored) -$.50 verbal
48. Fantastic Voyage, Fox -$.50 min
49. Final Approach, Apollo -$.50 verbal
50. Fishing Derby, Activision (colored) -$.50 blitz
51. Flag Capture, Atari (small black) -$.50 verbal
52. Football, Atari (colored) -$.50 blitz
53. Freeway, Activision (colored) -$.50 blitz
54. Frostbite, Activision (colored) -$.50 verbal
55. Galaxian, Atari (colored) -$.50 verbal
56. Golf, Atari (small black) -$.50 blitz
57. Gopher, US Games -$1.50 ltravis
58. Grand Prix, Activision (colored) -$.50 blitz
59. Hangman, Atari (small black, crushed/taped) -$.50 verbal
60. Haunted House, Atari (b&w) -$1 filmjerk
61. Home Run, Atari (small black) -$1 filmjerk
62. Missile Command, Atari (small colored) -$.50 blitz
63. Super Challenge Football, M Network (colored, lightly crushed) -$.50 verbal
64. Space Invaders, Atari (small black) -$.50 peter papp
65. Video Computer System Owners Manual (for CX2600, large black) -$.50 blitz

Colecovision Manuals
66. Zaxxon -$.50 verbal
67. Mr Do! -$.50 verbal
68. Cabbage Patch Kids Picture Show Program Guide and Parents Instruction Guide -$2.50 ltravis

Other Manuals
69. Intellivision Major League Baseball -$.50 classicgmr
70. Super Nintendo Mortal Kombat II -$.50 min
71. Atari 7800 ProSystem Owners Manual -$.50 dgeller
72. Atari 5200 Owners Manual. Silver/colored pages. CO20811 Rev. 1 1983 -$.50 dgeller
73. Atari 7800 Pole Position II -$.50 dgeller
74. Atari 7800 Asteroids -$.50 dgeller
75. Atari 5200 Football, silver/colored -$.50 dgeller

IBM PC
IBM1. Beavis amd Butthead Multimedia Screensaver CD. Includes screen saver, wallpaper, and clock, 80 video clips, 4 music videos. Complete in original box. -$4.95 min
IBM2. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
IBM3. Williams Arcade Classics CD. Includes Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
IBM4. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$14.95 min
IBM5. Microsoft Wine Guide CD. 2000 encylclopedic entries. Tasting notes on more than 6000 individual wines. -$3.95 ltravis
IBM6. MS-DOS 6 Upgrade. Complete in original box. -$1.95 min
IBM7. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM8. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min

Atari Home Computers - Books/Magazines
B1. A Shortcut Through Adventureland. Solutions for Death in the Caribbean, Transylvania, Mission Asteroid, Mystery House, Wizard and the Princess, Cranston Manor, Ulysses and the Golden Fleece, Time Zone, Dark Crystal, Blade of Blackpoole, Escape from Rungistan, Sherwood Forest, Mask of the Sun, and Serpent's Star. -$1.95 feldman
B2. Mapping the Atari, Compute! Books. A comprehensive sourcebook and memory guide for beginning and veteran programmers of the Atari 400 and Atari 800 personal computers. Wire bound. 194 pages. -$1.95 min
B3. Programming the 6502. Rodney Zaks. 386 pages. -$1.95 min
B4. Your Atari Computer. A guide to Atari 400/800 personal computers. Complete operating instructions and troubleshooting tips on hardware, perpherals, and compatible software. Tutorials in Atari BASIC plus instructions for use of color graphics and sound. Reference of BASIC statements and functions. -$1.95 min
B5. Atari Connection magazine, Summer 1994. Computer Arts and Sciences. The Making of the Atari Light Pen. Sound of Micros. 10 Hex Tips From the Programming Pros. Dig Dug, Dallas Quest, Atari Proofreader, Joust Ads. -$3 min

Game Catalogs
GC1. Atari 2600 Olive Green with Astronaut, Golfer, Captain, etc. 8 Games: Air-Sea Battle, Indy 500, Video Olympics, Starship, Street Racer, Surround, Blackjack, and Basic Math. -$2 filmjerk
GC2. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$2 filmjerk
GC3. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
GC4. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller
GC5. Atari 2600 Bluegreen CO14356 1/79 -$.25 dgeller
GC6. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
GC7. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
GC8. Atari 2600 Green CO16725 Rev. C 1981. 43 Game Program Cartridges. -$.25 dgeller
GC9. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller
GC10. Your Ticket to Atari Stars. 1983 Game Catalog. Silver with 2600/5200 titles. -$.25 dgeller
GC11. Atari 5200 Super System. Silver folded. CA-971-2/83 -$.25 dgeller
GC12. Atari 7800 Collector Poster/Game Catalog. Folded/28 Games listed. -$.25 dgeller
GC13. Activision Black (c) 1981 AG-940-05 10 2600 Games -$.25 dgeller
GC14. Activision Black/Red (c) 1981 AG-940-06 12 2600 Games -$.25 dgeller
GC15. Activision Deep Purple (c) 1982 AG-940-08 14 2600 Games -$.25 dgeller
GC16. Activision Rust (c) 1983 AG-940-05 2600/Colecovision/5200/Atari Computer -$.25 dgeller

Miscellaneous
M1. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
M2. Atari Keyboard Controller (single) -$4.45 outcast
M3. Atari Keyboard Controller (single) -$4.45 outcast
M4. Standard Atari Paddle Controllers (pair) -$1.95 Peter Papp
M5. Atari Standard Joystick (single) -$1.95 min
M6. Atari Standard Joystick (single) -$1.95 min
M7. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min
M8. Colecovision French label for Front Line. Designed to peel and apply to cartridge. Excellent, like-new condition. -$.50 min
M9. Set of 4 manuals in very poor condition: VCS Owners Manual CX2600, 2600 Ms. Pac-man, 2600 Combat, and Colecovision Blackjack. -$.25 awwatkin

VHS Movies
(Excellent like-new condition)
M10. Bill and Teds Excellent Adventure -$3.95 Rudypike
M11. Ferris Buellers Day Off -$3.95 min

3335. WTB: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: "J. Reyes" <fixit@fred.net>
Message-ID: <01bcef62$d1894900$36d3fccd@alan-r.-boissy>
Source record: 68682

Looking for a good working condition Atari 800 (not XL). Please e-mail with info.

Thanks,

J.
fixit@fred.net

3336. Re: ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: G T Clark <clarkg@cadvision.com>
Message-ID: <346a0b4b.0@news.cadvision.com>
Source record: 68683

So how exactly do you get into the games that are in those huge .atr's?
They have heaps of stuff, but when you try to load it on up it just says
"Boot error". Do I need MyDos or something here?

Best

3337. Re: games with trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: Mr Maddog <mrmaddog@*I_want_NO_spam_from_any_geeks!!*.org>
Message-ID: <Pine.UW2.3.95.971112172951.25849A-100000@reality>
Source record: 68684

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All solicitation, automatic or manual, is subjected to a fee of $500
by Pennsylvannia State law. Administrators of the domain from where
the offending e-mail has been sent will be notified of such actions,by
any means necessary.

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E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

> William Kendrick (kendrick@zippy.sonoma.edu) wrote:
> : DNS DEBRO (dnsdebro@aol.com) wrote:
> : : >Howdy!
> : : >
> : : >are there any other programms which run with a trackball/st-mouse?
>
> : : If you are talking about the Atari 8-bit computers then any program that uses
> : : the joystick will also work with the trackball. Some game of course work
> : : better than others like Missle Command and Centipede.
>
> : He means are there any other programs which actually use the
> : analog trakball input, not the joystick mode of the trakball
> : (which, of course, all joystick games do, since they can't tell
> : the difference!)

For "pure" trackball control where you can use 'TB' instead of 'JS', so
far I only know about Missle Command. Press Control-T at the title screen
and it'll blink. This makes it much more better than the joystick mode.

But side-scrolling shoot ups like Space Invaders are great with the
trackball even in JS mode. In Gyruss, I spin the ball around the edges
the same way the ship moves and scores go up. Heck, even Defender is
better with the trackball.

Still, it would be nice to play such games in TB mode. That's where 5200
versions have such an advanatge...

Eric Noss
a.k.a
Mr. Maddog

Dont let your mouth write no check that your tail can't cash.
BO DIDDLEY

3338. ! WORK FOR YOURSELF--- MORTGAGE INDUSTRY_____

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: mortgagecourse@zipped4u.w1.com
Message-ID: <121197203356@zipped4u.w1.com>
Source record: 68685

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SEND ME E-MAIL ON HOW TO PURCHASE

mortgagecourse@zipped4u.w1.com

3339. Re: games with trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6hk$WdzpzHB@peter.soemtron.sb.sub.de>
Source record: 68686

In article <Re: games with trackball?>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

Howdy William!

> : >are there any other programms which run with a trackball/st-mouse?
> : If you are talking about the Atari 8-bit computers then any program that
> uses : the joystick will also work with the trackball. Some game of course
> work : better than others like Missle Command and Centipede.
> He means are there any other programs which actually use the
> analog trakball input, not the joystick mode of the trakball
> (which, of course, all joystick games do, since they can't tell
> the difference!)

right! So how can I say Centipede to use a trackball??

peter(thomas h.)
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3340. AMP Instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <6ula0Q9wpDtS092yn@kenton.com>
Source record: 68687

I downloaded AMP, and have been slowly figuring out how to use it, but
it would be nice to have directions. I'm hoping to be able to use it
in my music classroom.

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

3341. Impact for Atari ST (breakout clone)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: Stephen Saunders <srs911tech@msn.com>
Message-ID: <OvRHx4778GA.109@upnetnews03>
Source record: 68688

Anybody help me plse, I just can't get beyond level 78, I believe there are 80 in total, is there a way to get extra lives, it's driving me nuts. Tks.

3342. Re: Does anyone remember the game "UNIVERSE"?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: mhop@snip.net
Message-ID: <3469ee27.83865928@news.snip.net>
Source record: 68689

On 9 Nov 1997 17:24:56 GMT, "Jeff" <blitzen@norden1.com> wrote:

>I'm looking all over for it!! I would love to know if
>there is a port of this game for the pc. This game
>was one of the greatest space strategy games
>on the atari that I can remember. I miss it badly!!!
>
>Any info (author, etc.) would be greatly appreciated!
>
>Jeff
>blitzen@norden1.com

The author: William G. M. Leslie III. , or so my uncle used to say constantly as he called him for help. Omnitrend software. I played it, but never found the hyperspace booster although my uncle did. There is a dude here in c.s.a.8 that wants a review of it, so I am preparing it. It's taking a while, but I'm on it.

3343. Atari Conversational Spanish cassettes...

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: Chris Brown <ckb@tick.dev.ampersand.com>
Message-ID: <vkwwidvl91.fsf@tick.dev.ampersand.com>
Source record: 68690

Anyone interested? I have the 400/800 cassettes in
their original folder/case. Details upon request.

3344. Re: Left Cartridge vs. Right Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bcef22$5afe19e0$59625ecf@drt1>
Source record: 68769

Yes, Yes, Yes and Yes.

Austin Franklin
darkroom@ix.netcom.com

Bob Woolley <rwoolley@pacbell.net> wrote in article
<34664186.2492@pacbell.net>...
> Austin Franklin wrote:
> >
> > Austin Franklin
> > darkroom@ix.netcom.com
> !
> You the Austin Franklin that did the 80 column board? Is there a source
> for the paticulars on the old board> Schematics, source code, etc?
>
> Bob Woolley
>

3345. Glactic Trader

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: thorin@tamu.edu
Message-ID: <64bgiv$2l4$1@news.tamu.edu>
Source record: 68770

I remember a game I used to load up from a tape and play on an Atari 400 when I was rather young (around 5, 1982) whose name was, I think, Galactic Trader. Basically, it was mostly text based, with colored frames and boxes. You had stuff like x amount of fuel and you bought and sold stuff at different planets, trying not to run out of fuel or money. I think it was written in basic, because, I remember exiting out of the game and changing the text to say different things. Anyone remeber this game, or know if it is avaliable in an atr format?

On a side note. I picked up an Atari 2600 (okay so this is the wrong newsgroup but I figured I could ask here since I'm already writing a message) and it appears that only half the games work. Pacman and Defender work fine, but games like combat and The Empire Strikes Back come up, but the joystick will not work. One of these had a label of viba(?sp?) on it. Anyone know if this is a hardware problem, or an easy way to fix it? Thanks, I hope someone can help.
--
Justin McElhanon----------thorin@tamu.edu

3346. Re: Gary Gilbertson music

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: deletethis_lashower@netcom.com
Message-ID: <346b56f4.16792072@10.0.2.1>
Source record: 68771

On 09 Nov 97 08:32:08 +0000, "Brad Rogers" <brad@pianosa.demon.co.uk>
wrote:

>Alex Chamberlain wrote something interesting,
>
>Hello Alex,
>
>>After all this talk about the Antic Music Processor, I've been looking for
>>it online, but can't seem to find it. Is it on an Antic coverdisk
>
>IIRC, AMP was a commercial program, not an Antic/ANALOG type-in.

The Antic Music Processor is not a commercial program. It appeared on
the cover disks of Antic Magazine way back when. You should be able
to find it using an FTP search site. Try going to www.filez.com and
searching for AMP with program type set to "Atari". AMP 2.1 was the
latest version, circa June 1990.

Steve

lashower@netcom.com
www.geocities.com/SoHo/1354

3347. Re: WTB/T: 400/800 Super Breakout and Gorf!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19971112073101.CAA29231@ladder01.news.aol.com>
Source record: 68772

In article <19971110172900.MAA06939@ladder02.news.aol.com>,
bfuehring@aol.com (BFuehring) writes:

>Hi all. I'd like to acquire these to carts (super breakout and gorf) for the
> atari computer for a buddy of mine. I have a few uncommons for the 2600 to
> trade, or I could just buy these from you. In fact, if you have a for sale
> list, I'll take a look at it, because my buddy is looking for other games.
>We
> just aren't sure what all was available for the 400/800, though we have seen
> these two above in person. In fact, I just bought Gorf from a store here in
> Kansas City for $3.99!!!! and it didn't freakin' work. Bum deal.

Did you try that Gorf cart on an XL or XE? If so, that's the problem.
Gorf (and some of the CBS titles) only run on the old OS because of some
direct OS calls ("illegal" calls as Atari puts it). That's one reason I
still have my old 800.

3348. Re: atari being used as screen saver

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19971112073101.CAA28438@ladder02.news.aol.com>
Source record: 68773

In article <19971110231701.SAA09451@ladder01.news.aol.com>,
eplicon@aol.com (Eplicon) writes:

>> You'll find a bunch of cable companies used the 8bits for
>> their info channels. I can't remember the name of the
>> software but I helped set up a couple of them. It worked
>> really nice.
>
>If memory serves, the legendary John Harris still writes on the Atari with
>such
> programs -- cable, hotel TVs, etc. Stuff like that.

The town where I grew up (Murray City, Ohio) also used an Atari 130XE for
their cable info channel for a number of years before it crapped out and
the parent cable company replaced it with a Pee Cee. I tried to help save
it (my mother was responsible for updating the information), but that's
hard to do from Orlando.

3349. WTB: Micro Mainframe Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19971112090201.EAA02738@ladder01.news.aol.com>
Source record: 68774

Wanted:

Micro MainFrame disk drive for the Atari 400/800 computer systems, was made by a company in Rancho Cordova, CA. but they are obviously no longer in business, if you have one and are willing to sell or trade please contact me.

Thanks

Curt

Curt Vendel
email: cvendel@aol.com

3350. Re: WTB/T: 400/800 Super Breakout and Gorf!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: Gnu <gnubeest@bellsouth.net>
Message-ID: <01bcef59$642056a0$11058ad1@infinia>
Source record: 68775

Lenspencer <lenspencer@aol.com> wrote in article
<19971112073101.CAA29231@ladder01.news.aol.com>...
> Did you try that Gorf cart on an XL or XE? If so, that's the problem.
> Gorf (and some of the CBS titles) only run on the old OS because of some
> direct OS calls ("illegal" calls as Atari puts it). That's one reason I
> still have my old 800.
>
That reminds me ... is there some way to pass-through the cartridge with a
translator disk? There has to be a way to play these carts on an XL/XE,
maybe with a piggyback cart, as you can with XL/XE translators on floppy.

--
Gnu
gnubeest@bellsouth.com
Nashville, Tennessee, USA

3351. Auction: 8-Bit Books, Games, Disks

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971112130500.IAA08325@ladder02.news.aol.com>
Source record: 68776

Everything Auction - Update 9

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, November 24, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a US address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals; $6.95 for systems, modules, hardware, and over 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Systems
S1. Colecovision System. Includes main unit, two hand controllers, power supply, rf cable, original Coleco tv switchbox, Donkey Kong cartridge, Donkey Kong manual, copy of Owners Manual, and styrofoam packing (but not box shell). Actual shipping added. -$15 classicgmr

Atari Home Computers
A1. Koala Pad. Includes Koala Pad touch table, stylus, Micro Illustrator Owners Manual, and Touch Table Owners Manual. Plugs into controller port 1. Very rare. Disks not included. -$9.95 min
A2. MAC/65 with DDT Macro Assembler and Editor Program for Atari Computers. (c) 1984. Bright orange cartridge. Includes manuals in bright yellow binder. -$20 mbowen
A3. Pengo cartridge. Complete in box with instructions. -$3.95 dperw
A4. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1.95 min
A5. Crossfire cartridge. No label. -$3.95 dperw
A6. Kindercomp cartridge. -$1.95 min
A7. Gorf cartridge. -$3.95 dperw
A8. Centipede cartridge -$1.95 min
A9. Galaxian cartridge -$3.95 dperw
A10. River Raid cartridge -$3.95 dperw
A11. Pac-man cartridge -$1.95 min
A12. Atari Microsoft BASIC. CX8126. Includes 167 page manual and disk. -$10 mbowen
A13. Atari Macro Assembler and Program-Text Editor. Includes 2 manuals/reference card/disk. -$8 mbowen
A14 Track Attack disk, Broderbund -$1.95 min
A15 Hacker disk, Activision -$1.95 min
A16 Drol disk, Broderbund -$1.95 min
A17 Spy Hunter disk, Sega -$1.95 min
A18 Master of the Lamps disk, Activision -$1.95 min
A19 The Great American Cross Country Road Race, Activision -$1.95 min
A20 Maxi Golf, Activision 2 disk set -$2.50 min

Atari Home Computers Instructions
A21 APX (Atari Program Exchange) Keyboard Organ Instructions -$.50 min
A22 APX (Atari Program Exchange) Sketchpad Instructions -$.50 min
A23 APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50 min
A24 APX (Atari Program Exchange) Presidents of the United States Instructions -$.50 min
A25. Instructions for MAC/65 and OS/A+ disk based version of Assembler Editor and Operating System. In bright yellow binder. Add $1 to above shipping. -$2.95 min.

Atari 7800 Cartridges New in Boxes
(Very good-excellent condition, without shrinkwrap)
A26. Donkey Kong -$1 gmcclel814
A27. Donkey Kong Jr. -$1 gary123
A28. Ms. Pac-man -$1 gmcclel814

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.95 min
O2. Atari 2600 Space Shuttle. Silver with red/black letters. Fits 6 button CX2600. -$5 ltravis
O3. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. Fits standard Atari joystick. -$4 min
O4. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O5. Atari 5200 Super Breakout single -$.50 min

Atari 5200
A29. Beamrider. New in box (unsealed) -$6 Toyhound
A30. Keystone Kapers. New in box (unsealed) -$4.95 min
A31. Pitfall. New in box (unsealed) -$5 Toyhound
A32. Rescue on Fractalus! New in box (sealed) -$9.95 min
A33. Zenji. New in box (unsealed) -$9 Toyhound
A34. Zone Ranger. New in box (unsealed) -$5 Toyhound
A35. Blue Print cartridge -$2.50 dominion
A36. Bounty Bob Strikes Back cartridge -$30 newmdlarmy
A37. Gorf cartridge -$2.50 dominion
A38. Gyruss cartridge -$4 min
A39. Pac-man cartridge -$1 min
A40. Quest for Quintana Roo cartridge -$3.50 min
A41. Realsports Baseball cartridge -$1 min
A42. Realsports Soccer cartridge -$1 min
A43. Realsports Tennis cartridge -$1 min
A44. Realsports Football cartridge -$1 min
A45. Wizard of Wor cartridge -$2.50 min

Atari 5200 Empty Boxes
A46. Ballblazer (very poor condition, top torn away) -$.50 gmcclel814
A47. Megamania (very poor condition, faded) -$.50 gmcclel814
A48. Pitfall II (very good condition, without insert) -$.50 gmcclel814
A49. Popeye (very good condition, without insert) -$.50 gmcclel814
A50. Qix (crushed) -$.50 gmcclel814
A51. Space Dungeon (very good condition) -$.50 gmcclel814
A52. Space Shuttle (very good condition with insert) -$.50 gmcclel814

Playstation
A53. Warhawk. Complete in case with instructions. -$8.95 min

Super Nintendo/N64
A54. Totally Unauthorized Super Mario 64 Guide. Find every star in the game.
112 colored pages. -$3.95 min

Atari 2600 Manuals
1. 3-D Tic-Tac-Toe, Atari (small black) -$.50 blitz
2. Activision Decathlon, Activision (colored) -$.50 filmjerk
3. Adventure, Atari (colored) -$.50 blitz
4. Airlock, Data Age -$.50 verbal
5. Air-Sea Battle, Atari (b&w) -$.50 verbal
6. Asteroids, Atari (b&w, 5 languages) -$.50 min
7. Asteroids, Atari (colored) -$.50 verbal
8. Atlantis, Imagic (small colored) -$1 filmjerk
9. Backgammon, Atari (colored) -$.50 blitz
10. Barnstorming, Activision (colored) -$.50 blitz
11. Basic Math, Atari (small black) -$.50 dgeller
12. Basic Programming, Atari (small black - b&w) -$.50 outcast
13. Basketball, Atari (colored) -$.50 blitz
14. Battlezone, Atari (colored) -$1 filmjerk
15. Bermuda Triangle with Insert, Data Age -$.50 verbal
16. Berzerk, Atari (colored) -$.50 verbal

17. Blackjack, Atari (small black) -$.50 blitz
18. Bowling, Atari (small black) -$.50 blitz
19. Boxing, Activision (colored) -$.50 blitz
20. Brain Games, Atari (small black) -$.50 dgeller
21. Buck Rogers, Sega -$.50 verbal
22. Bugs, Data Age -$.50 verbal
23. Canyon Bomber, Atari (colored) -$1 filmjerk
24. Casino, Atari (small black) -$.50 blitz
25. Centipede, Atari (silver colored) -$.50 verbal
26. Challenge of Nexar, Spectravision -$.50 verbal
27. Checkers, Activision (colored) -$.50 blitz
28. Chopper Command, Activision (colored) -$.50 blitz
29. Circus Atari, Atari (small black) -$.50 blitz
30. Coconuts, Apollo -$.50 verbal
31. Code Breaker, Atari (small black) -$.50 dgeller
32. Combat, Atari (small black) -$.50 verbal
33. Commando Raid, US Games -$.50 verbal
34. Commando, Activision (b&w) -$.50 verbal
35. Congo Bongo, Sega -$1 filmjerk
36. Cosmic Commuter Employee Handbook, Activision (colored) -$.50 min
37. Crystal Castles, Atari (b&w) -$.50 verbal
38. Defender, Atari (colored) -$.50 verbal
39. Demon Attack, Imagic (colored, c 1982 with Be a Demon Attack Expert insert) -$.50 blitz
40. Demon Attack, Imagic (Rev. C, colored) -$.50 filmjerk
41. Dig Dug, Atari (colored) -$1 ltravis
42. Dolphin, Activision (colored) -$.50 dgeller
43. Donkey Kong, Coleco-$.50 verbal
44. Dragster, Activision (colored) -$.50 dgeller
45. E.T. The Extra-Terrestrial, Atari (colored) with Tips Insert -$.50 verbal
46. Encounter at L-5, Data Age -$.50 min
47. Enduro, Activision (colored) -$.50 verbal
48. Fantastic Voyage, Fox -$.50 min
49. Final Approach, Apollo -$.50 verbal
50. Fishing Derby, Activision (colored) -$.50 blitz
51. Flag Capture, Atari (small black) -$.50 verbal
52. Football, Atari (colored) -$.50 blitz
53. Freeway, Activision (colored) -$.50 blitz
54. Frostbite, Activision (colored) -$.50 verbal
55. Galaxian, Atari (colored) -$.50 verbal
56. Golf, Atari (small black) -$.50 blitz
57. Gopher, US Games -$1.50 ltravis
58. Grand Prix, Activision (colored) -$.50 blitz
59. Hangman, Atari (small black, crushed/taped) -$.50 verbal
60. Haunted House, Atari (b&w) -$1 filmjerk
61. Home Run, Atari (small black) -$1 filmjerk
62. Missile Command, Atari (small colored) -$.50 blitz
63. Super Challenge Football, M Network (colored, lightly crushed) -$.50 verbal
64. Space Invaders, Atari (small black) -$.50 peter papp
65. Video Computer System Owners Manual (for CX2600, large black) -$.50 blitz

Colecovision Manuals
66. Zaxxon -$.50 verbal
67. Mr Do! -$.50 verbal
68. Cabbage Patch Kids Picture Show Program Guide and Parents Instruction Guide -$2.50 ltravis

Other Manuals
69. Intellivision Major League Baseball -$.50 classicgmr
70. Super Nintendo Mortal Kombat II -$.50 min
71. Atari 7800 ProSystem Owners Manual -$.50 dgeller
72. Atari 5200 Owners Manual. Silver/colored pages. CO20811 Rev. 1 1983 -$.50 dgeller
73. Atari 7800 Pole Position II -$.50 dgeller
74. Atari 7800 Asteroids -$.50 dgeller
75. Atari 5200 Football, silver/colored -$.50 dgeller

IBM PC
IBM1. Beavis amd Butthead Multimedia Screensaver CD. Includes screen saver, wallpaper, and clock, 80 video clips, 4 music videos. Complete in original box. -$4.95 min
IBM2. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
IBM3. Williams Arcade Classics CD. Includes Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
IBM4. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$14.95 min
IBM5. Microsoft Wine Guide CD. 2000 encylclopedic entries. Tasting notes on more than 6000 individual wines. -$3.95 ltravis
IBM6. MS-DOS 6 Upgrade. Complete in original box. -$1.95 min
IBM7. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM8. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min

Atari Home Computers - Books/Magazines
B1. A Shortcut Through Adventureland. Solutions for Death in the Caribbean, Transylvania, Mission Asteroid, Mystery House, Wizard and the Princess, Cranston Manor, Ulysses and the Golden Fleece, Time Zone, Dark Crystal, Blade of Blackpoole, Escape from Rungistan, Sherwood Forest, Mask of the Sun, and Serpent's Star. -$1.95 feldman
B2. Mapping the Atari, Compute! Books. A comprehensive sourcebook and memory guide for beginning and veteran programmers of the Atari 400 and Atari 800 personal computers. Wire bound. 194 pages. -$1.95 min
B3. Programming the 6502. Rodney Zaks. 386 pages. -$1.95 min
B4. Your Atari Computer. A guide to Atari 400/800 personal computers. Complete operating instructions and troubleshooting tips on hardware, perpherals, and compatible software. Tutorials in Atari BASIC plus instructions for use of color graphics and sound. Reference of BASIC statements and functions. -$1.95 min
B5. Atari Connection magazine, Summer 1994. Computer Arts and Sciences. The Making of the Atari Light Pen. Sound of Micros. 10 Hex Tips From the Programming Pros. Dig Dug, Dallas Quest, Atari Proofreader, Joust Ads. -$3 min

Game Catalogs
GC1. Atari 2600 Olive Green with Astronaut, Golfer, Captain, etc. 8 Games: Air-Sea Battle, Indy 500, Video Olympics, Starship, Street Racer, Surround, Blackjack, and Basic Math. -$2 filmjerk
GC2. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$2 filmjerk
GC3. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
GC4. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller
GC5. Atari 2600 Bluegreen CO14356 1/79 -$.25 dgeller
GC6. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
GC7. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
GC8. Atari 2600 Green CO16725 Rev. C 1981. 43 Game Program Cartridges. -$.25 dgeller
GC9. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller
GC10. Your Ticket to Atari Stars. 1983 Game Catalog. Silver with 2600/5200 titles. -$.25 dgeller
GC11. Atari 5200 Super System. Silver folded. CA-971-2/83 -$.25 dgeller
GC12. Atari 7800 Collector Poster/Game Catalog. Folded/28 Games listed. -$.25 dgeller
GC13. Activision Black (c) 1981 AG-940-05 10 2600 Games -$.25 dgeller
GC14. Activision Black/Red (c) 1981 AG-940-06 12 2600 Games -$.25 dgeller
GC15. Activision Deep Purple (c) 1982 AG-940-08 14 2600 Games -$.25 dgeller
GC16. Activision Rust (c) 1983 AG-940-05 2600/Colecovision/5200/Atari Computer -$.25 dgeller

Miscellaneous
M1. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
M2. Atari Keyboard Controller (single) -$4.45 outcast
M3. Atari Keyboard Controller (single) -$4.45 outcast
M4. Standard Atari Paddle Controllers (pair) -$1.95 Peter Papp
M5. Atari Standard Joystick (single) -$1.95 min
M6. Atari Standard Joystick (single) -$1.95 min
M7. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min
M8. Colecovision French label for Front Line. Designed to peel and apply to cartridge. Excellent, like-new condition. -$.50 min
M9. Set of 4 manuals in very poor condition: VCS Owners Manual CX2600, 2600 Ms. Pac-man, 2600 Combat, and Colecovision Blackjack. -$.25 awwatkin

VHS Movies
(Excellent like-new condition)
M10. Bill and Teds Excellent Adventure -$3.95 Rudypike
M11. Ferris Buellers Day Off -$3.95 Classicgmr

3352. Re: Micro Mainframe Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bcef6d$b0695ca0$48c2accf@asharkis.erols.com>
Source record: 68777

Cvendel <cvendel@aol.com> wrote in article
<19971112090201.EAA02738@ladder01.news.aol.com>...
> Wanted:
>
>
> Micro MainFrame disk drive for the Atari 400/800 computer systems, was
made by
> a company in Rancho Cordova, CA. but they are obviously no longer in
business,
> if you have one and are willing to sell or trade please contact me.

Sorry I can't help you on this one, Curt.

But didn't Micro MainFrame also run ads for a hardware hack that was
supposed to be able to let any 6502 machine run software designed for any
other 6502 machine? I don't think the product every came to market, but
the ads were full-page, color, and appeared in some of the slicks of the
time.

3353. Magazines for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: Mike Casey <mcasey@wfol.net>
Message-ID: <01bcef8e$11e44ba0$0d8387cf@hal>
Source record: 68778
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I have a small selection of Atari ST/Atari 8-bit related magazines for sale. The two Premiere issues are $3 each, the rest are $1 each, or take them all for $12 + shipping

Antic April/May 1990
Antic ♦Sept. 1984
Atari Connection ♦Fall 1983
Atari Connection ♦Spring 1983
Atari Explorer ♦Feb 1985
Atari Explorer ♦Sept 1991
Atari User ♦July 1992
Hi-Res ♦PREMIERE ISSUE #1 (1983)
Hi-Res vol1 #2
Software Review ♦PREMIERE ISSUE (1987)
Start♦ Dec 1990

Please E-Mail mcasey@wfol.net to order

3354. Updated used list on our Web site

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bcef9a$b1d416c0$834ea4c2@default>
Source record: 68779

Just wanted to let you all know that I have now updated the used list of hardware, software and mags after last Saturday's AMS show. The new updated list is now on our web site, along with all the other stuff:

www.dgs.clara.net

Dean Garraghty.

3355. WTB: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: "J. Reyes" <fixit@fred.net>
Message-ID: <01bcef64$4eef3980$36d3fccd@alan-r.-boissy>
Source record: 68780

Looking to buy an Atari 800 in good working condition. Please e-mail with info.

Thanks,
J. Reyes
fixit@fred.net

3356. Monitor - Teknika MJ-10 13" sep / composite video - Best offer

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-12 00:00:00 UTC
From: sunsage@aol.com
Message-ID: <19971112195901.OAA07737@ladder02.news.aol.com>
Source record: 68781

USA only. Teknika MJ-10 video monitor (13" display) with seperated and regular composite video, built-in speaker (volume control on front). Great for 8-bit computer or VCR use. Best offer by midnight (Eastern time) November 30th, 1997 takes it. UPS shipping will be $25 on top of offer.

Offers, questions, update, etc., email to: SunSage@aol.com

3357. Fill Command

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: odaman@pfu.co.jp
Message-ID: <64dlai$e07$1@netnewsa.pfu.co.jp>
Source record: 68691

Hi,

I would like to know how to fill the screen in ATARI-BASIC, can
someone let me know?

I read some documentation(FAQs, AtariRefManual, and so on), and
I knew XIO 18,#6,0,0,"S:" will fill the screen.

I tried it yesterday but nothing happened. What is this command?
Or must I clear the video ram with POKE command? :)

Thanx!
--
Tetsuo Oda (odaman@pfu.co.jp, odaman@nsknet.or.jp)
http://www.nsknet.or.jp/~odaman

3358. Re: games with trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <64e6vi$m44$1@zinger.callamer.com>
Source record: 68692

In article <Pine.UW2.3.95.971112172951.25849A-100000@reality>, Mr Maddog
<mrmaddog@*I_want_NO_spam_from_any_geeks!!*.org> wrote:
>
>For "pure" trackball control where you can use 'TB' instead of 'JS', so
>far I only know about Missle Command. Press Control-T at the title screen
>and it'll blink. This makes it much more better than the joystick mode.

Add Slime from Synapse.

3359. Re: AMP Instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: deletethis_lashower@netcom.com
Message-ID: <346b9da0.2723026@10.0.2.1>
Source record: 68693

On Wed, 12 Nov 1997 20:45:30 -0500, gozargozar@kenton.com (Ryan
'Gozar' Collins) wrote:

>I downloaded AMP, and have been slowly figuring out how to use it, but
>it would be nice to have directions. I'm hoping to be able to use it
>in my music classroom.

You can get the instructions for AMP on my homepage:
http://www.geocities.com/SoHo/1354/atari.htm. The AMP ZIP file
contains the instructions that appeared with the program in Antic
Magazine.

Hope this helps
Steve

lashower@netcom.com
www.geocities.com/SoHo/1354

3360. Re: 3.5" upgrade to xf551

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19971113073101.CAA17798@ladder01.news.aol.com>
Source record: 68694

In article <EJH8Gv.9ID@iglou.com>, bmarcum@iglou1.iglou.com (Bill Marcum)
writes:

>In message
><19971111074101.CAA03254@ladder01.news.aol.com>,
> lenspencer@aol.com (Lenspencer) wrote:
>>In article <346644B4.5580@pacbell.net>, Bob Woolley <rwoolley@pacbell.net>
>>writes:
>>
>>Bob, here's my experience: The 1.44 drive works fine, until you try to
>>use a 1.44 disk, then it errors out. I have since replaced it with a 720
>>drive, and no longer have the problem. Of course a 1.44 drive could be
>>modified to at least make the electronics THINK the high-density sensor is
>>seeing a 720 disk...
>>
>Or you can tape over the hole on the disk..

That depends on the mech. On some, it's a small mechanical microswitch
(pushbutton), and some of these are stiff enough to push right through the
tape. This is exactly what I came up against.

3361. Re: Codename G-OS (NOW STOP IT !!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: kendy@rjfm2.demon.co.uk
Message-ID: <346ce25c.2195404@NEWS.DEMON.CO.UK>
Source record: 68695
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

On Mon, 10 Nov 1997 09:18:11 +0000, sforrester@futurenet.com (Simon Forrester) wrote:

>I think the problem of relevence is that there are currently a lot of
>group on this list who'll see G-OS turn from a multi-format, erm, format,
>into something that'll drop the lower-end machines and use the
>capabilities of the higher ones only, unless all you Amiga owners will be
>happy to have your machine reduced to a Speccy.

Yes!..after all I reduce my PC to a speccy everytime I run X128.

And no jokes about that being an improvement please!

Rob.

3362. Re: Setting the time in SpartaDOS - I Can't Be the First Person to Think of This?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <EJL3K4.KMp@iglou.com>
Source record: 68696

In message
<649mku$pc3$5@triglav.iwaynet.net>,
dklugh@iwaynet.net (dklugh@iwaynet.net) wrote:
>
>
>On 1997-11-06 j.glenwright@ndirect.co.uk said:
> >> R-Time 8 cartridges are getting very hard to find, but wouldn't
> >>it be possible to write a small executable to place in the
> >SpartaDOS STARTUP file
>
>What does SpartaDOS have to do with it?
>MyDOS now also has the capability of loading multiple programmes at boot-up.
>
Is there a version of Mydos that uses timestamps or knows anything about time?

--
Bill Marcum
"Avoid making eye contact with the factory people. They can see
directly into your soul."

3363. Re: DE RE ATARI - Read me

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <346af53e.418150046@news.aatech.com>
Source record: 68697

Appendix A follows.

Same guidelines. I proofread it, but since I
typed it in, I'm least likely to catch any
problems.

The whole thing is word wrapped at character 65.
No program listings or illustrations.

This is a very short chapter about memory utilization
on the 8-bits. As I recall when I first read it some
14 years ago it was the most terribly depressing
chapter on Atari programming I ever read. It made
doing any meaningful assembly language programming
sound impossible.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3364. Auction - 5200 Bounty Bob, Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971113124500.HAA26069@ladder02.news.aol.com>
Source record: 68698

Everything Auction - Update 10

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, November 24, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a US address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals; $6.95 for systems, modules, hardware, and over 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Systems
S1. Colecovision System. Includes main unit, two hand controllers, power supply, rf cable, original Coleco tv switchbox, Donkey Kong cartridge, Donkey Kong manual, copy of Owners Manual, and styrofoam packing (but not box shell). Actual shipping added. -$15 classicgmr

Atari Home Computers
A1. Koala Pad. Includes Koala Pad touch table, stylus, Micro Illustrator Owners Manual, and Touch Table Owners Manual. Plugs into controller port 1. Very rare. Disks not included. -$9.95 min
A2. MAC/65 with DDT Macro Assembler and Editor Program for Atari Computers. (c) 1984. Bright orange cartridge. Includes manuals in bright yellow binder. -$20 mbowen
A3. Pengo cartridge. Complete in box with instructions. -$3.95 dperw
A4. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1.95 min
A5. Crossfire cartridge. No label. -$3.95 dperw
A6. Kindercomp cartridge. -$1.95 min
A7. Gorf cartridge. -$3.95 dperw
A8. Centipede cartridge -$1.95 min
A9. Galaxian cartridge -$3.95 dperw
A10. River Raid cartridge -$3.95 dperw
A11. Pac-man cartridge -$1.95 min
A12. Atari Microsoft BASIC. CX8126. Includes 167 page manual and disk. -$10 mbowen
A13. Atari Macro Assembler and Program-Text Editor. Includes 2 manuals/reference card/disk. -$8 mbowen
A14 Track Attack disk, Broderbund -$1.95 min
A15 Hacker disk, Activision -$1.95 min
A16 Drol disk, Broderbund -$1.95 min
A17 Spy Hunter disk, Sega -$1.95 min
A18 Master of the Lamps disk, Activision -$1.95 min
A19 The Great American Cross Country Road Race, Activision -$1.95 min
A20 Maxi Golf, Activision 2 disk set -$2.50 min

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A21 APX (Atari Program Exchange) Keyboard Organ Instructions -$.50 min
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A28. Ms. Pac-man -$1 gmcclel814

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.95 min
O2. Atari 2600 Space Shuttle. Silver with red/black letters. Fits 6 button CX2600. -$5 ltravis
O3. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. Fits standard Atari joystick. -$4 min
O4. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O5. Atari 5200 Super Breakout single -$.50 min

Atari 5200
A29. Beamrider. New in box (unsealed) -$6 Toyhound
A30. Keystone Kapers. New in box (unsealed) -$4.95 min
A31. Pitfall. New in box (unsealed) -$5 Toyhound
A32. Rescue on Fractalus! New in box (sealed) -$9.95 min
A33. Zenji. New in box (unsealed) -$9 Toyhound
A34. Zone Ranger. New in box (unsealed) -$5 Toyhound
A35. Blue Print cartridge -$2.50 dominion
A36. Bounty Bob Strikes Back cartridge -$30 newmdlarmy
A37. Gorf cartridge -$2.50 dominion
A38. Gyruss cartridge -$4 min
A39. Pac-man cartridge -$1 min
A40. Quest for Quintana Roo cartridge -$3.50 min
A41. Realsports Baseball cartridge -$1 min
A42. Realsports Soccer cartridge -$1 min
A43. Realsports Tennis cartridge -$1 min
A44. Realsports Football cartridge -$1 min
A45. Wizard of Wor cartridge -$2.50 min

Atari 5200 Empty Boxes
A46. Ballblazer (very poor condition, top torn away) -$.50 gmcclel814
A47. Megamania (very poor condition, faded) -$.50 gmcclel814
A48. Pitfall II (very good condition, without insert) -$.50 gmcclel814
A49. Popeye (very good condition, without insert) -$.50 gmcclel814
A50. Qix (crushed) -$.50 gmcclel814
A51. Space Dungeon (very good condition) -$.50 gmcclel814
A52. Space Shuttle (very good condition with insert) -$.50 gmcclel814

Playstation
A53. Warhawk. Complete in case with instructions. -$8.95 min

Super Nintendo/N64
A54. Totally Unauthorized Super Mario 64 Guide. Find every star in the game.
112 colored pages. -$3.95 min

Atari 2600 Manuals
1. 3-D Tic-Tac-Toe, Atari (small black) -$.50 blitz
2. Activision Decathlon, Activision (colored) -$.50 filmjerk
3. Adventure, Atari (colored) -$.50 blitz
4. Airlock, Data Age -$.50 verbal
5. Air-Sea Battle, Atari (b&w) -$.50 verbal
6. Asteroids, Atari (b&w, 5 languages) -$.50 min
7. Asteroids, Atari (colored) -$.50 verbal
8. Atlantis, Imagic (small colored) -$1 filmjerk
9. Backgammon, Atari (colored) -$.50 blitz
10. Barnstorming, Activision (colored) -$.50 blitz
11. Basic Math, Atari (small black) -$.50 dgeller
12. Basic Programming, Atari (small black - b&w) -$.50 outcast
13. Basketball, Atari (colored) -$.50 blitz
14. Battlezone, Atari (colored) -$1 filmjerk
15. Bermuda Triangle with Insert, Data Age -$.50 verbal
16. Berzerk, Atari (colored) -$.50 verbal

17. Blackjack, Atari (small black) -$.50 blitz
18. Bowling, Atari (small black) -$.50 blitz
19. Boxing, Activision (colored) -$.50 blitz
20. Brain Games, Atari (small black) -$.50 dgeller
21. Buck Rogers, Sega -$.50 verbal
22. Bugs, Data Age -$.50 verbal
23. Canyon Bomber, Atari (colored) -$1 filmjerk
24. Casino, Atari (small black) -$.50 blitz
25. Centipede, Atari (silver colored) -$.50 verbal
26. Challenge of Nexar, Spectravision -$.50 verbal
27. Checkers, Activision (colored) -$.50 blitz
28. Chopper Command, Activision (colored) -$.50 blitz
29. Circus Atari, Atari (small black) -$.50 blitz
30. Coconuts, Apollo -$.50 verbal
31. Code Breaker, Atari (small black) -$.50 dgeller
32. Combat, Atari (small black) -$.50 verbal
33. Commando Raid, US Games -$.50 verbal
34. Commando, Activision (b&w) -$.50 verbal
35. Congo Bongo, Sega -$1 filmjerk
36. Cosmic Commuter Employee Handbook, Activision (colored) -$.50 Rudypike
37. Crystal Castles, Atari (b&w) -$.50 verbal
38. Defender, Atari (colored) -$.50 verbal
39. Demon Attack, Imagic (colored, c 1982 with Be a Demon Attack Expert insert) -$.50 blitz
40. Demon Attack, Imagic (Rev. C, colored) -$.50 filmjerk
41. Dig Dug, Atari (colored) -$1 ltravis
42. Dolphin, Activision (colored) -$.50 dgeller
43. Donkey Kong, Coleco-$.50 verbal
44. Dragster, Activision (colored) -$.50 dgeller
45. E.T. The Extra-Terrestrial, Atari (colored) with Tips Insert -$.50 verbal
46. Encounter at L-5, Data Age -$.50 min
47. Enduro, Activision (colored) -$.50 verbal
48. Fantastic Voyage, Fox -$.50 min
49. Final Approach, Apollo -$.50 verbal
50. Fishing Derby, Activision (colored) -$.50 blitz
51. Flag Capture, Atari (small black) -$.50 verbal
52. Football, Atari (colored) -$.50 blitz
53. Freeway, Activision (colored) -$.50 blitz
54. Frostbite, Activision (colored) -$1 Rudypike
55. Galaxian, Atari (colored) -$.50 verbal
56. Golf, Atari (small black) -$.50 blitz
57. Gopher, US Games -$1.50 ltravis
58. Grand Prix, Activision (colored) -$.50 blitz
59. Hangman, Atari (small black, crushed/taped) -$.50 verbal
60. Haunted House, Atari (b&w) -$1 filmjerk
61. Home Run, Atari (small black) -$1 filmjerk
62. Missile Command, Atari (small colored) -$.50 blitz
63. Super Challenge Football, M Network (colored, lightly crushed) -$.50 verbal
64. Space Invaders, Atari (small black) -$.50 peter papp
65. Video Computer System Owners Manual (for CX2600, large black) -$.50 blitz

Colecovision Manuals
66. Zaxxon -$.50 verbal
67. Mr Do! -$.50 verbal
68. Cabbage Patch Kids Picture Show Program Guide and Parents Instruction Guide -$2.50 ltravis

Other Manuals
69. Intellivision Major League Baseball -$.50 classicgmr
70. Super Nintendo Mortal Kombat II -$.50 min
71. Atari 7800 ProSystem Owners Manual -$.50 dgeller
72. Atari 5200 Owners Manual. Silver/colored pages. CO20811 Rev. 1 1983 -$.50 dgeller
73. Atari 7800 Pole Position II -$.50 dgeller
74. Atari 7800 Asteroids -$.50 dgeller
75. Atari 5200 Football, silver/colored -$.50 dgeller

IBM PC
IBM1. Beavis amd Butthead Multimedia Screensaver CD. Includes screen saver, wallpaper, and clock, 80 video clips, 4 music videos. Complete in original box. -$4.95 Classicgmr
IBM2. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
IBM3. Williams Arcade Classics CD. Includes Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
IBM4. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$14.95 min
IBM5. Microsoft Wine Guide CD. 2000 encylclopedic entries. Tasting notes on more than 6000 individual wines. -$3.95 ltravis
IBM6. MS-DOS 6 Upgrade. Complete in original box. -$1.95 Rudypike
IBM7. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM8. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min

Atari Home Computers - Books/Magazines
B1. A Shortcut Through Adventureland. Solutions for Death in the Caribbean, Transylvania, Mission Asteroid, Mystery House, Wizard and the Princess, Cranston Manor, Ulysses and the Golden Fleece, Time Zone, Dark Crystal, Blade of Blackpoole, Escape from Rungistan, Sherwood Forest, Mask of the Sun, and Serpent's Star. -$2.50 Rudypike
B2. Mapping the Atari, Compute! Books. A comprehensive sourcebook and memory guide for beginning and veteran programmers of the Atari 400 and Atari 800 personal computers. Wire bound. 194 pages. -$1.95 Rudypike
B3. Programming the 6502. Rodney Zaks. 386 pages. -$1.95 min
B4. Your Atari Computer. A guide to Atari 400/800 personal computers. Complete operating instructions and troubleshooting tips on hardware, perpherals, and compatible software. Tutorials in Atari BASIC plus instructions for use of color graphics and sound. Reference of BASIC statements and functions. -$1.95 min
B5. Atari Connection magazine, Summer 1994. Computer Arts and Sciences. The Making of the Atari Light Pen. Sound of Micros. 10 Hex Tips From the Programming Pros. Dig Dug, Dallas Quest, Atari Proofreader, Joust Ads. -$3 min

Game Catalogs
GC1. Atari 2600 Olive Green with Astronaut, Golfer, Captain, etc. 8 Games: Air-Sea Battle, Indy 500, Video Olympics, Starship, Street Racer, Surround, Blackjack, and Basic Math. -$3 Rudypike
GC2. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$3 Rudypike
GC3. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
GC4. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller
GC5. Atari 2600 Bluegreen CO14356 1/79 -$.25 dgeller
GC6. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
GC7. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
GC8. Atari 2600 Green CO16725 Rev. C 1981. 43 Game Program Cartridges. -$.25 dgeller
GC9. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller
GC10. Your Ticket to Atari Stars. 1983 Game Catalog. Silver with 2600/5200 titles. -$.25 dgeller
GC11. Atari 5200 Super System. Silver folded. CA-971-2/83 -$.25 dgeller
GC12. Atari 7800 Collector Poster/Game Catalog. Folded/28 Games listed. -$.25 dgeller
GC13. Activision Black (c) 1981 AG-940-05 10 2600 Games -$.25 dgeller
GC14. Activision Black/Red (c) 1981 AG-940-06 12 2600 Games -$.25 dgeller
GC15. Activision Deep Purple (c) 1982 AG-940-08 14 2600 Games -$.25 dgeller
GC16. Activision Rust (c) 1983 AG-940-05 2600/Colecovision/5200/Atari Computer -$.25 dgeller

Miscellaneous
M1. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
M2. Atari Keyboard Controller (single) -$4.45 outcast
M3. Atari Keyboard Controller (single) -$4.45 outcast
M4. Standard Atari Paddle Controllers (pair) -$1.95 Peter Papp
M5. Atari Standard Joystick (single) -$1.95 min
M6. Atari Standard Joystick (single) -$1.95 min
M7. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min
M8. Colecovision French label for Front Line. Designed to peel and apply to cartridge. Excellent, like-new condition. -$.50 min
M9. Set of 4 manuals in very poor condition: VCS Owners Manual CX2600, 2600 Ms. Pac-man, 2600 Combat, and Colecovision Blackjack. -$.25 awwatkin

VHS Movies
(Excellent like-new condition)
M10. Bill and Teds Excellent Adventure -$3.95 Rudypike
M11. Ferris Buellers Day Off -$3.95 Classicgmr

3365. Re: 1400XL Production Run Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <01bcf03d$dd49bdc0$50664ccf@none>
Source record: 68699

Jerry Jessop <jjessop1@home.com> wrote in article
<3468e941.24441247@news-west.sony.com>...
>
>
> Wow.... Curt your being too kind too me :)
>
> Anyways, for a period of time I was the engineering technician on the
> 1400XL before moving into the Atari Amiga group.
>
> Some of the 1450XL stuff in the latter days were done outside of Atari
> to speed it to production. A variety of combinations existed mainly
> due to the fact we could not "single source" components. If we used a
> voice chip there had to be a back up vendor, hence the "daughterboard"
> concept.
>

That was how the 1450XL has the boards for the drive and modem, and the
modem board for the 1400XL, correct?

I liked the way they made the 1450XLD all one board. I noticed, compared
to the 1400XL, that the 1450XLD uses no PAL chips.

Also, comparing the 1450XL's to the TONG 1450XLD, the disk drive
microcontroller's
are different. The daughter board 1450XL uses a microcontroller that has
a chip socket on top of it with a EPROM in it. My tong 1450 uses a Intel
8040AHL,
that has MC written on it. Do you know if the 8040 has a internal
programmed ROM?
And if it does, can it be read?

> I have no knowledge of 1450 cases ever being smashed, nor any
> "strange" stories with regards to the 1400 labels. I'm pretty certain
> the 1400 was never going to be released which is why it's rarer than
> 1450's and no labels to be found on the proto's. When I left the
> project in late 83 1400 activity was almost nil. It was pretty stupid
> to have 2 seperate groups working on the 1400/1450 as there was.
>
> I might point out nobody was excited about doing either project and
> both were considered a waste of time in engineering. Just another
> example of rehashing the same old stuff into different cases for
> marketing.
>

Sounds familar? Can we say, MACINTOSH!

I remember when I use to work a Marriott's Great America in Santa Clara
seeing in Atari arcade inside the park (New Orleans square). Anyway,
there was a computer motherboard inside a plexiglass case that had
a neon light in the shape of lips. This board was controlling the which
neon lights were on while the machine talked. Is there a chance that
this was a 1400XL doing that?

I was also told of a application some made for the 1400XL to turn it into
a answering machine. The computer would answer the phone, the voice
synth would relay a message, then the cassette recorder would record
the message being left. Confirm, yes/no?

> Some of the proto IC's that have appeared in some Tong 1450's were
> "Fat Freddie" an enhanced Freddie chip taking into account the
> internal drive. I think the 48 pin empty socket was intended for the
> Amy (much hyped) sound chip that never made it to Silicon, but I could
> be wrong.
>

If you could Jerry, can you possibly explain the two 40 pin ICs that are on
my Tong board? One has a big letter C on it's cover (U43) and the other a
big
B1 (U44). On mine, the voice has never worked.

A guy I talked to some years ago in Benecia, CA told me that those chips
were language chips for the voice synthesizer. Can you confirm if this is
correct?

One last one, what was TONG suppose to mean?

Sorry for all the questions. As I've been staring at the schematics and
boards
for all these years, I've been pondering on some of the designs that were
used
on these machines. Lot's of questions. Thank you for coming out to give
us
insight to your time from then.

Glenn Bruner
brunergs@pcisys.net
> Jerry
>
>
>
>
> On Tue, 11 Nov 1997 13:01:19 -0500, Curt Vendel <cvendel@aol.com>
> wrote:
>
> >Karl,
> >
> > Whatever information you've received from Jerry is directly from
> >the horse's mouth and everything he has stated is quite accurate, so if
> >you wish to base an article or web-site on the history of the 1400XL,

> >then use's his information as a basis. If your interested I have some
> >documentation on the 1400XL modem, I believe I also has specific
> >schematics on it as well. As for 1450XLD cases being smashed? I'm
> >not familiar with that, one thing I will tell you, the 1450XLD case was
> >horrible in terms of structural strength. It used the same thin
> >flimsy pastic as all the other XL's and there was no ribbing underneath
> >it nor were there central support struts to support a monitor of any
> >size or weight for long and what eventually happens is the case starts
> >to warp inward and if left long enough, the brown plastic over the
> >keyboard will push against the "7" key on the keyboard and it gets
> >stuck. Fortunately with a hot blow dryer and some patience you can
> >correct the bending and warping before it becomes permanent.
> >
> > As for schematics on the 1450XL disk drive daughtercard, you might
> >want to contact John Hardie at Atari Gamming Headquarters
> >www.atarihq.com, he is an extremely busy individual so if he doesn't get
> >back to you for a while be patient, but he may have some technical data
> >to assist you.
> >
> > As for your system board, try to locate an honest to God 1400XL
> >motherboard, they are rarier then the 1450XL motherboard and its nice to
> >see the differences in the designs. If you really want to do some
> >digging and see a truly unique animal, try to find an actual 1450XLD
> >"TONG" motherboard, its huge and filled to the brim with lots to
> >examine. One note of caution, if you do locate one, make sure its on a
> >level surface and careful check ALL of the sockected components as the
> >board is very large and flexes very very easily and the components tend
> >to pop out of their sockets. Oh, I'm not sure if they have anymore,
> >but for a while American Technavision was selling Atari 1450XLD power
> >supplies. Hmmm, lets see... well thats it in a nutshell, like the I
> >said, take Jerry's comments with confidence, he was there when it all
> >happened. Good luck in your efforts...
> >
> >Curt
> >
> >
>
>

3366. Re: new QMEG+OS 4.0!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Nov13171943@co.umist.ac.uk>
Source record: 68700

In article <649ml0$pc3$6@triglav.iwaynet.net> dklugh@iwaynet.net writes:
>
> On 1997-11-04 peter@soemtron.sb.sub.de(ThomasHavemeister) said:
> >hey, it's cool to load the whole "Silent Service" disk into ram and
> >play it with no disk drive access ;-) faaaasst ;-)
>
> That's not a very good example since Silent Service doesn't do any disk access
> while you're actually in a game.A better example would be Ultima 1,Wizard's
> Crown or Alternate Reality<shiver>.
Or Zork I, something I've been playing from my new ramdisk recently,
which is almost finished now just got to finish writing the docs,
watch this space ;)

3367. Re: Fill Command

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971113170301.MAA13749@ladder01.news.aol.com>
Source record: 68701

The XIO command for "fill" is for filling partial areas of the screen. I'm sure someone will explain it. But you might be looking for just a way to clear the screen. If so, then if in the normal 40 column text screen (graphics 0), just PRINT CHR$(125); and if in a graphics screen, use PRINT #6;CHR$(125); because ATARI BASIC via the OS uses #6 when creating its graphics screens. I know it's weird to send a text character to a graphics screen, but it works. And remember that if you want a different color to fill the screen, you can use SETCOLOR to change the background color register.

Bostone1

Bostone1@aol.com

3368. WTB Atari 130 XE system....

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: bfuehring@aol.com
Message-ID: <19971113221900.RAA10091@ladder02.news.aol.com>
Source record: 68702

Really only need the deck and power supply! Anyone got one for sale? Or, possibly for trade? Let me know!

Thanks, Brett

3369. Re: Codename G-OS (NOW STOP IT !!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: "Richard G. Hallas" <Richard@hallas.demon.co.uk>
Message-ID: <18c791e847%Richard@hallas.demon.co.uk>
Source record: 68703
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

In message <346ce25c.2195404@NEWS.DEMON.CO.UK>
kendy@rjfm2.demon.co.uk wrote:

> Yes!..after all I reduce my PC to a speccy everytime I run X128.
>
> And no jokes about that being an improvement please!

Who's joking? ;-)

--
Richard
-=-=-=-
Richard G. Hallas -oOo- Editor of RISC User magazine
Proprietor of KeyNote: Music Typesetting & General Desktop Publishing
E-mail: Richard@hallas.demon.co.uk * Telephone/Facsimile: 01484 460280

3370. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <64gjgr$r4b$1@user1.teleport.com>
Source record: 68704
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my
Web Page, please E-Mail me at bensmith@teleport.com.

A note to Repeat Customers: Welcome Back! I dont keep a Mailing List or
keep track of your Mailing/Shipping address. To expedite your order,
include your Mailing/Shipping address and it wouldn't hurt to include
your home and work number.

I am not a repairman/technician. I have some Hardware and other stuff
that needs work you can have some ***FREE*** Atari stuff for the cost
of Shipping & Handling. Inquiries welcome...

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare & Books/References! In BSC's Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can't attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.

I'm looking to trade for these Items for my Atari. I'm looking for
CatBoxes for Atari Jaguar, Jag-Links as well as Jag Controllers, Alien
vs Predator and even complete Jaguar Systems. If you have what I'm
looking for, check my Atari Catalogs for stuff to trade at:
http://www.teleport.com/~bensmith/bscomputers.shtml or
E-Mail bensmith@teleport.com for a trade.

Following is only a partial list of what's in my Computer HardWare &
SoftWare Catalogs. So check out my Catalogs!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got
HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers,
Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the
Monitor Power Directors to Manage & Protect your Equipment. Hardware
specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141
Monitor, Atari 1050 Disk Drives, Atari 1050 Happy Drive, Indus GT Smart

Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads,SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: Spectre GCR Macintosh Emulators, Color & MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST & Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II & Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is.
E-Mail: bensmith@teleport.com or call Ben at: (503)256-9974.
Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you test JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such as the 1090XL expansion Box. I got it from The Shadow of Shadow Software. It is the Best one of the Few that Atari made. And the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Go to: http://www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3371. Re: 8bit Graphic Browser

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <64esp5naj2@triglav.iwaynet.net>
Source record: 68705

On 1997-11-08 he110@cleveland.Freenet.Edu(BillR.Core) said:
>Isn't this a harder way to do it? Wouldn't you want to write
>TCP/IP as a handler, and release it with instructions on accessing
>it, so that programmers wouldn't have to mess with it? My
>friend Lonny flatly refuses to write an IRC port for the A8
>unless there is a seperate Slip/PPP handler in place. He
>prefers the modular approach, and I tend to concur. What

So do I.But you can just telnet to a IRC programme.
Check out my HTTP site in the links/server.html file for the IP.
(how to get there should be obvious from my FROM: header)
Telnet would give you a wealth of features.But from what I heard SLIP would be
hard enough to implement in 48k,let alone PPP.
While Lynx could be telneted to for FTP it doesn't seem to work with every FTP
site.(at least 2.5 doesn't)

>possible advantage could be gained by having TCP/IP code inside
>every Net app that would be written? He would be writing in

I would like to see it implemented as a R: handler.Then every term programme
would be a telnet programme as well with built-in terminal emulator.
Actually the R: SLIP handler would be the telnet programme.
You'd probably have to also have a DNS
(Domian Name Server;a Internet IP telephone book of sorts)
to look up IP addresses to pass to the R: AT command.

And no concurrent mode nonsense.
(Why doesn't the 850 R: handler simply enter concurrent mode whenever opened
for read?)

>Action, remember. What is the specifications for an SDX
>DEVICE? That would be interesting if both TCP/IP and a CD-ROM
>driver could be written as such DEVICEs.

I would avoid SpartaDOS X since it breaks some (many?) programmes.
And the handler would probably take up the OS shadow RAM to leave enough memory
for a term programme to work.And SDX only has room enough for two more device
handlers to load. (and a slot reserved for a COM: device for a total of three)
The CIO lets you have more devices than SDX.

And for the obvious reason that not many people have SDX.

Net-Tamer V 1.09 - Test Drive

3372. Re: DE RE ATARI - I see there are problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <64espnnaj9@triglav.iwaynet.net>
Source record: 68706

On 1997-11-11 kenneth@spam.not.sayeth.i said:
>On Thu, 30 Oct 1997 10:44:53 -0600, AsciiRider
><notimportant@atall.com> wrote:
>>After I posted, I see there are problems with ?carraige returns?
>>If anybody knows how to correct this, please post it here...

Well you can only post with LFs.That's what UNIX uses.
You can download with Z-modem or Kermit and use their text-translation
capabilities to translate UNIX (Amiga) files to whatever your computer uses.

If you're actually running the FTP programme on your computer then setting the
type to "A" should cause FTP to write the files out as the kind that your
system uses.(type "ascii")

Net-Tamer V 1.09 - Test Drive

3373. Re: games with trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <64espknaj7@triglav.iwaynet.net>
Source record: 68707

On 1997-11-11 kenneth@spam.not.sayeth.i said:
>>: He means are there any other programs which actually use the
>>: analog trakball input, not the joystick mode of the trakball
>>: (which, of course, all joystick games do, since they can't tell
>>: the difference!)
>>I'm pretty sure that trackballs return binary (via the PIA ports),
>>not analogue.I think that they work similar to "steering
>controllers".
>Yes, a real tracball returns quadrature like a mouse -- what
>direction the user is rolling the ball in and how fast the ball is
>rolling -- and it takes a lot of polling to get accurate results.
>The Atari and (I think) Wico tracballs have a joystick mode and a
>tracball mode selectable with a switch. In joystick mode rolling
>the ball returns the equivalent joystick value closest to the
>direction the ball is rolling. No matter how fast the ball rolls,
>the same value is returned. So, in Missile command, the cursor
>moves only as fast as a joystick would allow. But, when you switch
>the tracball and the game into real tracball mode, you can zip the
>cursor anywhere on the screen by rolling the ball faster.

I know all that.I was just saying that it NEVER returns paddle (analogue) data.
You can keep moving it in one direction.
(like a "steering controller",unlike a paddle)

Net-Tamer V 1.09 - Test Drive

3374. Re: SpartaDOS help

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <64espfnaj5@triglav.iwaynet.net>
Source record: 68708

On 1997-11-10 STDJAT02@shsu.edu said:
>Hey,
>I've downloaded and uncompressed the SpartaDOS files from the 'net,
>but I have been unale to get any of the emulators to boot with it.
>I have no Sparta-formatted disks.
>Any suggestions or help is appreciated.

I need to know where you got them to help.Are they DCM files?

Lynx can't download DCM files via FTP.They get corupted.
When doing FTP,always use RETURN in Lynx to download.If it just views it then
you know it wasn't meant to be.You might try telneting to a new version of
Lynx.Check out the links/server.html file on my "web page".
(It's at the obvious address)
Once you're using Lynx 2.7.1,you can try typing the complete URL to the file
and append ";type=I" to it.This might work for earlier (but after 2.5)
versions.Check the Lynx help files for more details.

I talk about Lynx so much I'm going to have to write a FAQ.

FTP Gopher gateways will also be unable to transfer DCM files.
(that is,FTPing via Gopher)
I remember for the longest time not being able to download JPEG (.JPG) files
for the longest time for this reason.Why binary isn't the default is beyond me.
Especially when a simple BASIC (but slow) programme can convert text files.
(or SDVert on the Atari,TT on the PC)

Net-Tamer V 1.09 - Test Drive

3375. Re: Browse Atari 8-bit disks on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <64esplnaj8@triglav.iwaynet.net>
Source record: 68709

On 1997-11-01 pbjurman@aol.com(PBjurman) said:
>From what I've heard, there's a few FTP libraries on the Internet
>that have lots of games and programs for the Atari 8-bit computers.
>Is there some PC software that would allow me to download the file
>from the Internet and write the file to a 5.25" disk for use in my
>Atari? Thanks for your help!

Check the FAQ.You can get it here or download it from rtfm.mit.edu.

Net-Tamer V 1.09 - Test Drive

3376. Re: TCPIP/PPP for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <64esp8naj3@triglav.iwaynet.net>
Source record: 68710

On 1997-11-11 jason@linux.aatech.com(JasonDuerstock) said:
>I guess this should really be split up into two projects:
>1) a TCP/IP layer, with calls like bind(), socket(), recv(), send(),
>etc.

Well socket() would be the OPEN CIO command.recv() and send() would be GET and PUT.You could asign a secondary channel to the socket via another OPEN.While this would limit you to 3 or 4 sockets at a time,you might be limited to that by the limits of RAM dedicated to buffers.Otherwise AUX3
(or some other out-of-the-way AUX byte) could be used to indicate OOB data.
Bind() would also be part of the OPEN command,with a option for no port#.
Bind() would imply listen().I don't know about allocating memory for listen queues.Probably XIOs to do bind() and listen() if you'd ever want to bind() but not listen() for some reason.(I've never programmed sockets before)

Of course this is all assuming stream sockets.You'd need them for telnet and FTP,I suppose.There are also connectionless sockets (used for tftp).
You have to specify a IP every time you write to them.(hence send() & recv())
And other kinds as well.

>2) a hardware layer, which would either be a serial<->PPP driver,
>or a ethernet driver.

Well remember that you can't make it TOO complex.It may not be possible to make it like Linux.(I don't know ANYTHING about PPP)
And I wouldn't even dream of a HTML reader via SLIP or PPP.
I'd reach for telnet and FTP.(and a FTP-like HTTP programme)
Remember that only 130XEs have 128k of RAM.But who the hell wants to use a XE!

>Anyone familiar with ethernet chipsets (i.e. the 8390)?
>Anyone familiar enough with hardware to give me a crash course in
>how to set up a PBI device to memory map this in to the 8-bit under
>the proper circumstances?

Well it would be nice if Bob Puff put up information about his experiences with the Black Box.The same with ICD/FTe and their MIO.

Net-Tamer V 1.09 - Test Drive

3377. Re: scsi drives with the MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <64esq2naj13@triglav.iwaynet.net>
Source record: 68711

On 1997-11-08 he110@cleveland.Freenet.Edu(BillR.Core) said:
>That's why I have the BB. My MIO is the weak link in my
>Atari system. Too bad it isn't more reliable, as I like the
>way it is set up. Now if I can get Bob Puff to make more

I liked the BB better.You had 96 partitions and could swap them at any momment.
I just wish it had better support for 128-byte sector partitions.
(as it is,it just wastes the second half of each sector)
But the sector copier was always buggy.

>Floppy Boards, and upgrade the BB ROMS to use larger
>partitions, as I know where I can get a 4G SCSI drive for $200!
>Now wouldn't _FOUR_GIGABYTES_ be cool on at Atari 8-bit System?
>Of course, broken up into the Black Box's 96 partitions...

IS there a DOS that works with more than 65535 sectors (16MB)?
You could just use multiple drives.From reading my BB manual it seems that you
can have multiple controllers.And each controller can have 7 devices.
(a "dual" drive counts as one device.Like some removeable hard disk drives)

Net-Tamer V 1.09 - Test Drive

3378. De Re Atari Appendix A

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <346af662.418442527@news.aatech.com>
Source record: 68712

De Re Atari: A Guide To Effective Programming

Appendix A

MEMORY UTILIZATION

Memory utilization with the Atari Home Computer can be difficult. Much of the memory is commandeered by the operating system, the resident cartridge, or the DOS, leaving very little under the direct control of the programmer. This gives the programmer very little freedom in laying out memory utilization for a program. With proper planning this need not be a serious problem.

PAGE ZERO

The most important RAM for any assembly language programmer is page zero. Page zero is absolutely essential for pointers and is very useful for heavily used variables, because code written for page zero variables is more compact and runs faster. Hence the assembly language programmer wants to know how many locations on page zero can be stolen for his own use. This appendix will not cover the use of page zero locations as they are defined and used by firmware. Instead, it will address only their use when the firmware's function is disabled or ignored.

The lower half of page zero (addresses $00-$80) is reserved for use by the operating system. The 128 bytes here are required for the entire array of services that the operating system provides. Most programs will use only a portion of those services. Thus, many locations in this region will not be used by the operating system during the program's execution. In particular, the 43 bytes from $50 to $7A are used only by the screen editor and display handler. Most programs will use custom display lists with their own display handlers. These 43 bytes would then become available during program execution. Similar reasoning applied to other locations dedicated to special functions would free even more.

Unfortunately, there is a major flaw in this reasoning. The software department at Atari is constantly evaluating the performance of the operating system and making changes in the code. There are now two versions of the operating system -- Rev A and Rev B. They are functionally almost identical; software that runs under Rev A will almost certainly run under Rev B. More revisions are contemplated and it is highly probable that

the under utilization of those 43 bytes will be corrected in future revisions of the operating system. Thus, any software packages that steal those 43 bytes, or any other bytes from the lower half of page zero, will probably malfunction if run under a future operating system. Therefore, commercially offered software should not steal any bytes from the lower half of page zero.

The programmer must look to the upper half of page zero for free bytes. These 128 bytes are reserved for use by the cartridge. If no cartridge is in place, they are free. If a cartridge is in place, some bytes will be reserved for the programmer. The BASIC cartridge leaves only 7 bytes for the use of the programmer -- $CB through $D1. The programmer who must have more page zero bytes has only one option: the bytes used by the floating point package ($D4 to $FF). These 44 bytes may be taken if the floating point package is not used by the programmer's routines and if those routines do not themselves call the floating point package. The programmer does not have unlimited use of these bytes; they must not be used by any interrupt routines, as such routines might strike during a floating point operation called by BASIC. There are no other bytes on the upper half of page zero usable by the programmer.

The programmer working in the BASIC environment is seldom interested in the high performance and compactness that page zero offers; after all, if high speed and compactness were primary concerns, the programmer would not have chosen BASIC as a delivery language. The programmer most interested in large amounts of page zero is the assembly language programmer. A pure assembly language program does not need any cartridge installed to run; therefore it should have access to all 128 bytes of the upper half of page zero. In practice this is not quite so simple, for an assembly language program must be debugged, and the only convenient way to do this at present is with the debugger in the Atari Assembler-Editor cartridge. Assembly language programmers will note with chagrin that this cartridge only reserves 32 bytes for their own use. While this is entirely adequate for virtually any program it is not enough to sate the appetite of a high-performance program. There are 30 more bytes that are not used by the debugger portion of the cartridge. These are: $A4, $A5, $AD, $AE, $DB through $E5, $EA through $F1, $F5, $F6, $F9 through $FB, $FE, and $FF. If these bytes are used the programmer must not return to the Editor or the Assembler or bad things may happen. Furthermore, the mini-assembler inside the debugger must not be used.

If you use other cartridges or disk based languages, you are on your own. Many of these systems use even more of page zero.

ABSOLUTE RAM

Another problem the programmer faces is presented by the DOS. It is very desirable to write programs that run on either 16K cassette systems or 48K diskette systems. Unfortunately, such systems have very little free RAM in common, for the DOS and DUP would almost fill the RAM of the 16K system. There are several solutions to this problem. One is to produce two different versions of the code, a disk version and a cassette version. The two programs would be orged to different locations. This means that customers who buy the cassette version will not be able to transport it to a diskette if they upgrade their systems.

There is another way. Page six is common free RAM for all systems. Variables and vectors can be placed on page six and used by cassette-based software or diskette-based software. A directory of routine addresses can be computed and placed at run-time onto page six. Machine language routines can then jump through the page six directory to the routines elsewhere in RAM. The technique can be difficult to execute; it is not recommended for large assembly language projects. Its greatest value is with medium-size machine language routines (about 1K-2K) embedded inside BASIC programs.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3379. Re: Codename G-OS (NOW STOP IT !!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: ddmw@hunterlink.net.au
Message-ID: <64eq72$1r9@ghostgum.hunterlink.net.au>
Source record: 68713
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

Simon Forrester (sforrester@futurenet.com) wrote:
: In article <63vchg$4v$1@star.cs.vu.nl>, ipoorten@cs.vu.nl (Ivo van
: Poorten) wrote:
:
: > ObG-OS: What's this G-OS thing? I seemed to have missed the start of this
: > thread.
:
: Yaaaaay! Let's run through it all again, shall we?
:
: I think the problem of relevence is that there are currently a lot of
: group on this list who'll see G-OS turn from a multi-format, erm, format,
: into something that'll drop the lower-end machines and use the
: capabilities of the higher ones only, unless all you Amiga owners will be
: happy to have your machine reduced to a Speccy.

Simon's correct, in a way. Just look at the way HTML and its bastard
extensions fathered by Microsoft and Netscape have developed for web
browsers. Thank Grud fer Lynx 2.2 is all I can say :)

Seriously though, I don't think there'd be too much of a problem, since
even if some platform dependant extensions were developed, most developers
would prefer using the machine in native modes anyway rather than
passing their code through GENOS. Sort of like killing Amiga OS to run
game code faster. Or bypassing C64 kernal routines.

Perhaps GENOS will be best for creating those little apps that you only
realise you need after you find them. Like Winning Lottery Number Pickers,
Sine Table Generators, Adventure Games, Artificial Intelligence stuff, Maths
function plotters, Biorythm thingies, etcetera, ad nauseum.

Marc Walters
mwalters@attila.apana.org.au
(I know, it's a real address, but my ISP's got a arse-kickin' spam filter! :)

3380. Thrift Store 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: "Jay N. Yepuri" <jnyepuz1@homer.louisville.edu>
Message-ID: <346B69BC.7D31@homer.louisville.edu>
Source record: 68714

Hello,

Just looking for some reassurance here. I stopped by a local thrift store today, on a whim, and picked up an assortment of 8bit stuff (800XL, bunches o' cables, couple of joysticks, some game carts). Anyway, I found a 1050 drive, no cables, & what I think is a suitable power-supply. When I plugged an SIO cable or the power supply into the back, the circuit board inside to which those connections are soldered to moved a little. The drive was 8 bucks, and the putative power supply was 3. One of the SIO ports was filled with cobwebs (or something like them, not really sure).

Something inside me said not to buy the drive. On the one hand, I am really itching to boot up some 8bit stuff (I've got two drives that I know should work on the way, but aren't here yet). I know it was only $11-12, but I honestly didn't want to have the thing sitting around if it didn't work, and certainly didn't want to put more money into it to make it right again.

(Out of curiosity, are there places around today where I could take one of these drives and get it realigned/working again for a reasonable price?)

Anyway, did I do the right thing in trusting my gut and not buying the drive? How fragile are the 1050s anyway? I can only imagine what kind of abuse the thing might have gotten to eventually end up on the shelf of the thrift store, with cobwebs no less. Plus the moving circuit board. Or should I stop being a cheap-skate and go buy the thing and get it fixed (if that's possible)? The store has an all-sales-final policy.

Thanks,
Jay

3381. Re: ATR Disk Image > 130k ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: "Kory M. Keith" <kkeith01@nnsp.eds.com>
Message-ID: <346B2630.76AC@nnsp.eds.com>
Source record: 68715

G T Clark wrote:
>
> So how exactly do you get into the games that are in those huge .atr's?
> They have heaps of stuff, but when you try to load it on up it just says
> "Boot error". Do I need MyDos or something here?
>
> Best

get menu.atr and run it.

Kory
keith@seas.smu.edu

3382. Re: new QMEG+OS 4.0!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-13 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6hoh1TNpzHB@peter.soemtron.sb.sub.de>
Source record: 68716

In article <Re: new QMEG+OS 4.0!!>, dklugh@iwaynet.net wrote:

Howdy dklugh!

> >hey, it's cool to load the whole "Silent Service" disk into ram and
> >play it with no disk drive access ;-) faaaasst ;-)
>
> That's not a very good example since Silent Service doesn't do any disk
> access while you're actually in a game.A better example would be Ultima
> 1,Wizard's Crown or Alternate Reality<shiver>.

I don't think so. Silent Service reloads after the mission setup up !

peter(thomas h.)
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3383. lone raider-does anyone remember it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: amsant@globalnet.co.uk
Message-ID: <879563416.17302@dejanews.com>
Source record: 68632

Dear All, I am still desperately seeking 'Lone Raider'. Several of you thought I meant 'Lode Runner', which came out much later. (many thanks for all the replies about that) No, this was an old, old game, that was supplied when you bought the Atari 400 or 800XL. You got 'Lone Raider' and an educational type thing called 'European Countries and Capitals', and 'An Introduction To Basic' , among others, on red audio tapes. It must have been around 1985 or so. I have even taken to scrambling around the grubby old baskets on the floor at car boot sales, just to prove to myself that I am not completely insane. Or maybe that DOES prove I am completely insane. Either way, this has become an almost religious quest. I know, I should get out more, get a life etc, but I am not ready to join the Windows 95 worshippers yet, not when I know Lone Raider is out there somewhere. Atari lovers everywhere, I implore you, search your attics and find 'Lone Raider'!

(then please e-mail me at: amsant@globalnet.co.uk)

Cheers, Ange

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3384. Re: WTB/T: 400/800 Super Breakout and Gorf!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <01bcf0d0$05b764a0$64664ccf@none>
Source record: 68633

Lenspencer <lenspencer@aol.com> wrote in article
<19971112073101.CAA29231@ladder01.news.aol.com>...
> In article <19971110172900.MAA06939@ladder02.news.aol.com>,
> bfuehring@aol.com (BFuehring) writes:
>
> >Hi all. I'd like to acquire these to carts (super breakout and gorf)
for the
> > atari computer for a buddy of mine. I have a few uncommons for the
2600 to
> > trade, or I could just buy these from you. In fact, if you have a for
sale
> > list, I'll take a look at it, because my buddy is looking for other
games.

You can try Telegames (http://www.telegames.com) or B&C ComputerVisions
(http://www.myatari.com). Telegames has some stuff, but B&C has a lot
still available, and they sure can use the business.

> > We just aren't sure what all was available for the 400/800, though we
have seen
> > these two above in person. In fact, I just bought Gorf from a store
here in
> > Kansas City for $3.99!!!! and it didn't freakin' work. Bum deal.
>
> Did you try that Gorf cart on an XL or XE? If so, that's the problem.
> Gorf (and some of the CBS titles) only run on the old OS because of some
> direct OS calls ("illegal" calls as Atari puts it). That's one reason I
> still have my old 800.
>
If you needed to use a XL/XE, getting a ROM board that would allow you
to have the old 400/800 OS along with other O.S.'s would work also. Then
you could
have the best of both worlds.

3385. Has anyone notice 'Don't Fear's' Nov 10th Auction is not at Nov 14th?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bcf0eb$2de2a460$59625ecf@drt1>
Source record: 68634

I find it funny that this guy, 'Don't Fear' states the following:

13. The auction will enter the G1, G2, Sold phase on November 10th

And I'm still getting e-mail on November 14th with G2....

Is this guy legit? And/or just wringing people out?

Austin Franklin
darkroom@ix.netcom.com

3386. Memory upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: "Jay N. Yepuri" <jnyepuz1@homer.louisville.edu>
Message-ID: <346C796A.61D8@homer.louisville.edu>
Source record: 68635

Hello,

I have some 2 meg SIMMS left over from a 486/33 that I upgraded a long time ago. Anyone know if those SIMMS can be used to upgrade memory on a 130XE? At any rate, where might I find memory upgrades for a 130XE in this day and age?

Thanks,
Jay

3387. What's the Best 8bit Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: Daemon@Bot.net
Message-ID: <346c77dd.7272208@news.pacbell.net>
Source record: 68636

What's the best Atari 800 emulator for PCs? I want a DOS
version with sound and proper colors.

<< ERROR MESSAGE - #852 - Please notify server >>

3388. Re: What's the Best 8bit Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: thorin@tamu.edu
Message-ID: <64ij5l$j56$1@news.tamu.edu>
Source record: 68637

IrcDaemon #346 (ver. 4.02) <Daemon@Bot.net> wrote:
> What's the best Atari 800 emulator for PCs? I want a DOS
> version with sound and proper colors.

Well the best one I found was xl 0.20. It has sound plays most
games (I can't get Carverns of Mars, Jumpman's, or Mountian king to work
though) has an easy to use graphic interface, it runs find on a
486/100, plus it has joystick support. Anyway I used to use pokey until
I found xl 0.20 a few weeks ago, the sound is great, the collison support
and colors all seem to work pretty well so give it a try. I got it at
http://www.members.aol/~...uhmm..hmm it was something like petersen? Hmm
can't seem to find it in Deja News for some reason, oh well it appears to
also be here:

http://ourworld.compuserve.com/homepages/ken_siders/atari.htm

Anyway that's my best emulator choice :)

3389. Re: Has anyone notice 'Don't Fear's' Nov 10th Auction is now at Nov 14th?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bcf14d$aed742d0$59625ecf@drt1>
Source record: 68638

> > I find it funny that this guy, 'Don't Fear' states the following:
> >
> > 13. The auction will enter the G1, G2, Sold phase on November 10th
> >
> > And I'm still getting e-mail on November 14th with G2....
> >
> > Is this guy legit? And/or just wringing people out?
> >
> > Austin Franklin
> > darkroom@ix.netcom.com
>
> If a lot is at G2, and then somebody tops it, the lot then goes back to
> G1. This process can be repeated several times, as many bidders wait
> until the very end of an auction to place their bids.

What's your point? November 10th is November 10th, isn't it? I think the dubious word here is 'enter'. This, given what you say, could go on forever!

Austin Franklin
darkroom@ix.netcom.com

3390. FS: Atari 8-Bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.879550983@manatee>
Source record: 68639

I have the following stuff for sale. I'd
prefer to sell all at once.

Qty Item
--- ----
1 1200XL Computer - two keys broke off
(I still have the keys, so you can glue them on)
4 1050 Disk Drives
2 410 Cassette Drives
1 Xetec Graphix AT Printer Interface
1 Supra MPP Printer Interface
1 ICD P/R Connection
1 BASIC Cartridge
1 Star Raiders Cartridge
1 AtariWriter Cartridge
1 Music Composer Cartridge
2 Atari BASIC Manuals
1 Atari BASIC Book

Please include shipping costs in all offers.

All of this stuff was given to me, and I have
not tested it. I was told it all worked. I
offer no guarantees (sorry).

Thanks.

Mario

****
* ____ ____ ___ *
* __/__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com __/ __/ _O_/ *
* |/\| Work: (847) 632-2323 Moe Larry Curly *
* 9am to 6pm Central Time *
* *
****

3391. XDIRLIST and DIR2ATR

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: stack@xs4all.nl
Message-ID: <346b97cb.23256963@news.xs4all.nl>
Source record: 68717

Hi,

just wanted to let you all know that I've just updated my web site.
I've added 2 new pc utilities for our Atari 8 bit.

XDIRLIST retrieves all 8 bit files from Atari 8 bit pc disk images
and lists them out to pc file, which can be imported
into MS Excel or MS Access.

DIR2ATR collects all files from a specified pc directory,
and turns them into Atari 8 bit pc disk images.
You can add automatically DOS 2.5 or MYDOS.
If it won't fit on one disk image, it will create multiple ones.

The Turbo Assembler source can also be found on my Web page.

Point your favorite browser to

http://www.xs4all.nl/~stack/atarixle.html

or

http://www.xs4all.nl/~stack for my homepage.

Let me know what you think about those 2 programs...

Bo.

3392. Re: Fill Command

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19971114020801.VAA05680@ladder02.news.aol.com>
Source record: 68718

>Subject: Fill Command
From: odaman@pfu.co.jp (OdaMan t2o-MaNiaC)
Date: 13 Nov 1997 01:32:02 GMT

Hi,

I would like to know how to fill the screen in
>ATARI-BASIC, can
someone let me know?

I read some documentation(FAQs,
>AtariRefManual, and so on), and
I knew XIO 18,#6,0,0,"S:" will fill the
>screen.

I tried it yesterday but nothing happened. What is this command?
Or
>must I clear the video ram with POKE command? :)

Thanx!
--
Tetsuo Oda

An excerpt from "Atari 400/800 Basic Reference Manual" Pg. 54
Xio (X.) - Special fill application

Format: Xio 18,#aexp, aexp1, aexp2, filespec
Example: 100 XIO 18,#6,0,0,"S:"

This special application of the XIO statment fills an area on the
screen between plotted points and lines with a non-zero color value. Dummy
variables (0) are used for aexp1 and aexp2.

The following steps illustrate the fill process:

1. Plot bottom right corner (Point 1).
2. DRAWTO upper right corner (Point 2). This outlines the right edge of
the area to
be filled.
3. DRAWTO upper left corner (Point 3).
4. POSITION cursor at lower left corner (Point 4).
5. POKE address 765 with the fill color data (1, 2, or 3).
6. This method is used to fill each horizontal line from top to bottom of the
specified area. The fill starts at the left and proceeds across the
line to the
right untill it reaches a pixel which contains non-zero data (Will
wrap around

if necessary). This means that fill cannot be used to change an
area which
has been filled in with a non-zero value, as the fill will stop.
The fill command
will go into an inifinite loop if a fill with zero (0) data is
attempted on a line
which has no non-zero pixels.

[Break], or [System Reset] can be used to stop the fill if this happens.

The following program creates a shape and fills it with a data (Color) of 3.
Note that the XIO command draws in the lines of the left and bottom of
the figure.

```
10 Graphics 5+16, Rem (gr.21)
20 Color 3
30 Plot 70,45
40 Drawto 50,10
50 Drawto 30,10
60 Position 10,45
70 Poke 765,3
80 Xio 18,#6,0,0,"S:"
90 Goto 90
```

End of excerpt.

Although this example start with the lower right corner working counter
clockwise.
You can start at any point using 2 Drawto statments then the Postion statement,
in either clockwise, or counter clockwise motion to achieve these results.

3393. Clean Out The Basement Auction Upd#2 26/52/78/8bit/Int/Odd/F/Sin

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: Ianoid <ibaronof@midway.uchicago.edu>
Message-ID: <346BB67E.21D673A5@midway.uchicago.edu>
Source record: 68719
Cross-posted to:
rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.misc

Clean out the Basement Auction

Update #2 8pm 11/13

Remove NOSPAM to reply:

ie. ibaronof@midway.uchicago.edu

The point is to get rid of this stuff quick.- buyouts accepted- trades
preffered (wants list available)- and
I will go long. Any bid can be cancelled, any item withdrawn anytime.
Make an offer- volume discount
definitely available.

Auction will take 1 week + 3 days going-going-gone phase.

Buyer pays shipping. $1 for first cart, $0.50 each cart thereafter
(first class US postage, postage tried
and true- less for big orders). More for systems, and boxed stuff.

Lets try to keep it to a $5 minimum total order.

Atari 2600
Atari Krull min bid $1

Atari basic programming (text label) min bid $1

Atari Human Cannonball box/inst only (flap tear) wombat2 $1

Atari Star Raiders box, controller, overlay, instructions min bid $2

Atari Fireworld bi only (flap tear) wombat2 $1

Atari Red Label Group min bid $2
Atari Q-bert
Atari Venture
Atari Donkey Kong Jr

Imagic Star Voyager Boxed, Instructions, Cart min bid $1

Imagic Dragonfire boxed, instructions, cart min bid $1

Parker Bros Star Wars: Return of the Jedi DSB min bid $2

20th Century Fox MASH (edge wear) min bid $1

20th Century Fox Flash Gordon min bid $1

20th Century Fox Turmoil min bid $1

M-network Air Raiders (label smudged) min bid $1

M-network Dark Cavern min bid $2

M-network Astroblast boxed, instructions min bid $1

M-network Groop min bid $2
M-network Frogs and Flies l
M-network Adv. Of Tron lM-network super challenge Baseball
M-network Baseball (white label)
M-network super challenge Football

Coleco Mouse Trap min bid $1

Xonox Artillery Duel/Chuck Norris Superkicks steg $2

Activision Groop min bid $3
Activision Spider Fighter (actiplaque)
Activision Fishing Derby
Activision Starmaster
Activision Tennis
Activision Chopper Command
Activision Bridge

Activision Sky Jinks min bid $1
US Games Name This Game (end label msg, plaque, bubble) min bid $1

CBS Mountain King min bid $1

CBS Wizard of Wor min bid $1

CBS Blue Print steg $1

US Games Towering Inferno steg $1

Epyx Summer Games (bubble/label wear) min bid $1

Sears Missile Command min bid $1

Instructions Groop min bid $1
Phoenix, Pac-Man, Centipede (comic), Human Cannonball, Grand Prix, Super
Breakout, Dragster,
Maze Craze, M-net Super Challenge Baseball, Outlaw, Video Olympics,
E.T., Football, Home
Run,,Enduro, Combat, Breakout, Berzerk

Box only: Human Cannonball min bid $1

Atari 5200
Activision Space Shuttle steg $1

Activision Zone Ranger box only min bid $1

Atari Space Dungeon (controller holder, instructions, cart) min bid $2

Parker Bros Q-bert (label worn) min bid $1

Atari 7800 shrinkwrapped groop min bid $4
Ace of Aces
One-on-One
Realsports Baseball
Dig Dug
Centipede
Donkey Kong Jr.

Atari 400/800
Imagic Demon Attack ("Davis" written on label) steg $1
Parker Bros Frogger ("Davis" written on label) steg $1

Intellivision
Intellivision Electric Company Word Fun boxed, instructions, 2 overlays,
cart min bid $2

Intellivision Reversi box, cart min bid $2

Intellivision Backgammon box, instructions, 2 overlays, cart min bid $2

Intellivision Imagic Groop (loose) min bid $4
Imagic Beauty and the Beast
Imagic Atlantis
Imagic Ice Trek
Imagic Microsurgeon
Imagic Swords and Serpants

Imagic Atlantis box, 2 overlays, cart min bid $1

Imagic Microsurgeon box, instructions, cart min bid $1

Aquarius
Computer System box, instruction cards min bid $8
Expansion unit Controllers (2) min bid $4

Odyssey 2
Odyssey 2 with hardwired joysticks with Speedway/Crypto-Logic/Spinout!
boxed with instructions,
Showdown in 2100AD, Alpine Skiing, UFO, Blockout/Breakdown min bid $10

Invaders from Hyperspace Boxed with Instructions min bid $1

Baseball Boxed with Instructions min bid $1

Pick Axe Pete Boxed with Instructions min bid $1

Pocket Billiards Boxed with Instructions min bid $2

Electronic Table Socer loose min bid $1

Quest for the Rings loose min bid $2

Casino Slot Machine loose min bid $1

Fairchild ChF
#1 loose min bid $1

#3 Blackjack boxed min bid $1

#5 Spacewar boxed, instructions (end label missing/actiplaque) min bid
$1

#11 Backgammon boxed min bid $1

#12 Baseball box only min bid $1

#17 Pinball loose min bid $1

Vic-20
Gortek and the Microchips complete with cassettes b(B) I sticker! 8k
memory cart min bid $1
Vic-20 Groop min bid $3
The Count
Voodoo Castle
Omega Race
Pirate's Cove
Avenger
Cosmic Cruncher
Home Babysitter
Radar Ratrace

Sinclair 2068 Personal Computer (boxed , foam, takes Cartridges) min bid
$2

--

-Ian
chFPongTI9940080026005200780OIntellivisionSinclairColeco
Vic20C64VectrexOddessyJaguarLynxCommandEnochLightPhase4
SwingawayIceOMatDaisyViewMasterTikiLoungeLeisureLindyHopE.T.
Ccccccccchhhhhhhhheeeeeeeeeeeeeeeeeeessssssssssseeeeee

3394. Re: Thrift Store 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bcf0af$836c09d0$59625ecf@drt1>
Source record: 68720

<1050 stuff>

How do you know the drive doesn't work?

Austin Franklin
darkroom@ix.netcom.com

3395. Re: Codename G-OS (NOW STOP IT !!!!!!!!!!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: Lazy Bone <zhulien@alphalink.com.au>
Message-ID: <346C7D66.MD-0.198.zhulien@alphalink.com.au>
Source record: 68721
Cross-posted to: comp.sys.amiga.emulations,comp.sys.amiga.programmer,comp.sys.amstrad.8bit,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.m6809,comp.sys.msx,comp.sys.oric,comp.sys.sinclair,comp.sys.tandy

capabilities of the higher ones only, unless all you Amiga owners will be
> happy to have your machine reduced to a Speccy.
>
> Simon Forrester http://www.futurenet.com sforrester@futurenet.com

If the topic does interest you, try joining the SPAM-FREE mailing list
(details are at http://www.alphalink.com.au/~zhulien/GENOS.htm).

You will then see how relavent it may be - we have many subscribers
who own MSX, Amiga, CPC, C64, 80x86 etc... The OS will be portable
and scalable. If you think about it, speed is the only reason that
Windows 95 isn't useful on a C64 with 1GB harddrive and 16MB SupraRAM
expansion.

Regards

Julian Cassin

3396. Re: Has anyone notice 'Don't Fear's' Nov 10th Auction is not at Nov 14th?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: "m.j.beau" <mjbeau@texas.net>
Message-ID: <346C3BFB.507D@texas.net>
Source record: 68722

Austin Franklin wrote:
>
> I find it funny that this guy, 'Don't Fear' states the following:
>
> 13. The auction will enter the G1, G2, Sold phase on November 10th
>
> And I'm still getting e-mail on November 14th with G2....
>
> Is this guy legit? And/or just wringing people out?
>
> Austin Franklin
> darkroom@ix.netcom.com

If a lot is at G2, and then somebody tops it, the lot then goes back to G1. This process can be repeated several times, as many bidders wait until the very end of an auction to place their bids.

3397. Re: Looking for M.U.L.E. system in NC

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1469.000A7861@condor.circa.ufl.edu>
Source record: 68723

In article <3465a47a.89161028@news.mindspring.com> itrek@mindspring.com (Mike Taylor) writes:

>As far as I know, XL-it won't support 4 joysticks so you won't be able
>to play a 4 player game with this emulator. You're better off getting
>an 800 XE.

800 xe??? Never heard of that model before. What is it?

Ken

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

3398. Repairs

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: "Jay N. Yepuri" <jnyepuz1@homer.louisville.edu>
Message-ID: <346C662C.567B@homer.louisville.edu>
Source record: 68724

Hello,

Can anyone point me to a reliable source that might still tackle 8 bit repairs? I picked up an 800XL at a thrift store yesterday, and when I booted it up, the MEMORY TEST came up, with three or four red squares under the RAM test. Any idea what this might be, how it might be fixed, and where I could send the thing to get it fixed (and cost if you've got any idea)?

Thanks,
Jay

3399. Everything Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971114182100.NAA03537@ladder01.news.aol.com>
Source record: 68725

Everything Auction - Update 11

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, November 24, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a US address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals; $6.95 for systems, modules, hardware, and over 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Systems
S1. Colecovision System. Includes main unit, two hand controllers, power supply, rf cable, original Coleco tv switchbox, Donkey Kong cartridge, Donkey Kong manual, copy of Owners Manual, and styrofoam packing (but not box shell). Actual shipping added. -$22 bassinl

Atari Home Computers
A1. Koala Pad. Includes Koala Pad touch table, stylus, Micro Illustrator Owners Manual, and Touch Table Owners Manual. Plugs into controller port 1. Very rare. Disks not included. -$9.95 min
A2. MAC/65 with DDT Macro Assembler and Editor Program for Atari Computers. (c) 1984. Bright orange cartridge. Includes manuals in bright yellow binder. -$20 mbowen
A3. Pengo cartridge. Complete in box with instructions. -$3.95 dperw
A4. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1.95 min
A5. Crossfire cartridge. No label. -$3.95 dperw
A6. Kindercomp cartridge. -$1.95 min
A7. Gorf cartridge. -$3.95 dperw
A8. Centipede cartridge -$1.95 min
A9. Galaxian cartridge -$3.95 dperw
A10. River Raid cartridge -$3.95 dperw
A11. Pac-man cartridge -$1.95 min
A12. Atari Microsoft BASIC. CX8126. Includes 167 page manual and disk. -$10 mbowen
A13. Atari Macro Assembler and Program-Text Editor. Includes 2 manuals/reference card/disk. -$8 mbowen
A14 Track Attack disk, Broderbund -$1.95 min
A15 Hacker disk, Activision -$1.95 min
A16 Drol disk, Broderbund -$1.95 min
A17 Spy Hunter disk, Sega -$1.95 min
A18 Master of the Lamps disk, Activision -$1.95 min
A19 The Great American Cross Country Road Race, Activision -$1.95 min
A20 Maxi Golf, Activision 2 disk set -$2.50 min

Atari Home Computers Instructions
A21 APX (Atari Program Exchange) Keyboard Organ Instructions -$.50 min
A22 APX (Atari Program Exchange) Sketchpad Instructions -$.50 min
A23 APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50 min
A24 APX (Atari Program Exchange) Presidents of the United States Instructions -$.50 min
A25. Instructions for MAC/65 and OS/A+ disk based version of Assembler Editor and Operating System. In bright yellow binder. Add $1 to above shipping. -$2.95 min.

Atari 7800 Cartridges New in Boxes
(Very good-excellent condition, without shrinkwrap)
A26. Donkey Kong -$1 gmcclel814
A27. Donkey Kong Jr. -$1 gary123
A28. Ms. Pac-man -$1 gmcclel814

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.95 min
O2. Atari 2600 Space Shuttle. Silver with red/black letters. Fits 6 button CX2600. -$5 ltravis
O3. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. Fits standard Atari joystick. -$4 min
O4. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O5. Atari 5200 Super Breakout single -$.50 min

Atari 5200
A29. Beamrider. New in box (unsealed) -$6 Toyhound
A30. Keystone Kapers. New in box (unsealed) -$4.95 min
A31. Pitfall. New in box (unsealed) -$5 Toyhound
A32. Rescue on Fractalus! New in box (sealed) -$15 hoodlum
A33. Zenji. New in box (unsealed) -$9 Toyhound
A34. Zone Ranger. New in box (unsealed) -$10 hoodlum
A35. Blue Print cartridge -$2.50 dominion
A36. Bounty Bob Strikes Back cartridge -$40 hoodlum
A37. Gorf cartridge -$8 hoodlum
A38. Gyruss cartridge -$4 min
A39. Pac-man cartridge -$1 min
A40. Quest for Quintana Roo cartridge -$6 hoodlum
A41. Realsports Baseball cartridge -$1 min
A42. Realsports Soccer cartridge -$1 min
A43. Realsports Tennis cartridge -$1 min
A44. Realsports Football cartridge -$1 min
A45. Wizard of Wor cartridge -$10 hoodlum

Atari 5200 Empty Boxes
A46. Ballblazer (very poor condition, top torn away) -$.50 gmcclel814
A47. Megamania (very poor condition, faded) -$.50 gmcclel814
A48. Pitfall II (very good condition, without insert) -$.50 gmcclel814
A49. Popeye (very good condition, without insert) -$.50 gmcclel814
A50. Qix (crushed) -$.50 gmcclel814
A51. Space Dungeon (very good condition) -$.50 gmcclel814
A52. Space Shuttle (very good condition with insert) -$.50 gmcclel814

Playstation
A53. Warhawk. Complete in case with instructions. -$8.95 min

Super Nintendo/N64
A54. Totally Unauthorized Super Mario 64 Guide. Find every star in the game.
112 colored pages. -$3.95 min

Atari 2600 Manuals
1. 3-D Tic-Tac-Toe, Atari (small black) -$.50 blitz
2. Activision Decathlon, Activision (colored) -$.50 filmjerk
3. Adventure, Atari (colored) -$.50 blitz
4. Airlock, Data Age -$.50 verbal
5. Air-Sea Battle, Atari (b&w) -$.50 verbal
6. Asteroids, Atari (b&w, 5 languages) -$.50 min
7. Asteroids, Atari (colored) -$.50 verbal
8. Atlantis, Imagic (small colored) -$1 filmjerk
9. Backgammon, Atari (colored) -$.50 blitz
10. Barnstorming, Activision (colored) -$.50 blitz
11. Basic Math, Atari (small black) -$.50 dgeller
12. Basic Programming, Atari (small black - b&w) -$.50 outcast
13. Basketball, Atari (colored) -$.50 blitz
14. Battlezone, Atari (colored) -$1 filmjerk
15. Bermuda Triangle with Insert, Data Age -$.50 verbal
16. Berzerk, Atari (colored) -$.50 verbal

17. Blackjack, Atari (small black) -$.50 blitz
18. Bowling, Atari (small black) -$.50 blitz
19. Boxing, Activision (colored) -$.50 blitz
20. Brain Games, Atari (small black) -$.50 dgeller
21. Buck Rogers, Sega -$.50 verbal
22. Bugs, Data Age -$.50 verbal
23. Canyon Bomber, Atari (colored) -$1 filmjerk
24. Casino, Atari (small black) -$.50 blitz
25. Centipede, Atari (silver colored) -$.50 verbal
26. Challenge of Nexar, Spectravision -$.50 verbal
27. Checkers, Activision (colored) -$.50 blitz
28. Chopper Command, Activision (colored) -$.50 blitz
29. Circus Atari, Atari (small black) -$.50 blitz
30. Coconuts, Apollo -$.50 verbal
31. Code Breaker, Atari (small black) -$.50 dgeller
32. Combat, Atari (small black) -$.50 verbal
33. Commando Raid, US Games -$.50 verbal
34. Commando, Activision (b&w) -$.50 verbal
35. Congo Bongo, Sega -$1 filmjerk
36. Cosmic Commuter Employee Handbook, Activision (colored) -$.50 Rudypike
37. Crystal Castles, Atari (b&w) -$.50 verbal
38. Defender, Atari (colored) -$.50 verbal
39. Demon Attack, Imagic (colored, c 1982 with Be a Demon Attack Expert insert) -$.50 blitz
40. Demon Attack, Imagic (Rev. C, colored) -$.50 filmjerk
41. Dig Dug, Atari (colored) -$1 ltravis
42. Dolphin, Activision (colored) -$.50 dgeller
43. Donkey Kong, Coleco-$.50 verbal
44. Dragster, Activision (colored) -$.50 dgeller
45. E.T. The Extra-Terrestrial, Atari (colored) with Tips Insert -$.50 verbal
46. Encounter at L-5, Data Age -$.50 min
47. Enduro, Activision (colored) -$.50 verbal
48. Fantastic Voyage, Fox -$.50 min
49. Final Approach, Apollo -$.50 verbal
50. Fishing Derby, Activision (colored) -$.50 blitz
51. Flag Capture, Atari (small black) -$.50 verbal
52. Football, Atari (colored) -$.50 blitz
53. Freeway, Activision (colored) -$.50 blitz
54. Frostbite, Activision (colored) -$1 Rudypike
55. Galaxian, Atari (colored) -$.50 verbal
56. Golf, Atari (small black) -$.50 blitz
57. Gopher, US Games -$1.50 ltravis
58. Grand Prix, Activision (colored) -$.50 blitz
59. Hangman, Atari (small black, crushed/taped) -$.50 verbal
60. Haunted House, Atari (b&w) -$1 filmjerk
61. Home Run, Atari (small black) -$1 filmjerk
62. Missile Command, Atari (small colored) -$.50 blitz
63. Super Challenge Football, M Network (colored, lightly crushed) -$.50 verbal
64. Space Invaders, Atari (small black) -$.50 peter papp
65. Video Computer System Owners Manual (for CX2600, large black) -$.50 blitz

Colecovision Manuals
66. Zaxxon -$.50 verbal
67. Mr Do! -$.50 verbal
68. Cabbage Patch Kids Picture Show Program Guide and Parents Instruction Guide -$2.50 ltravis

Other Manuals
69. Intellivision Major League Baseball -$.50 classicgmr
70. Super Nintendo Mortal Kombat II -$.50 min
71. Atari 7800 ProSystem Owners Manual -$.50 dgeller
72. Atari 5200 Owners Manual. Silver/colored pages. CO20811 Rev. 1 1983 -$.50 dgeller
73. Atari 7800 Pole Position II -$.50 dgeller
74. Atari 7800 Asteroids -$.50 dgeller
75. Atari 5200 Football, silver/colored -$.50 dgeller

IBM PC
IBM1. Beavis amd Butthead Multimedia Screensaver CD. Includes screen saver, wallpaper, and clock, 80 video clips, 4 music videos. Complete in original box. -$4.95 Classicgmr
IBM2. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
IBM3. Williams Arcade Classics CD. Includes Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
IBM4. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$14.95 min
IBM5. Microsoft Wine Guide CD. 2000 encylclopedic entries. Tasting notes on more than 6000 individual wines. -$3.95 ltravis
IBM6. MS-DOS 6 Upgrade. Complete in original box. -$1.95 Rudypike
IBM7. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM8. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min

Atari Home Computers - Books/Magazines
B1. A Shortcut Through Adventureland. Solutions for Death in the Caribbean, Transylvania, Mission Asteroid, Mystery House, Wizard and the Princess, Cranston Manor, Ulysses and the Golden Fleece, Time Zone, Dark Crystal, Blade of Blackpoole, Escape from Rungistan, Sherwood Forest, Mask of the Sun, and Serpent's Star. -$2.50 Rudypike
B2. Mapping the Atari, Compute! Books. A comprehensive sourcebook and memory guide for beginning and veteran programmers of the Atari 400 and Atari 800 personal computers. Wire bound. 194 pages. -$1.95 Rudypike
B3. Programming the 6502. Rodney Zaks. 386 pages. -$1.95 min
B4. Your Atari Computer. A guide to Atari 400/800 personal computers. Complete operating instructions and troubleshooting tips on hardware, perpherals, and compatible software. Tutorials in Atari BASIC plus instructions for use of color graphics and sound. Reference of BASIC statements and functions. -$1.95 min
B5. Atari Connection magazine, Summer 1994. Computer Arts and Sciences. The Making of the Atari Light Pen. Sound of Micros. 10 Hex Tips From the Programming Pros. Dig Dug, Dallas Quest, Atari Proofreader, Joust Ads. -$3 min

Game Catalogs
GC1. Atari 2600 Olive Green with Astronaut, Golfer, Captain, etc. 8 Games: Air-Sea Battle, Indy 500, Video Olympics, Starship, Street Racer, Surround, Blackjack, and Basic Math. -$3 Rudypike
GC2. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$3 Rudypike
GC3. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
GC4. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller
GC5. Atari 2600 Bluegreen CO14356 1/79 -$.25 dgeller
GC6. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
GC7. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
GC8. Atari 2600 Green CO16725 Rev. C 1981. 43 Game Program Cartridges. -$.25 dgeller
GC9. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller
GC10. Your Ticket to Atari Stars. 1983 Game Catalog. Silver with 2600/5200 titles. -$.25 dgeller
GC11. Atari 5200 Super System. Silver folded. CA-971-2/83 -$.25 dgeller
GC12. Atari 7800 Collector Poster/Game Catalog. Folded/28 Games listed. -$.25 dgeller
GC13. Activision Black (c) 1981 AG-940-05 10 2600 Games -$.25 dgeller
GC14. Activision Black/Red (c) 1981 AG-940-06 12 2600 Games -$.25 dgeller
GC15. Activision Deep Purple (c) 1982 AG-940-08 14 2600 Games -$.25 dgeller
GC16. Activision Rust (c) 1983 AG-940-05 2600/Colecovision/5200/Atari Computer -$.25 dgeller

Miscellaneous
M1. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
M2. Atari Keyboard Controller (single) -$4.45 outcast
M3. Atari Keyboard Controller (single) -$4.45 outcast
M4. Standard Atari Paddle Controllers (pair) -$1.95 Peter Papp
M5. Atari Standard Joystick (single) -$1.95 min
M6. Atari Standard Joystick (single) -$1.95 min
M7. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min
M8. Colecovision French label for Front Line. Designed to peel and apply to cartridge. Excellent, like-new condition. -$.50 min
M9. Set of 4 manuals in very poor condition: VCS Owners Manual CX2600, 2600 Ms. Pac-man, 2600 Combat, and Colecovision Blackjack. -$.25 awwatkin

VHS Movies
(Excellent like-new condition)
M10. Bill and Teds Excellent Adventure -$3.95 Rudypike
M11. Ferris Buellers Day Off -$3.95 Classicgmr

3400. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: johnmcc@gte.net
Message-ID: <64i6a6$a7l$2@gte2.gte.net>
Source record: 68726

```
In article <346B14DC.77CA17E@cc.usu.edu>, slmph@cc.usu.edu says...
> I heard that you can buy the parts at Radio Shack, but I haven't tried
> it yet. You might have to special order the chip for it. You'll have
> to order the SIO cable from B&C or some place like that if you don't
> already have one.
>
You can. I have.
--
John McCormick
```

3401. XL-It!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: Daemon@Bot.net
Message-ID: <346ca125.17840978@news.pacbell.net>
Source record: 68727

I'm using XL-It!, the Atari 8-bit computer emulator, but I'm
not getting any sound or colors. It's all black & white. Anyone know
how to fix this?

<< ERROR MESSAGE - #852 - Please notify server >>

3402. Steven Tucker

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: George Williams <red85@bigfoot.com>
Message-ID: <346CAA8C.C212F181@bigfoot.com>
Source record: 68728
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

I am looking for anyone who has dealings good or bad with Steven Tucker.

Please reply to:
red85@bigfoot.com

Thanks

3403. Re: WTB XEP80 Driver software

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1411971726430001@macmcurrent.library.carleton.edu>
Source record: 68729

In article <346227E9.7911@sympatico.ca>, tmscc.bell@sympatico.ca wrote:

>anyone have a copy of the driver software for the XEP80 that you'd be
>willing to part with...or a copy thereof?

http://www.umich.edu/~archive/atari/8bit/Os/xep80han.arc

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3404. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1411971740120001@macmcurrent.library.carleton.edu>
Source record: 68730

In article <01bcec4b$1373f4c0$5ec2accf@asharkis.erols.com>, "Alan Sharkis"
<asharkis@erols.com> wrote:

>It's also true that the Atari trademark, as used in the coin-op games,
>still lives. Warner held on to that division when they sold the Home
>Entertainment division to the Tramiels. Later they sold the arcade stuff
>to another outfit (Williams?) that continues the trademark and is even
>bringing out new products under it.

Today Atari Games is an indirect, wholly-owned subsidiary of the
Midway Games division of WMS Industries.

WMS Industries Inc.
3401 N California Ave
Chicago IL 60618-5899
USA
http://www.wms.com/

Midway Games Inc. (a division of WMS)
http://www.midway.com/

Atari Games Corporation (a subsidiary of Midway Games)
http://www.atarigames.com/

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

3405. Re: Looking for Jumpman for the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-14 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.879551702@manatee>
Source record: 68731

"Scott Abdey" <bheil@execulink.com> writes:

>Try Jumpman Lives for the PC. It has been out for quite a while and is a
>good clone of Jumpman.

The problem is that the registered version was removed
from the market (I believe due to copyright issues). Only
the shareware version is freely available.

I have the registered version. It has levels from both Jumpman
and Jumpman Jr, and an editor to make your own screens.

Also, you should try Ultimate Wizard on the C64 (hmmm, can I
say C64 in an Atari group? :-) You can get UW and a C64
emulator from the net. UW plays like a Jumpman-plus. It's
my favorite game of all time.

Mario


```
**********************************************************
* ____ ____ ___ *
* __/\__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com \__/ \__/ \_O_/ *
* |/\| Work: (847) 632-2323 Moe Larry Curly *
* 9am to 6pm Central Time *
* *
**********************************************************
```

3406. Re: Has anyone notice 'Don't Fear's' Nov 10th Auction is now at Nov 14th?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: kingpong@wam.umd.edu
Message-ID: <64is7o$5ii@dailyplanet.wam.umd.edu>
Source record: 68640

Austin Franklin (dark9room@ix.netcom.com) wrote:
: > > I find it funny that this guy, 'Don't Fear' states the following:
: > >
: > > 13. The auction will enter the G1, G2, Sold phase on November 10th
: > >
: > > And I'm still getting e-mail on November 14th with G2....
: > >
: > > Is this guy legit? And/or just wringing people out?

: > If a lot is at G2, and then somebody tops it, the lot then goes back to
: > G1. This process can be repeated several times, as many bidders wait
: > until the very end of an auction to place their bids.

: What's your point? November 10th is November 10th, isn't it? I think the
: dubious word here is 'enter'. This, given what you say, could go on
: forever!

Umm...that's the way 90% of the auctions work. You run it for a
week or so to make sure everyone gets a chance to see it, and then you
enter the G1/G2/Sold phase. He said it would enter that phase on the
10th, and it did. Most of the items were marked Sold on the 12th - those
that weren't Sold had gotten new bids, and thus went back to G1. It is
possible that an auction like this could go on indefinitely, provided new
bids continue to roll in, but that just doesn't happen.

Don't go getting all excited about this - this is how the majority
of auctions are run. Get used to it.

- Shane Shaffer
kingpong@wam.umd.edu

3407. Floppy Disk Controller for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971115013700.UAA14985@ladder01.news.aol.com>
Source record: 68641

I have a 3.5" 720k disk drive that I would like to use with my 800. Where can
I get a disk drive controller for it?
email to:
semslie@aol.com

3408. Re: Pokey stereo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m23ekyctge.fsf@caligula.srv.net>
Source record: 68642

peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

> I'm thinking about an upgrade of my mono pokey to that stereo thing I sawn
> in several polish demos. How to do that? I have here two pokeys of dead
> xl's...would be nice to see my old chips in my working XE!
>
> Who has already upgraded?

Did this upgrade as published on the net (look around on the web) a
few years ago. Modified it to three POKEYs using the extra 2:4
decoder on the 2:4 decoder chip require by the multiple PIA upgrade I
did at about the same time. It worked fine BUT I had so much trouble
getting the sound out to a stereo amp without creating a ground loop
(and horrible 60 hz hum) that I ended just tying the outputs together
and leaving it as a multiple-voice upgrade.

Brent

3409. Re: 10K Classic Game Auction Update #7 (Items are going fast!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <64k3ee$3ss@alexander.INS.CWRU.Edu>
Source record: 68643
Cross-posted to: alt.atari.2600vcs,alt.atari.2600vcs,alt.atari-jaguar.discussion,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace

```
(Here's some rules for new usenet users. It is an official usenet
document.)
Here's what I think about multiple, frequent postings of stuff
for sale on the usenet.
(Following is the 'Advertising on Usenet: How to do it, how not to
do it'. It is an official Usenet document. It is useful for new
people especially, that may not understand some of the underlying
principles of the usenet. Many may ignore it, and we'll continue
to see rude multiple postings of stuff for sale. For rudeness,
we all get trash e-mail. 'Auctions' fall under the same category
of trash rude excessive 'bandwidth' that ruins the usenet and
internet for responsible, considerate usenet/internet users.
The best response is not to purchase or participate in 'Auctions'.
And to e-mail the posters of multiple for-sales with your displeasure.
Russ Gilbert)

Date: Wed, 12 Jun 1996 08:00:13 GMT
Supersedes: <Ds3vK5.7oB@deshaw.com>
Expires: Fri, 12 Jul 1996 08:00:12 GMT
Message-ID: <DsvnKC.58s@deshaw.com>
From: jfurr@acpub.duke.edu (Joel K. Furr)
Subject: Advertising on Usenet: How To Do It, How Not To Do It
>Newsgroups: news.announce.newusers,news.admin.misc,misc.entrepreneurs,news.admin.
net-abuse.misc,news.misc,misc.answers,news.answers
Reply-To: jfurr@acpub.duke.edu
Followup-To: news.admin.misc
Approved: netannounce@deshaw.com (Mark Moraes)
Lines: 460
Xref: madeline.INS.CWRU.Edu news.announce.newusers:2135 news.admin.misc:55209 mis
c.entrepreneurs:157985 news.admin.net-abuse.misc:71700 news.misc:18931 misc.answe
rs:4071 news.answers:74237

Original-author: jfurr@acpub.duke.edu (Joel K. Furr)
Archive-name: usenet/advertising/how-to/part1
Last-change: 13 Nov 1995 by jfurr@acpub.duke.edu (Joel Furr)
Changes-posted-to: news.misc

Introduction
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Advertising on Usenet is a frequently misunderstood subject. The purpose
of this message is to explain some Usenet conventions regarding
advertising to new users and, hopefully, spare everyone involved a lot of
needless worry.
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To start with, let's define the term. "Usenet" is *not* synonymous with "Internet." Usenet is the system of online discussion groups, called "newsgroups," e.g. rec.humor, comp.misc, news.announce.newusers, talk.origins, misc.rural, alt.sex, and so forth.

This FAQ does not attempt to describe in detail all the various ways in which one can conduct commercial activity over the Internet and attempts simply to explain the issues involved in advertising in Usenet newsgroups.

The philosophy of Usenet

Usenet started out in 1980 as a UNIX network linking sites which needed to talk about and receive prompt updates on UNIX system configuration and other UNIX questions. Message traffic started out at a few messages per week, but the system was so useful that traffic quickly boomed and Usenet almost immediately expanded to include forums on science fiction, humans and computers, and other subjects.

In the beginning, Usenet was largely confined to educational institutions such as universities and colleges, and to research companies and other commercial enterprises with UNIX machines on-site. It has now grown to include millions of users at commercial sites such as America Online and at companies around the world involved in every sort of business imaginable. Nevertheless, many of the customs found on Usenet today have their origins in the days when Usenet was very small and most Usenet sites were universities.

That these customs and traditions began when Usenet was much smaller and quite different in nature in no way lessens the anger many users feel when these customs and traditions are violated.

One such custom is the tradition and belief that it is rude to advertise for profit in Usenet newsgroups.

Advertising is widely seen as an 'off-topic' intrusion into the discussions of any particular newsgroup (newsgroup is the Usenet word for discussion group or bulletin board). Each newsgroup has a specific set of subjects it is intended to cover, and in order for newsgroups to function as effective discussion forums, it is important that people stay 'on-topic'. If everyone disregarded the particular topics each newsgroup is intended to cover and simply posted whatever they wanted wherever they want, the entire system would break down.

Due to the decentralized nature of Usenet, there is no one person or body which can "enforce" the custom of staying on-topic. It falls on each user to help preserve the culture of open discussion and free speech that Usenet has come to embody by not posting off-topic material.

This, of course, includes advertising. Advertising is by far the most pervasive form of off-topic posting, and therefore, gets most of the heat.

An analogy

If an analogy will help you to visualize the situation, imagine a meeting at your workplace or school.

At this meeting, people are discussing a certain issue -- for example, getting new sidewalks installed downtown or getting new schoolbooks for the elementary school, or what to do about the new product your company is planning on introducing.

In the midst of the discussions on the new sidewalks or textbooks or product, someone walks into the room, interrupts everyone, then reads an advertisement for a local restaurant. He or she then leaves without waiting for comment.

Now imagine if this happened over and over again each time your group tried to hold a meeting. Every time someone tried to make a point, in walks some other stranger who reads an ad for some business that has nothing to do with the subject of the meeting.

It would soon become rather difficult to hold effective meetings, wouldn't it?

Similarly, it's very difficult to keep Usenet newsgroups interesting and useful when people deluge newsgroups with advertisements.

The hidden cost

One of the things that attracts some people to the idea of advertising via Usenet is that it costs so little to do it. You pay $20 or $30 per month for an Internet account, and you can post literally *millions* of advertisements at no additional cost.

But there *is* a cost. Each message you post takes up disk space on each site around the world where it lands. People don't much mind paying for disk space to hold Usenet discussions since they know that people like taking part in those discussions and since they know that it's sort of like mutual backscratching: "I let your messages reside on my site for free, and you let the messages I post reside on your site for free." Everyone benefits from interesting, informative, or amusing discussions, so no one really minds paying for the space.

But there's only one person who benefits from advertising: the advertiser. Sure, you can say that the people who see the ad benefit from the product or service advertised, but when you balance that against what they lose when their favorite discussion group is taken over by non-stop advertising, it's a poor trade.

No one wants to give their disk space for free to someone who selfishly posts a copy of an advertisement to every newsgroup on Usenet.

How to advertise on Usenet

There *are* acceptable ways to advertise in Usenet newsgroups.

1. The on-topic notice

If you have a product or a message that is specifically related to a particular Usenet newsgroup, and you want to let people know about it, it's *usually* all right to post *one* notice about it.

Note the word "notice." A notice is a brief mention of the product with information about how interested persons can find out more. It's not a sales pitch. It's not an advertisement. It's not a "BUY BUY BUY" sort of message. It's a notice.

You are encouraged to make such postings one-time-only. When your polite informational notice starts getting posted every week, people are going to start getting irked at you.

You are also *strongly* encouraged to keep such postings hype-free. What often works very well is to post information about your services or product and include a contact address, World Wide Web site, or phone number for people to use to get more information.

For example, if you want to post a notice about your immigration law services, you could post a message to alt.visa.us or the various misc.immigration.* newsgroups, where you'd find a large population of people interested in that or related subjects. Posting the same ad to rec.sport.football.college would *not* be appropriate because rec.sport.football.college has nothing to do with immigration law, visas, or becoming a citizen of another country.

One way to tell if a post is appropriate is to look at a newsgroup's charter. The charter is the formal declaration of what is on topic and what is not, and was generated at the time the group was created if the group was created in the so-called Big 7 hierarchies of comp.*, soc.*, rec.*, talk.*, misc.*, news.*, sci.*, and humanities.*. Some other groups have charters as well, but not all -- and if they do, they're often one or two lines in length. Where can you find a charter? Well, in some cases the charter is regularly posted to the newsgroup or is contained in the newsgroup's Frequently Asked Questions files. In other cases, the charter has been all but forgotten. Charters can occasionally be difficult to locate, so you may have to use your best judgment and/or ask someone who's been reading the group for a while if a particular message would be appropriate.

This is not to say that on-topic notices will always be welcome; the proliferation of inappropriate advertisements (ads posted in the wrong way to the wrong place) has resulted in *all* ads, even informational notices posted to appropriate newsgroups, tending to get a cold shoulder. You can help by limiting your ads to *informational* postings posted *only* *where* *appropriate*, and abiding by any local restrictions a given newsgroup's readers have placed on advertising.

2. *.forsale and *.marketplace newsgroups

There are many newsgroups directly involved in selling. You can generally spot them by the word "forsale" or "marketplace" in their names.

For example, rec.games.board.marketplace is a newsgroup where people post for-sale and want-to-buy notices about board games they want to buy or sell.

Similarly, the misc.forsale.* hierarchy is full of newsgroups for buying and selling various computers, monitors, printers, devices, and so forth, as well as misc.forsale.non-computer.*, for selling stuff that's not computer-related. However, the misc.forsale.* policy is rather resistant to *commercial* ads -- the hierarchy is intended as a place to post classified-style ads.

Many parts of the Net have local hierarchies as well where you can post for-sale and want-to-buy ads.

For example, in central North Carolina, the triangle.* hierarchy has triangle.forsale and triangle.wanted, where classified-style advertisements are the rule of the day.

It's generally considered rude, though, to crosspost a notice about your product to every forsale newsgroup, even ones on the opposite side of the country or world. Post your notice only to your *local* forsale newsgroup, if one exists.

3. comp.newprod

If and only if you are with a computer company which is releasing a new product and you want to make word of this new product known to the computing community, you can post a notice to the moderated newsgroup comp.newprod. The moderator of comp.newprod requires submissions to be informative and hype-free so people will use comp.newprod as a reliable way of gaining information.

4. biz.*

There is a hierarchy of newsgroups called "biz.*" which exists mainly for announcement from companies of new products, fixes and enhancements, postings of demo software, and so forth. If your site carries biz.*, and you feel that a biz.* hierarchy group would suit your purposes, go to biz.config and ask for it.

Be warned, though, that if your goal is to create a biz.* newsgroup for posting hype-filled advertisements, no one would read such a newsgroup. People only want to read newsgroups that are of benefit to them; they're not about to subscribe to a newsgroup that's nothing but ads for Bob's Bait and Tackle.

There are a few dozen biz.* newsgroups, some of which get used regularly and some of which are essentially defunct. If your site carries biz.*, you can find out more about the hierarchy by asking in biz.config, biz.general, and biz.misc.

How *not* to advertise on Usenet

Unfortunately, there are just about as many *inappropriate* ways to advertise on Usenet as there are appropriate ways.

1. Posting off-topic messages in unrelated newsgroups

Each message you post to Usenet, regardless of its content, should only be posted to related newsgroups.

For example, you run a rug company. You want to sell lots of rugs. So, you post an advertisement about your rugs in sci.physics. Not surprisingly, a lot of people send you email telling you what a jerk you are.

Why'd they do this, you ask? It's simple: sci.physics has nothing to do with selling rugs. Your ad was as off-topic as if someone had tried to get a discussion going there about the upcoming football season or started posting a lot of messages about their recent vacation.

Suppose you own that rug company, and you regularly read rec.crafts.textiles.weaving. Would you like it if someone started coming in and posting a lot of ads to the newsgroup about ginseng tablets, and then someone else came in and started trying to sell magazine subscriptions, and before you knew it, it became hard to find any actual discussion of weaving going on?

Try to look at it from the other person's point of view. If you'd resent someone posting an ad for *their* product to *your* favorite newsgroup, why would you post an ad for *your* product to thousands of other people's favorite newsgroups?

Remember the Golden Rule: "Do unto others as you would have them do unto you."

2. Spamming

Spamming is defined as posting identical or nearly-identical messages (not just ads, although ads are usually what spammers post) to a lot of newsgroups, one right after the other. Since it's really not that difficult to write a program that will post the same advertisement to dozens, if not hundreds or thousands of newsgroups, a lot of people have taken to doing this.

What's happened to people who've spammed?

They've lost their accounts, been mail-bombed (had thousands of pieces of junk email sent to them), had people call up and yell at them in the middle of the night, had people forward their mail (by this I mean paper mail, not email) to someplace strange, had people sign them up for thousands of unwanted magazine subscriptions, had people send them thousands of pages of condemnatory faxes, and so forth.

Nothing is as hated on Usenet as spamming. It's extremely, unbelievably rude and if you do it, you *will* come to regret it.

This is not a threat -- it's an observation. Any benefits spamming might have brought you will be more than counteracted by the intense public outcry against you in every newsgroup you posted your ad to.

Some members of the media have gotten the mistaken impression that spamming is hated because it's *advertising*. While it's true that Usenet users don't have much fondness for advertising, the real reason spamming is hated so much is because it's unbelievably *rude*.

If you don't regularly read a newsgroup, why would you post an ad to it? In so doing, you're basically saying that you don't care what the people in that newsgroup think or whether your ad might inconvenience them; you're out to benefit yourself. When you spam by posting the same advertisement to hundreds or thousands of newsgroups, you're saying that your personal profit is more important than the discussions of millions of people.

Would *you* like it if someone came by your house day after day and shoveled several thousand copies of an advertising circular through your windows?

Each copy of the ad takes up disk space on thousands of machines around the world -- and if you post the ad 1,000 times, that's millions of copies of your message that *you* are making other people pay to store copies of. When you spam, you're hogging hundreds of thousands of dollars worth of other people's storage space.

So please, don't do it. I've already explained that *one* copy of an off-topic ad is rude because it has nothing to do with the group it was posted to. Multiply that by a thousand times to get an idea of how rude it is to spam.

A quick note about what happens to spam:

Another consideration against spamming is that Usenet readers developed defenses against it, so it's not very effective. There are quite a few spam detectors running on Usenet, and if one of them detects that the same message has been posted repeatedly to multiple newsgroups, the humans who run those spam detectors will step in and actually *erase* the spamming messages with 'cancel' messages which are honored at most sites around the world.

A common misconception shared by many members of the media is that spam is bad because it's *advertising* and that people who cancel spam are doing so to get rid of *advertising*. In actual point of fact, most Usenet users consider cancellation to be extremely bad manners and something to be done only as a last resort. When spam-cancellers cancel spam, it's done because of the *volume* (posting hundreds of times), not because of the content.

The analogy that's often used is that yes, you have the right to walk down the street and say whatever you like -- but you do NOT have the right to stick your head in someone's house at 3 am and shout through a bullhorn.

So if you *do* spam, you're likely to lose your account, have your personal life made a living hell, possibly get sued by people whose storage space you're taking up, and in the end, not very many people are even going to see your advertisement. It's just not worth the grief you'll get.

Sorry to be unpleasant about it, but spam's a really bad idea.

Finally, if you're wondering where the term "spamming" came from, it came from a Monty Python sketch in which the characters were in a restaurant which mainly sold Spam. Items on the menu included things like "Spam, Spam, Spam, eggs, ham, and Spam." Whenever the waitress recited the menu, a group of Vikings in the corner would chime in with her, chanting the word "Spam" over and over, drowning out everything else.

Some members of the media have spread the explanation that the word "spamming" derives from throwing chunks of Spam into a fan. This is not where the term comes from.

3. Unsolicited junk email

Another often-practiced and often-punished scheme is to send email to thousands of strangers whose addresses you found in various Usenet newsgroups. In the last year, dozens of people have lost their Internet access after sending thousands of strangers ads for timeshare condos in Cancun or dubious credit schemes, and yet, the junk email continues to flood in.

Suffice it to say that junk email, using Usenet posters' addresses, is a really bad idea. Most sites will yank your account if you do that kind of thing.

4) 'Mail-Merged' ads

Some advertisers noticed that it was only *identical* postings that were getting cancelled by the spam cancellers, and cleverly came up with a way to post their ad to dozens of newsgroups while varying a line or two to make it look sufficiently different to avoid being cancelled.

For example, one book editor posted ads to dozens of newsgroups about his book, essentially giving a sales pitch for said book, while adding a paragraph to each article that purported to contain the text that had been printed about each newsgroup in said book.

It was rather obvious that the editor wasn't interested in getting feedback on the text since the book had already been published; eventually an employee at the company admitted that the technique had been used to try to avoid triggering the spam cancellers -- and that the point had indeed been to broadcast the ad widely without getting cancelled.

Don't do postings that say things like "Congratulations, REC.FOOD.DRINK.BEER reader, you are among the lucky few to be included in this amazing offer." Spam that makes a token effort to relate to each newsgroup it's posted to is still spam, and will still be erased on sight.

Conclusion

To make a long story short, off-topic advertising and advertising that equates to a bullhorn stuck into someone's window in the middle of the night are bad ideas.

Please exercise restraint and don't make the mistake many have of thinking that just because there's no central authority that can punish you for spamming newsgroups, that there will be no consequences if you do.

There will be consequences if you spam -- and you might be surprised by the lengths that vengeful Usenet users can go to when someone spams their favorite group with yet another off-topic advertisement.

If you want to advertise on Usenet, you can, but please follow the tips contained in this document's "How to" section and don't make the mistakes listed in "How not to do it."

Stay on topic; keep your notices hype-free; only post your notices to newsgroups where they are appropriate.

Do unto others as you would have them do unto you.

Afterword: Advertising on the Internet

It should be noted that there are many ways to advertise on the Internet that don't involve Usenet at all.

Usenet, you see, is NOT the same thing as the Internet. Usenet is transmitted via the Internet, but is also transmitted via other means (see "What is Usenet" in news.announce.newusers for more information). The Internet also includes services like ftp, telnet, gopher, and the World Wide Web.

A World Wide Web page allows you to put up graphics, text, and sound in an interactive hypertext format that's remarkably easy to set up and use. Many thousands of companies and individuals and organizations have put up World Wide Web pages that can be viewed by anyone around the world with a Web browser such as Mosaic or Netscape.

Since the only people who see a Web page are people who *choose* to see it, and since the person who pays for the storage space necessary to hold the Web page is the person or business or organization who put it up and designed it, a Web page is a *much* better way than advertising on Usenet to put your company's information up on the Internet.

If you need help getting going, ask the people who run your site for help on getting started; usually, all you really need to do is go buy a book on basic HTML (Hyper-Text Markup Language) design and/or scout out the newsgroup comp.infosystems.www.authoring.html. It's really not that hard to set up a Web page, and it's much, much, much more neighborly to put your advertising message on a Web page than to barrage the readers of Usenet.

IF YOU HAVE FURTHER QUESTIONS:

A board of experienced Usenet users stands ready to help suggest
non-destructive ways to use Usenet for your commercial purposes. Send
mail to commerce@acpub.duke.edu if you have questions or would like help.

3410. Atari po Polsku

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: Dariusz Duma <dhor@iko.zakopane.top.pl>
Message-ID: <879598908.107201@baca.zakopane.top.pl>
Source record: 68644

jasne, ze sa.. :)

dhor

3411. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bcf1cc$a703d580$4bc2accf@asharkis.erols.com>
Source record: 68645

Michael Current <mcurrent@carleton.edu> wrote in article
<mcurrent-1411971740120001@macmcurrent.library.carleton.edu>...
> In article <01bcec4b$1373f4c0$5ec2accf@asharkis.erols.com>, "Alan
Sharkis"
> <asharkis@erols.com> wrote:
>
>
> Today Atari Games is an indirect, wholly-owned subsidiary of the
> Midway Games division of WMS Industries.

Thanks!

3412. Re: Thrift Store 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19971115074101.CAA17344@ladder02.news.aol.com>
Source record: 68646

>Subject: Thrift Store 1050?
From: "Jay N. Yepuri"
><jnyepuz1@homer.louisville.edu>
Date: Thu, 13 Nov 1997 15:57:32
>-0500

Hello,

> Anyway, I found a 1050 drive, no cables, & what I think is a suitable
power-supply. When I plugged an SIO cable or the power supply into
>the back, the circuit board inside to which those connections are soldered to
>moved a little.

>(Out of curiosity, are there places around today where I could take one
of these drives and get it realigned/working again for a reasonable price?)

>Anyway, did I do the right thing in trusting my gut and not buying the drive?
>How fragile are the 1050s anyway? I can only imagine what kind of abuse
the thing might have gotten to eventually end up on the shelf of the thrift
store, with cobwebs no less. Plus the moving circuit board. Or should I
stop being a cheap-skate and go buy the thing and get it fixed (if that's
possible)?

Thanks,
Jay

To answer your questions. The 1050 is a prettty rock solid drive.
They'll take a lot of abuse and like a timex keep on ticking. There is
really no way to tell you wether the printed circute board moving is a bad
sign or not without removing the cover, and visually looking to ensure the
PCB is still in one piece. More than likely someone else was inside it, and
never re-secured the board to the case.

I can an do repair 1050's, or you could also try these 2 other people.

Bob Klass
K-Products
P.O. Box 22122
Salt Lake City, Ut. 84122
Phone (801) 967-7400
E-mail: "bobkla19@sisna.com"

Bob Puff
Computer Software Services
P.O. Box 17660
Rochester, Ny. 14617
Phone (716) 467-9326

3413. 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: Orlando.Remedios@systemio.de
Message-ID: <346db43a.2356580@news.nacamar.de>
Source record: 68647

Hi. Is there someone that wants to sell a fully functional 1050
DiskDrive in Germany (or Europe).
If so EMail to me: orlando@systemio.de
Greetings
Orlando

3414. 8-Bit Auction - Books, Koala Pad, Games, Programs

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971115150500.KAA06638@ladder01.news.aol.com>
Source record: 68648

Everything Auction - Update 12

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, November 24, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a US address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals; $6.95 for systems, modules, hardware, and over 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Systems
S1. Colecovision System. Includes main unit, two hand controllers, power supply, rf cable, original Coleco tv switchbox, Donkey Kong cartridge, Donkey Kong manual, copy of Owners Manual, and styrofoam packing (but not box shell). Actual shipping added. -$22 bassinl

Atari Home Computers
A1. Koala Pad. Includes Koala Pad touch table, stylus, Micro Illustrator Owners Manual, and Touch Table Owners Manual. Plugs into controller port 1. Very rare. Disks not included. -$9.95 min
A2. MAC/65 with DDT Macro Assembler and Editor Program for Atari Computers. (c) 1984. Bright orange cartridge. Includes manuals in bright yellow binder. -$20 mbowen
A3. Pengo cartridge. Complete in box with instructions. -$3.95 dperw
A4. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1.95 min
A5. Crossfire cartridge. No label. -$3.95 dperw
A6. Kindercomp cartridge. -$1.95 min
A7. Gorf cartridge. -$3.95 dperw
A8. Centipede cartridge -$1.95 min
A9. Galaxian cartridge -$3.95 dperw
A10. River Raid cartridge -$3.95 dperw
A11. Pac-man cartridge -$1.95 min
A12. Atari Microsoft BASIC. CX8126. Includes 167 page manual and disk. -$12 semslie
A13. Atari Macro Assembler and Program-Text Editor. Includes 2 manuals/reference card/disk. -$8 mbowen
A14 Track Attack disk, Broderbund -$1.95 min
A15 Hacker disk, Activision -$1.95 min
A16 Drol disk, Broderbund -$1.95 min
A17 Spy Hunter disk, Sega -$1.95 min
A18 Master of the Lamps disk, Activision -$1.95 min
A19 The Great American Cross Country Road Race, Activision -$1.95 min
A20 Maxi Golf, Activision 2 disk set -$2.50 min

Atari Home Computers Instructions
A21 APX (Atari Program Exchange) Keyboard Organ Instructions -$.50 min
A22 APX (Atari Program Exchange) Sketchpad Instructions -$.50 min
A23 APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50 min
A24 APX (Atari Program Exchange) Presidents of the United States Instructions -$.50 min
A25. Instructions for MAC/65 and OS/A+ disk based version of Assembler Editor and Operating System. In bright yellow binder. Add $1 to above shipping. -$2.95 min.

Atari 7800 Cartridges New in Boxes
(Very good-excellent condition, without shrinkwrap)
A26. Donkey Kong -$1 gmcclel814
A27. Donkey Kong Jr. -$1 gary123
A28. Ms. Pac-man -$1 gmcclel814

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.95 min
O2. Atari 2600 Space Shuttle. Silver with red/black letters. Fits 6 button CX2600. -$5 ltravis
O3. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. Fits standard Atari joystick. -$4 min
O4. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O5. Atari 5200 Super Breakout single -$.50 min

Atari 5200
A29. Beamrider. New in box (unsealed) -$6 Toyhound
A30. Keystone Kapers. New in box (unsealed) -$4.95 min
A31. Pitfall. New in box (unsealed) -$5 Toyhound
A32. Rescue on Fractalus! New in box (sealed) -$15 hoodlum
A33. Zenji. New in box (unsealed) -$9 Toyhound
A34. Zone Ranger. New in box (unsealed) -$10 hoodlum
A35. Blue Print cartridge -$2.50 dominion
A36. Bounty Bob Strikes Back cartridge -$40 hoodlum
A37. Gorf cartridge -$8 hoodlum
A38. Gyruss cartridge -$4 min
A39. Pac-man cartridge -$1 min
A40. Quest for Quintana Roo cartridge -$6 hoodlum
A41. Realsports Baseball cartridge -$1 min
A42. Realsports Soccer cartridge -$1 min
A43. Realsports Tennis cartridge -$1 min
A44. Realsports Football cartridge -$1 min
A45. Wizard of Wor cartridge -$10 hoodlum

Atari 5200 Empty Boxes
A46. Ballblazer (very poor condition, top torn away) -$.50 gmcclel814
A47. Megamania (very poor condition, faded) -$.50 gmcclel814
A48. Pitfall II (very good condition, without insert) -$.50 gmcclel814
A49. Popeye (very good condition, without insert) -$.50 gmcclel814
A50. Qix (crushed) -$.50 gmcclel814
A51. Space Dungeon (very good condition) -$.50 gmcclel814
A52. Space Shuttle (very good condition with insert) -$.50 gmcclel814

Playstation
A53. Warhawk. Complete in case with instructions. -$8.95 min

Super Nintendo/N64
A54. Totally Unauthorized Super Mario 64 Guide. Find every star in the game.
112 colored pages. -$3.95 min

Atari 2600 Manuals
1. 3-D Tic-Tac-Toe, Atari (small black) -$.50 blitz
2. Activision Decathlon, Activision (colored) -$.50 filmjerk
3. Adventure, Atari (colored) -$.50 blitz
4. Airlock, Data Age -$.50 verbal
5. Air-Sea Battle, Atari (b&w) -$.50 verbal
6. Asteroids, Atari (b&w, 5 languages) -$.50 min
7. Asteroids, Atari (colored) -$.50 verbal
8. Atlantis, Imagic (small colored) -$1 filmjerk
9. Backgammon, Atari (colored) -$.50 blitz
10. Barnstorming, Activision (colored) -$.50 blitz
11. Basic Math, Atari (small black) -$.50 dgeller
12. Basic Programming, Atari (small black - b&w) -$.50 outcast
13. Basketball, Atari (colored) -$.50 blitz
14. Battlezone, Atari (colored) -$1 filmjerk
15. Bermuda Triangle with Insert, Data Age -$.50 verbal
16. Berzerk, Atari (colored) -$.50 verbal

17. Blackjack, Atari (small black) -$.50 blitz
18. Bowling, Atari (small black) -$.50 blitz
19. Boxing, Activision (colored) -$.50 blitz
20. Brain Games, Atari (small black) -$.50 dgeller
21. Buck Rogers, Sega -$.50 verbal
22. Bugs, Data Age -$.50 verbal
23. Canyon Bomber, Atari (colored) -$1 filmjerk
24. Casino, Atari (small black) -$.50 blitz
25. Centipede, Atari (silver colored) -$.50 verbal
26. Challenge of Nexar, Spectravision -$.50 verbal
27. Checkers, Activision (colored) -$.50 blitz
28. Chopper Command, Activision (colored) -$.50 blitz
29. Circus Atari, Atari (small black) -$.50 blitz
30. Coconuts, Apollo -$.50 verbal
31. Code Breaker, Atari (small black) -$.50 dgeller
32. Combat, Atari (small black) -$.50 verbal
33. Commando Raid, US Games -$.50 verbal
34. Commando, Activision (b&w) -$.50 verbal
35. Congo Bongo, Sega -$1 filmjerk
36. Cosmic Commuter Employee Handbook, Activision (colored) -$.50 Rudypike
37. Crystal Castles, Atari (b&w) -$.50 verbal
38. Defender, Atari (colored) -$.50 verbal
39. Demon Attack, Imagic (colored, c 1982 with Be a Demon Attack Expert insert) -$.50 blitz
40. Demon Attack, Imagic (Rev. C, colored) -$.50 filmjerk
41. Dig Dug, Atari (colored) -$1 ltravis
42. Dolphin, Activision (colored) -$.50 dgeller
43. Donkey Kong, Coleco-$.50 verbal
44. Dragster, Activision (colored) -$.50 dgeller
45. E.T. The Extra-Terrestrial, Atari (colored) with Tips Insert -$.50 verbal
46. Encounter at L-5, Data Age -$.50 min
47. Enduro, Activision (colored) -$.50 verbal
48. Fantastic Voyage, Fox -$.50 min
49. Final Approach, Apollo -$.50 verbal
50. Fishing Derby, Activision (colored) -$.50 blitz
51. Flag Capture, Atari (small black) -$.50 verbal
52. Football, Atari (colored) -$.50 blitz
53. Freeway, Activision (colored) -$.50 blitz
54. Frostbite, Activision (colored) -$1 Rudypike
55. Galaxian, Atari (colored) -$.50 verbal
56. Golf, Atari (small black) -$.50 blitz
57. Gopher, US Games -$1.50 ltravis
58. Grand Prix, Activision (colored) -$.50 blitz
59. Hangman, Atari (small black, crushed/taped) -$.50 verbal
60. Haunted House, Atari (b&w) -$1 filmjerk
61. Home Run, Atari (small black) -$1 filmjerk
62. Missile Command, Atari (small colored) -$.50 blitz
63. Super Challenge Football, M Network (colored, lightly crushed) -$.50 verbal
64. Space Invaders, Atari (small black) -$.50 peter papp
65. Video Computer System Owners Manual (for CX2600, large black) -$.50 blitz

Colecovision Manuals
66. Zaxxon -$.50 verbal
67. Mr Do! -$.50 verbal
68. Cabbage Patch Kids Picture Show Program Guide and Parents Instruction Guide -$2.50 ltravis

Other Manuals
69. Intellivision Major League Baseball -$.50 classicgmr
70. Super Nintendo Mortal Kombat II -$.50 min
71. Atari 7800 ProSystem Owners Manual -$.50 dgeller
72. Atari 5200 Owners Manual. Silver/colored pages. CO20811 Rev. 1 1983 -$.50 dgeller
73. Atari 7800 Pole Position II -$.50 dgeller
74. Atari 7800 Asteroids -$.50 dgeller
75. Atari 5200 Football, silver/colored -$.50 dgeller

IBM PC
IBM1. Beavis amd Butthead Multimedia Screensaver CD. Includes screen saver, wallpaper, and clock, 80 video clips, 4 music videos. Complete in original box. -$4.95 Classicgmr
IBM2. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
IBM3. Williams Arcade Classics CD. Includes Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
IBM4. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$14.95 min
IBM5. Microsoft Wine Guide CD. 2000 encylclopedic entries. Tasting notes on more than 6000 individual wines. -$3.95 ltravis
IBM6. MS-DOS 6 Upgrade. Complete in original box. -$1.95 Rudypike
IBM7. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM8. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min

Atari Home Computers - Books/Magazines
B1. A Shortcut Through Adventureland. Solutions for Death in the Caribbean, Transylvania, Mission Asteroid, Mystery House, Wizard and the Princess, Cranston Manor, Ulysses and the Golden Fleece, Time Zone, Dark Crystal, Blade of Blackpoole, Escape from Rungistan, Sherwood Forest, Mask of the Sun, and Serpent's Star. -$2.50 Rudypike
B2. Mapping the Atari, Compute! Books. A comprehensive sourcebook and memory guide for beginning and veteran programmers of the Atari 400 and Atari 800 personal computers. Wire bound. 194 pages. -$3.95 semslie
B3. Programming the 6502. Rodney Zaks. 386 pages. -$1.95 semslie
B4. Your Atari Computer. A guide to Atari 400/800 personal computers. Complete operating instructions and troubleshooting tips on hardware, perpherals, and compatible software. Tutorials in Atari BASIC plus instructions for use of color graphics and sound. Reference of BASIC statements and functions. -$3.95 semslie
B5. Atari Connection magazine, Summer 1994. Computer Arts and Sciences. The Making of the Atari Light Pen. Sound of Micros. 10 Hex Tips From the Programming Pros. Dig Dug, Dallas Quest, Atari Proofreader, Joust Ads. -$3 semslie

Game Catalogs
GC1. Atari 2600 Olive Green with Astronaut, Golfer, Captain, etc. 8 Games: Air-Sea Battle, Indy 500, Video Olympics, Starship, Street Racer, Surround, Blackjack, and Basic Math. -$3 Rudypike
GC2. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$3 Rudypike
GC3. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
GC4. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller
GC5. Atari 2600 Bluegreen CO14356 1/79 -$.25 dgeller
GC6. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
GC7. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
GC8. Atari 2600 Green CO16725 Rev. C 1981. 43 Game Program Cartridges. -$.25 dgeller
GC9. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller
GC10. Your Ticket to Atari Stars. 1983 Game Catalog. Silver with 2600/5200 titles. -$.25 dgeller
GC11. Atari 5200 Super System. Silver folded. CA-971-2/83 -$.25 dgeller
GC12. Atari 7800 Collector Poster/Game Catalog. Folded/28 Games listed. -$.25 dgeller
GC13. Activision Black (c) 1981 AG-940-05 10 2600 Games -$.25 dgeller
GC14. Activision Black/Red (c) 1981 AG-940-06 12 2600 Games -$.25 dgeller
GC15. Activision Deep Purple (c) 1982 AG-940-08 14 2600 Games -$.25 dgeller
GC16. Activision Rust (c) 1983 AG-940-05 2600/Colecovision/5200/Atari Computer -$.25 dgeller

Miscellaneous
M1. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 min
M2. Atari Keyboard Controller (single) -$4.45 outcast
M3. Atari Keyboard Controller (single) -$4.45 outcast
M4. Standard Atari Paddle Controllers (pair) -$1.95 Peter Papp
M5. Atari Standard Joystick (single) -$1.95 semslie
M6. Atari Standard Joystick (single) -$1.95 semslie
M7. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min
M8. Colecovision French label for Front Line. Designed to peel and apply to cartridge. Excellent, like-new condition. -$.50 min
M9. Set of 4 manuals in very poor condition: VCS Owners Manual CX2600, 2600 Ms. Pac-man, 2600 Combat, and Colecovision Blackjack. -$.25 awwatkin

VHS Movies
(Excellent like-new condition)
M10. Bill and Teds Excellent Adventure -$3.95 Rudypike
M11. Ferris Buellers Day Off -$3.95 Classicgmr

3415. Clean Out The Basement Auction Upd#3 26/52/78/8bit/Int/Odd/F/Sin

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: Ianoid <ibaronof@midway.uchicago.edu>
Message-ID: <346DBBE7.B255754E@midway.uchicago.edu>
Source record: 68649
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.marketplace

Clean out the Basement Auction

Update #3 8am 11/15

Remove NOSPAM to reply:

ie. ibaronof@midway.uchicago.edu

The point is to get rid of this stuff quick.- buyouts accepted- trades
preffered (wants list available)- and
I will go long. Any bid can be cancelled, any item withdrawn anytime.
Make an offer- volume discount
definitely available.

Auction will take 1 week + 3 days going-going-gone phase.

Buyer pays shipping. $1 for first cart, $0.50 each cart thereafter
(first class US postage, postage tried
and true- less for big orders). More for systems, and boxed stuff.

Lets try to keep it to a $5 minimum total order. "bo" means buyout
offered- and being contemplated- it doesn't
mean it'll go thru!

Atari 2600
Atari Krull ael $2

Atari basic programming (text label) min bid $1

Atari Human Cannonball box/inst only (flap tear) wombat2 $1

Atari Star Raiders box, controller, overlay, instructions min bid $2

Atari Fireworld bi only (flap tear) wombat2 $1

Atari Red Label Group ael $2
Atari Q-bert
Atari Venture
Atari Donkey Kong Jr

Imagic Star Voyager Boxed, Instructions, Cart min bid $1

Imagic Dragonfire boxed, instructions, cart min bid $1

Parker Bros Star Wars: Return of the Jedi DSB min bid $2

20th Century Fox MASH (edge wear) min bid $1

20th Century Fox Flash Gordon min bid $1

20th Century Fox Turmoil min bid $1

M-network Air Raiders (label smudged) min bid $1

M-network Dark Cavern min bid $2

M-network Astroblast boxed, instructions min bid $1

M-network Groop min bid $2
M-network Frogs and Flies l
M-network Adv. Of Tron lM-network super challenge Baseball
M-network Baseball (white label)
M-network super challenge Football

Coleco Mouse Trap min bid $1

Xonox Artillery Duel/Chuck Norris Superkicks ael $5

Activision Groop min bid $3
Activision Spider Fighter (actiplaque)
Activision Fishing Derby
Activision Starmaster
Activision Tennis
Activision Chopper Command
Activision Bridge

Activision Sky Jinks min bid $1
US Games Name This Game (end label msg, plaque, bubble) min bid $1

CBS Mountain King min bid $1 bo

CBS Wizard of Wor min bid $1

CBS Blue Print steg $1

US Games Towering Inferno steg $1

Epyx Summer Games (bubble/label wear) min bid $1

Sears Missile Command min bid $1

Instructions Groop min bid $1
Phoenix, Pac-Man, Centipede (comic), Human Cannonball, Grand Prix, Super
Breakout, Dragster,
Maze Craze, M-net Super Challenge Baseball, Outlaw, Video Olympics,
E.T., Football, Home
Run,,Enduro, Combat, Breakout, Berzerk

Box only: Human Cannonball min bid $1

Atari 5200
Activision Space Shuttle steg $1

Activision Zone Ranger box only min bid $1

Atari Space Dungeon (controller holder, instructions, cart) ael $5

Parker Bros Q-bert (label worn) min bid $1

Atari 7800 shrinkwrapped groop min bid $4
Ace of Aces
One-on-One
Realsports Baseball
Dig Dug
Centipede
Donkey Kong Jr.

Atari 400/800
Imagic Demon Attack ("Davis" written on label) steg $1
Parker Bros Frogger ("Davis" written on label) steg $1

Intellivision
Intellivision Electric Company Word Fun boxed, instructions, 2 overlays,
cart min bid $2

Intellivision Reversi box, cart min bid $2

Intellivision Backgammon box, instructions, 2 overlays, cart min bid $2

Intellivision Imagic Groop (loose) ael $5 bo
Imagic Beauty and the Beast
Imagic Atlantis
Imagic Ice Trek
Imagic Microsurgeon
Imagic Swords and Serpants

Imagic Atlantis box, 2 overlays, cart min bid $1

Imagic Microsurgeon box, instructions, cart ael $3 bo

Aquarius
Computer System box, instruction cards min bid $8
Expansion unit Controllers (2) min bid $4

Odyssey 2
Odyssey 2 with hardwired joysticks with Speedway/Crypto-Logic/Spinout!
boxed with instructions,
Showdown in 2100AD, Alpine Skiing, UFO, Blockout/Breakdown min bid $10

Invaders from Hyperspace Boxed with Instructions min bid $1

Baseball Boxed with Instructions min bid $1

Pick Axe Pete Boxed with Instructions min bid $1

Pocket Billiards Boxed with Instructions min bid $2

Electronic Table Socer loose min bid $1

Quest for the Rings loose min bid $2

Casino Slot Machine loose min bid $1

Fairchild ChF
#1 loose min bid $1

#3 Blackjack boxed min bid $1

#5 Spacewar boxed, instructions (end label missing/actiplaque) min bid $1

#11 Backgammon boxed min bid $1

#12 Baseball box only min bid $1

#17 Pinball loose min bid $1

Vic-20
Gortek and the Microchips complete with cassettes b(B) I sticker! 8k memory cart min bid $1
Vic-20 Groop min bid $3
The Count
Voodoo Castle
Omega Race
Pirate's Cove
Avenger
Cosmic Cruncher
Home Babysitter
Radar Ratrace

Sinclair 2068 Personal Computer (boxed , foam, takes Cartridges) min bid $2 bo

3416. Re: Atari Fidonet message base - alive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <64l2bg$65j$1@sanos.psych.uw.edu.pl>
Source record: 68650

11 Nov 1997 15:35:27 GMT Alan Sharkis napisal byl w comp.sys.atari.8bit:
> But that leaves links to existing BBS networks that run on 8-bits and STs.
> Any thoughts on how differences in message length, headers, etc., can be
> overcome without some sysop spending 36 hours a day doing it manually?

most bbs mailers support well known message bases formats, fe. squish, msg,
hudson, jam, etc. these can be easily processed locally by the fidonet tosser
and then route as a standard fidonet echomail.

988
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

3417. Memory Upgrade of 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971115225700.RAA18866@ladder02.news.aol.com>
Source record: 68651

I recently bought my first Atari 800 and I read that it could be upgraded to
192k with three 64k RAM boards.
Where can I buy the 64k boards? At an electronic store (Radio Shack, Fry's) or
from an Atari reseller?
Any help would be appreciated.

semslie@aol.com

3418. WTB: Atari LOGO Manual

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971115225901.RAA20235@ladder01.news.aol.com>
Source record: 68652

I'm looking for a manual/reference for Atari LOGO cart
Any help email to: semslie@aol.com

3419. Re: Any comments on Gem D

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <64jitf$f4t$1@triglav.iwaynet.net>
Source record: 68653

On 1997-11-11 kendrick@zippy.sonoma.edu(WilliamKendrick) said:
>Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
><stuff>
>I hate to see the thread with my game's name in it turning into a
>flame-war guys! :)

It's just the way old-timers like me and Steve act.Sparing off and all that.

Well I changed it on another message.Reply to that one instead of this one,
Steve.(it'll say "(was re:Comments on GemDrop)" after the subject)

Anyway the full name got cut off a while ago.
(probably by WINDOWS!<heh>)
You know how those Windows users like to do all that wacky stuff like create
90-column text files.(especially anoying because PC text programmes don't like
anything over 80.You just see the first 80 characters of each line)
I run into that in DOOM WAD description files a lot.UNIX's fold command helps
out a lot on the PC.

Net-Tamer V 1.09 - Test Drive

3420. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <64m5e0$bfm@nntp02.primenet.com>
Source record: 68654

The mortal Kenneth Jennings wrote:
: position and then write to one of the custom registers.) Trying to
: convert 6502 on the fly into copper lists would be real frustrating

One word. TABLES.

With memory pricing the way it is, it's not a big deal even if you wind up
with a table of 2-4mb.

3421. Re: Has anyone notice 'Don't Fear's' Nov 10th Auction is now at Nov 14th?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bcf184$ef6c71d0$59625ecf@drt1>
Source record: 68655

> Umm...that's the way 90% of the auctions work. You run it for a
> week or so to make sure everyone gets a chance to see it, and then you
> enter the G1/G2/Sold phase. He said it would enter that phase on the
> 10th, and it did. Most of the items were marked Sold on the 12th - those
> that weren't Sold had gotten new bids, and thus went back to G1. It is
> possible that an auction like this could go on indefinitely, provided new
> bids continue to roll in, but that just doesn't happen.
>
> Don't go getting all excited about this - this is how the majority
> of auctions are run. Get used to it.

I'm not excited about it, just curious what gives. Would you please name some auctions that are run this way? I have participated in probably 100 auctions. I have never seen an auction run more than a day past the 'stated' date, most stop right on a stated date and time, and too bad for anyone who didn't get their bid in.... You right, he did say 'enter' but that is a very unclear term. As you agreed, this could go on forever! I understand the guys desire to maximize his oportunity to maximize his income on this....but it would be nice if the 'rules' were stated more clearly. Next time I see wording that I think is unclear, I'll make sure I get it clarified beforehand.... It certainly is my mistake for making an assumption, and not reading it carefully.

Thanks,

Austin

3422. Hard Disk for Atari 800???

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971115074300.CAA18677@ladder01.news.aol.com>
Source record: 68656

Can I get a Hard Disk for my Atari 800?
Any ideas reply to:
semslie@aol.com

3423. WTB: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-15 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <346D9889.4BBA@sprynet.com>
Source record: 68657

hi,

I'm looking for a complete atari 800, and disk drives. manuals etc.
Also looking for a disk drive with a "happy" chip or similar. Please
e-mail me at:

danny
dalabast@sprynet.com

3424. Re: Browse Atari 8-bit disks on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-16 00:00:00 UTC
From: Aaron Christopher Finney <afinney@prinsol.com>
Message-ID: <346F2552.BDEA77E0@prinsol.com>
Source record: 68658

dklugh@iwaynet.net wrote:
>
> On 1997-11-01 pbjurman@aol.com(PBjurman) said:
> >From what I've heard, there's a few FTP libraries on the Internet
> >that have lots of games and programs for the Atari 8-bit computers.
> >Is there some PC software that would allow me to download the file
> >from the Internet and write the file to a 5.25" disk for use in my
> >Atari? Thanks for your help!
>
> Check the FAQ.You can get it here or download it from rtfm.mit.edu.
>
> Net-Tamer V 1.09 - Test Drive

Could you post the FAQ? I tried to connect to rtfm.mit.edu with no
success....

3425. $30 for SF354 +Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-16 00:00:00 UTC
From: raymondp@cris.com
Message-ID: <64nh2r$i6p@examiner.concentric.net>
Source record: 68659

Round out your collection of 8 bit artifacts...

It goes out of the basement one way or another.

$30 INCLUDES shippig (as long as it's NOT prohibitive)

3426. Re: $30 for SF354 +Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971116160134.20401A-100000@fissure.scar.utoronto.ca>
Source record: 68660

On 16 Nov 1997 raymondp@cris.com wrote:

>
> Round out your collection of 8 bit artifacts...
>
> It goes out of the basement one way or another.
>
> $30 INCLUDES shippig (as long as it's NOT prohibitive)
>
>
What is the SF354 drive? I have never heard of it for the 8bit?

Isnt that a 3.5" drive for the Atari ST?

Alan
University of Toronto
Computer Science, Management and Economics

3427. Atari Games (Was Re: Seriously! ANY comments on Gem Drop?)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-16 00:00:00 UTC
From: Mr Maddog <mrmaddog@*You_spam_you_suffer!!!!!!!!*.org>
Message-ID: <Pine.UW2.3.95.971116163630.9958A-100000@reality>
Source record: 68661

> "Alan Sharkis" wrote:
>
> It's also true that the Atari trademark, as used in the coin-op games,
> still lives. Warner held on to that division when they sold the Home
> Entertainment division to the Tramiels. Later they sold the arcade stuff
> to another outfit (Williams?) that continues the trademark and is even
> bringing out new products under it.

Here's a brief history of Atari Games after the Crash...

When Tramiel bought the home division, the coin op division became Atari Games and was sold to Namco who used them as an American distributor of their games (Rolling Thunder, PacManina)

Sometime later, Namco had cut all ties with Atari Games and Tengen(the subdivision that made Atari Games titles for consoles) and did the American releasing of their games themselves(any 3D arcade game not made by Sega). So now it was owned by Time-Warner, who already had some shares in the company, and they did the virtual reality stuff like Hard Driving and Steel Talons. Later, they become a part of Time-Warner Interactive and came out with Space Lords(great arcade rendition of Star Raiders), Primal Rage, and T-Mek. The last game they did under T-W Interactive was Area 51

But after the Jaguar fiascal(we all know that very well), the company became part of Williams even though Nolan Bushnel wanted to buy it back and that's where we are today. They have great looking titles like San Fransico Rush and Mage, and are said to be doing great.

Eric Noss
a.k.a
Mr. Maddog

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

All solicitation, automatic or manual, is subjected to a fee of $500 by Pennsylvannia State law. Administrators of the domain from where the offending e-mail has been sent will be notified of such actions,by any means necessary.

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

E-mail me at: mrmaddog (@) microserve.net

(For private chats only)

3428. StarRaiders for Atari 400-800???

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-16 00:00:00 UTC
From: joeb66@IHATESPAMwwa.com
Message-ID: <346f75d1.9346809@news.wwa.com>
Source record: 68662

I remember when the Atari 400 and 800 first came out. There was a game, i think it was called star-raiders?? The premis of the game was, you started out with a grid of your sytem, then you could hyperjump to where the bad guys were, then you would engage in dogfights. IT WAS SO AWESOME???

Is this the name, and does anyone know how i can convert it to a pc??

thanks in advance, and please put together below to send email or respond back in here!

joeb66
at
wwa
dot
com

3429. Re: StarRaiders for Atari 400-800???

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-16 00:00:00 UTC
From: Internet News <miami_stax@msn.com>
Message-ID: <e8f61Dv88GA.319@upnetnews03>
Source record: 68663

Yup, it was Star Raiders. I've got it stashed away somewhere with my old 800.

>I remember when the Atari 400 and 800 first came out. There was a
>game, i think it was called star-raiders??
>
>Is this the name, and does anyone know how i can convert it to a pc??

3430. Help with downloading software

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-16 00:00:00 UTC
From: "J. Reyes" <fixit@fred.net>
Message-ID: <64o4ik$k37$1@news.fred.net>
Source record: 68664

I've found web sites with many tiles for the Atari 8-bit PCs. I have XL-It
in my Pentium PC, plus I also have Atari 8-bit computers. My question is:
How do I download these games? When I click on the links, my browser just
shows me a bunch of gibberish. Am I supposed to the save the page to disk?
Under what file name? Can I use APE to the run these titles with my Ataris?
Please help.

Thanks,

J.

3431. WTB: 800 or 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-16 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <346F871F.2DBA@sprynet.com>
Source record: 68665

please e-mail me.

dan
dalabast@sprynet.com

3432. Re: Steven Tucker

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <347090F1.A46277A1@aol.com>
Source record: 68582
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

I've dealt with Steven in the past and have had no problems whatsoever.

Curt

3433. Re: Floppy Disk Controller for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <347091A4.88C5CC42@aol.com>
Source record: 68583

Well, you could use an XF551 disk controller, the 551 controller came from the XF351 controller which was going to be a 3.5" disk drive but was cancelled. You can look around for an ATR8000, they use everything: 5.25, 3.5 and even 8"

Curt

3434. Re: ATR Disk Image > 130k

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <879801942@stackbbs.xs4all.nl>
Source record: 68584

-=> Quoting Kkeith01@nnsp.eds.com to All <=-

Kk> G T Clark wrote:
>
> So how exactly do you get into the games that are in those huge .atr's?
> They have heaps of stuff, but when you try to load it on up it just says
> "Boot error". Do I need MyDos or something here?
>
> Best

Kk> get menu.atr and run it.

Well, I looked at the 1 Mb images, and they just use the "VTOC" or index
structure of regular 720 or 1040 sector disks (Single/Medium).
Because of the same structure, only a maximum of 64 files will fit in
the ATR (like on a normal disk).
On a normal disk, the number of sectors is limited to the type of disk.
On a single disk it's 720 sectors, on a medium it's 1040.
Technocally it's limited to what fits in 10 bits (the space which is
allocated to address the next sector number), so the maximum number
of sectors one could actually address using the current disk layout
would be 1023 sectors, hence sector 1024 thru 1040 cannot be addressed
on a Medium disk.

Let me explain.
Each sector on a disk contains data. There are 128 bytes making up
one sector, and the last 3 bytes of them are special.
Byte 128 specifies the amount of bytes used within the sector
(minus the 3 bytes that are always used), a completely used sector
results in a hex 7D meaning 125 bytes used.
Bytes 126 and 127 make up 16 bits.
The "left" 6 bits are linked to the File ID.
This way DOS knows to which while a sector belongs.
The "right" 10 bits make up the pointer to the next sector.
If it is zero, there is no next sector, else it points to the
next sector. With 10 bits the maximum number you can make is 1023.

If one would drop the File ID, and use that for the next sector pointer as
well, one would have 16 bits to address the next sector.
With 16 bits one can address up to 65,536 sectors =
65,536 * 128 bytes = 8 Megabytes, more than enough to store 64 files.
The main advantage of using the normal VTOC is that even DOS 2.5 can
"read" such a disk.
However, since DOS checks the 6 "left" bits to see if it matches up
to the file ID, you need a special loader program, like MENU.ATR.

So, with the DOS 2.5 file system, one could address up to a maximum of
8 Megabytes.
There even seem to exist ATR's of 16 Megabytes.
This can be only accomplished if the high bit of the "Byte count
per sector" is used. This can be easily done, because one can
specify the maximum of 125 bytes per sector easily with 7 bits.
If we do that, we can use 17 bits for sector addressing,
which adds up to 121,072 sectors or roughly 16 Mb of data.
Of course we loose all compatibility with DOS 2.5 here.

Bo.

___ Blue Wave/386 v2.30

3435. emulator and ftp site question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: joeb66@IHATESPAMwwa.com
Message-ID: <3470c4b3.11847970@news.wwa.com>
Source record: 68585

Can someone suggest a good emu program to run starraiders??

And where could i get the software of star raiders???

Thanks

joeb66
at
wwa
dot
com

3436. Re: Synapse on the net

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <3471f52c.4330240@news.primenet.com>
Source record: 68586

"J. F. Goodwin" <smrgoodw@reading.ac.uk> wrote:

>Bob Nixon wrote:
>>
>> I've got Necromancer but have not been able to find any xfd or
>> atr's of others of these best of the 8bit Atari games, on the
>> Internet. Zeppelin, Drelbs, Blue Max, Protector II (protector is
>> nearly unplayable), the Submarine game (forgot the name) and a
>> couple of space genre that I forgot the names.

Picnic Paranoia, Rainbow Walker, Quasimodo, Fort Apocalypse,
Claim Jumper, Alley Cat, Slime, Electrician & Chicken.

>I also recall Survivor, Shadow World, Pharoah's Curse and Dimension X.
>There was also a Blue Max sequel . Nautilus is the submarine game.
--------------------------Blue Max: 2001

>However, shame on you, you forgot to mention Shamus and Shamus II!
Sorry <G>

>Anything else missing?
>
> - Joel

3437. Re: What's the Best 8bit Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <34709642.B98452E8@cc.usu.edu>
Source record: 68587

IrcDaemon #346 (ver. 4.02) wrote:
>
> What's the best Atari 800 emulator for PCs? I want a DOS
> version with sound and proper colors.
>
> << ERROR MESSAGE - #852 - Please notify server >>

the best thing is definitely the real thing. i've played around with
several emulators. some worked okay, and some didn't work at all. then
i pulled out my 800xl for the first time in 8 years. the best.
-tom

3438. A tip for 8-Bitters!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <34710AAB.23B9@spnt.com>
Source record: 68588

I keep getting asked this question, and to date I haven't seen this addressed in any of the FAQ's, and think it may be worthy of inclusion in one or more of them...

The question is: "How do I type the tilde or squigly line which is in most web addresses? I don't have a key for it..."

Answer: The tilde is an inverse backspace on the Atari 8-Bit which can be very hard to type depending on the term program you are using, however you can insert the hex equivalent very easily, which is %7e in place of the tilde and it will work just perfectly. Do not put a space either before or after the %7e.

Hope this may be of some use to everyone!

The Shadow

3439. Re: new QMEG+OS 4.0!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6i3rf4P$zHB@peter.soemtron.sb.sub.de>
Source record: 68589

In article <Re: new QMEG+OS 4.0!!>, rje@co.umist.ac.uk (Raphael James Espino) wrote:

Howdy Raphael!

> > That's not a very good example since Silent Service doesn't do any disk
> > access while you're actually in a game.A better example would be Ultima
> > 1,Wizard's Crown or Alternate Reality<shiver>.
> Or Zork I, something I've been playing from my new ramdisk recently,
> which is almost finished now just got to finish writing the docs,
> watch this space ;)

good example! Zork or the rest of infocom adventures were really slow with
a diskdrive, unbelievable faast with ramdisk ;-)

peter(thomas h.)
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3440. SpartaDOS help

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <880150510@stackbbs.xs4all.nl>
Source record: 68590

```
< Sparta-Dos on Emulator >
Try to get version X3.3a of Sparta-Dos... (X33A.DOS) This version
hasn't got the US-doubler high-speed I/O routines, so it will probably
work...

Sysop Fox-1
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3441. Hard Disk for Atari 800??

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <880150512@stackbbs.xs4all.nl>
Source record: 68591

```
< Atari 8-Bit harddisk >
1. Black-Box interface. Features: SCSI HDD interface, parallel
printerport, serial com-port 19200 baud with hardware flow control.

2. ICD MIO. Features: SCSI HDD interface, RAM-disk feature, serial
COM-port.

3. MSC interface. Features: IDE HDD's, master and slave, CD-ROM player.

4. KMK interface. Features: IDE HDD's, master and slave, CD-ROM player
support in development.

5. Bob Woolley IDE interface. 1200XL only (let someone correct me if I'm
wrong).

6. ATR-8000. Features: HDD with CP/M support.

7. PIO-2-PC. Parallel connection to PC for HDD usage.

8. SIO-2-PC. Serial connection to PC using Atari SIO-bus and simple
hardware.

9. APE. see: SIO-2-PC.

I'm not sure about the MIO-2, but I think it's never been released...

In my opinion the Black-Box is the best one, but it's rather expensive,
but still available !

Sysop Fox-1
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3442. Graphics

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <880150498@stackbbs.xs4all.nl>
Source record: 68592

Howdy folks

Let's talk graphics.

For those of you looking for a cheap and/or new XEP80, contact the ABBUC (http://home.t-online.de/home/wburger,snail-mail: ABBUC, c/o Wolfgang Burger, Wieschenbeck 45, D-45699 Herten, Germany or E-mail: wburger AT cww DOT de)

They have NEW XEP80's for DM 25.00 (approx. USD 12.50) INCLUDING postage to "the rest of the world". Europe pays DM 22.00.

And then there was this GRAPHICS 9 BUG in EUROPEAN 65XE's and 800XE's. Marius Diepenhorst found a solution to the bug (three resistors) through trial and error. But I don't really trust "trail and error" solutions, because of possible long term problems. There must be somebody in all of Europe with both an XE with this bug and enough knowledge of electronics (and the proper tools, like a "scope") to find the real source of this problem and a reliable solution. Both my 65XE and 800XE have this problem, maybe even my XEGS's. The following piece of BASIC code should result in a bar at the top of the screen that goes from black via grey to white (or vice versa). On XE's with the Gr.9 bug, certain lines are displayed containing something like the character you get when pressing Ctrl-T. And it can REALLY screw up a screen, like in the HIP-format (try the SEXUALE demo and - depending on the computer you have (bug or no bug) - you'll find out what "screw up"

means. BTW it's the most X-Rated
demo I've ever seen on the Classic
Atari.

Here's the code:

```
10 GRAPHICS 9
20 FOR T=0 TO 15
30 COLOR T
40 PLOT 0,T:DRAWTO 79,T
50 NEXT T
60 GOTO 60
```

CU Mathy Van Nisselroy

PS in the above homepage, I had to
split "wbu" from "rger", because BBS
Express Pro 5.0 somehow choked on
that when I didn't. So it should
read "wburger" in the address.

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3443. lone raider

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: sysop.fox-1@stackbbs.xs4all.nl
Message-ID: <880150511@stackbbs.xs4all.nl>
Source record: 68593

```
Well, I have a game somewhere laying around with that name, for the Atari
8-bit ofcourse...
Don't know the game itself, only the title, and it's just a copy on
disk...

Sysop Fox-1
```

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3444. Sperm Donors-$1000/week

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: iks@superq.com
Message-ID: <161197193138@superq.com>
Source record: 68666

If you are a healthy male between the ages of 18-45 and are seriously interested in participating and earning up to $1000 weekly through various sperm donor programs in the following US states and Canadian Provinces, send e-mail to donorsite@technologist.com

USA:
Alabama Kentucky North Dakota
Louisiana Ohio
Arizona Maine Oklahoma
Arkansas Maryland Oregon
California Massachusetts Pennsylvania
Colorado Michigan Rhode Island
Connecticut Minnesota South Carolina
Delaware Mississippi South Dakota
District of Columbia Missouri Tennessee
Florida Montana Texas
Georgia Nebraska Utah
Hawaii Nevada Vermont
Idaho New Hampshire Virginia
Illinois New Jersey Washington
Indiana New Mexico West Virginia
Iowa New York Wisconsin
Kansas North Carolina
Wyoming

Canada:
Alberta British Columbia Manitoba
New Brunswick Quebec
Northwest Territories Nova Scotia Ontario -
Yukon

donorsite@technologist.com

<<=<>>>><==>===>><>=

3445. WTB: xf551 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971117051100.AAA22264@ladder02.news.aol.com>
Source record: 68667

```
I am interested in a xf551 drive.
Email to: semslie@aol.com
```

3446. Re: 8bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <64ofjf$p8v@sjx-ixn4.ix.netcom.com>
Source record: 68668

In article <346F9837.3C1F@homer.louisville.edu>, jnyepuz1@homer.louisville.edu wrote:
>Hello,
>
>1. Picked up an old 1050 drive, not sure if it would work. Plugged it
>in, and no luck. Then I kind of tilted the drive forward, and it seems
>whatever connection needed to be made got made - the drive powered up,
>and I could boot fine. The printed circuit board in the drive moves
>when I plug in the power supply and the SIO cable -- any connection?
>More importantly, should I (or can I) do something to remedy this
>problem? Like I said, the drive works fine -- if I move it, I need to
>do the little tilt thing again, and all works fine. But is there some
>fundamental problem with the way the power supply connects to the PCB
>that I should worry about/try to fix?
>

Does the unit power up if you wiggle the power plug or only if you tilt it forward? Could be a loose cable. Open the unit and see. You won't damage anything by doing this part.

>2. Picked up an old 800XL. When I turn it on, the MEMORY TEST comes up,
>and I see three or four red rectangles, which I guess means something is
>wrong with the RAM. Any idea what is wrong, and how, and where I could
>get it fixed? ROM looks fine.

Sounds like a bad ram chip. I'm not sure which blocks go with which chip on the board. Open the unit up (you knew I would say that!), remove the board and shielding and re-seat the ram chips (eight of them on the left side.). If your chips are socketed you can easily replace them. Got any old 286 memory expansion boards? They had loads of 256K ram chips.

There are a few companies that will do hardware modifications for you or sell you one. They might even take the hardware you have for trade fodder. However, this can be expensive. It is usually better to do it yourself and just purchase the parts for under $25.

Karl

3447. Atari 800XL's For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <34700874.1D2C@ccnet.com>
Source record: 68669

I have 3 Atari 800Xl's.All work good and have been tested.Only one has a power supply.They are all clean,no junk.

Make offer or trade.

3448. Atari software & hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: gene@ehrich.com
Message-ID: <HqUb.77q6.500142@news3.voicenet.com>
Source record: 68670
Cross-posted to: comp.sys.atari.8bit,alt.forsale,comp.forsale,comp.forsale.computers,misc.forsale.computers,misc.forsale.computers.other,misc.forsale.computers.other.misc,misc.forsale.computers.other.software,nj.forsale,pa.forsale,pa.ne.forsale,us.forsale.computers,alt.warez.atari

Atari Items for Sale plus shipping - pre-paid only

Atari power supply for 1050 drive..... $19
Ape Face Model XLP Digital Device..... $39
Atari XMM801 printer..... $24
Atari 1020 Printer..... $15
Atari 410 Program Recorder (tape deck) (2)..... $14
Atari 400 Program Recorder (tape deck)..... $12
Cables for Atari etc from Chelco (6) ..... $ 8 each
Hot Stuff Joystick (rough)..... $ 7
Paddles (3 sets)..... $12 each
WICO Command Control Joysticks - rough..... $12 pair
DVE Printer Power Supply Model DV-2412A..... $10
50 5-1/4 diskettes $10
50 3-1/2 diskettes..... $12.50
.....

Diskette Software for Atari Computers $5.50 each (5 for $24)
Most have box & docs

ALA Software - G-Men ALA Software - Assasins Cove
Bond Analysis Con*Putation
Cranston Manor Adventure (no box) DataPerfect (no box)
Dr Seuss - Fix-Up The Mix-Up Puzzler DeBug by Childware
Enhancer
Leader Board Golf Game (no box) MatchBoxes
MegaFont II from XLEnt Software Master Diskette 3 (no box)
Murder on The Zinderneuf My First Alphebet (no box)
Page Designer from XLEnt Software Print Shop
Reading Skills Sesame Str Astro-Glover (3-6)
Spinnaker Alphabet Zoo (3-8) Spnker Hey Diddle Diddle
(3-10)
Spinnakers Kids on Keys (3-9) Spinnaker Kindercomp (3-8)
The Big Math Attack The Jar Game & Chaos
Tinks Adventure (4-8) Tuk Goes to Town (4-8)

Star Voyage Series - Star Voyage 1 & Star Voyage 2
Sesame Street Print Kit for Atari & Commodore
Graphic Generator by DataSoft w/box & docs
The Halley Project - A Mission in Our Solar System (no box)
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)

Tonk in the Land of Buddy-Bots (4-8)
Wizzard & The Princess (no box) Hi-Res Adventure #2
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
Success with Math - Linear Equations --
Success with Math - Quadratic Equations --
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.50 each (4 for $12)
diskette only

Analog Disk #57 Analog Disk #73 June 1989
Andromeda Conquest Astro Grover
Cardware High Tech Expressions Caverns of Mars
Compute Disk October-December 1986 Compute Disk January-March
1987
Crypto Cube (2) DISKEY from Adventure
International Hacker
Ghostbuster Jingle Disk High Tech
Expressions Lode Runner
Lucas Films Ballblazer Match Up
Master of Lamps Memory Mania & Maxwells Demon
Micro Addition Micro Division
Micro Multiplication Monkey See, Monkey Spell
Moon Shuttle My First Alphabet
On Track Racing Paint Master Diskette
Print Shop Sea Bandit
Shape Up Sky Blazer from Broderbund
Spiderman Spy vs Spy
Summer Games - Tetrad
T.G,I,F. The Quest
Threshold Touchdown Football
Trapazoid Warp Speed Software (2)
PartyWare High Tech Expressions (2)
Walt Disney Picture Show - Cave Lord
Printer Driver Construction Set from APX
Computer Crosswords for Atari or Commodore
Adventure 7.8.9 from Adventure International
.....
Antic Diskettes from Atari $2.50 each (8 for $17)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2

Volume 9 - Numbers 2

.....

Cartridges for Atari Computers $6.50 each (4 for $24)

Atari Artist Atari Writer Word Processor
Basic Language Computing (2) Demon Attack
Donkey Kong E.T. Phone Home
Galaxian Millipede
Music Composer (2) Pacman
Qix Sea Horse Hide & Seek
Sky Writer

.....

Tape Software for Atari Computers $3.50 each (4 for $11)

Andromeda Conquest Atari Progr Exch - Counter (3-8)
Clowns & Balloons for 400/800 Figure Fun
Ghost Hunter w/docs Gulp!!
Introduction To Graphics Joystick Sketchpad
Jungles Rainbow w/docs Juggles Rainbow
Moon Shuttle Sea Bandit
Spelling Genie Sargon II --

Star League Baseball States & Capitals

Atari Program Exchange - Midas Touch
Hickory Dickory Dock/Baa, Baa Black Sheep
List, General List, List Customizer
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Temple of Apshai from Epyx (2)
The Haley Project from Mindscape w/box & doc
Touch Typing

.....

Atari Books $6.95 each (4 for $25)

An Atari for Kids by Boren, Hovey, Hovey
Atari An Invitation to Programming 3 Intro Sound & Graphics - DOC
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Quick Reference Card
Atari Explorer Magazine Summer 1985
Atari Explorer Magazine Winter 1986
Atari Explorer Magazine April/ May 1985
Atari Missile Command DOC
Atari Music Composer DOC
Atari Program Exchange - A guide to Effective Programming
Atari Space Invaders DOC
Atari Star Raiders DOC
Atari 440 Programmer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari Joystick Sketchpad Instruction Guide

Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Home Applications & Games for the Atari Home Computers
Introduction to Atari DOS --
Print Shop
Simply VisiCalc by Barbara s Chirlian
Visicalc Software Manual (minus diskettes) (2)

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only Plus Shipping

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com gene@ehrich.com

--
Gene Ehrich gene@ehrich.com (preferred address)
P.O. Box 209
Marlton NJ generic@voicenet.com (backup address)
08053-0209

3449. WTB: XL/XE RAM Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <34702C14.41C6@jaleo.idecnet.com>
Source record: 68671

Hello everybody,

I have a 600 XL upgraded to 64 KB with the Atari 1064 RAM module. I'd
like to upgrade the RAM up to 256 KB at least, or 1 MB if it's possible.
Therefore I'd thank you if somebody tells me the best way to do it,
either buying the RAM modules from a dealer (list addresses!) or
building it by myself, in that case a description on how to do it will
be very helpfull! :-)

Thanks a lot in advance!

//\/\@rtin //\/\ielke (a.k.a. Pimpf)
mailto:martin@jaleo.idecnet.com

3450. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3470369a.221956896@news.aatech.com>
Source record: 68672

On Mon, 17 Nov 1997 09:38:20 GMT, Gnu <gnubeest@bellsouth.net> wrote:

>dklugh@iwaynet.net wrote:

>> A new technique of mixing 2 of the GTIA modes gives you 160x200x30 monochrome.
>> That is,30 shades of grey.Yet another GTIA hybrid mode gives you a
>> (flickering) 80x200 16-level RGB (4096 total colours/lumnas) and 160x200
>> 4-level RGB (64 total).

>What? Could someone point me in the direction of some info on these techniques?
>I'm terribly interested in 160x200 GTIA, even if it's monochrome. Does it involve
>faeiries, pixie dust, or plugging a toaster into the parallel port?

Don't get too excited. These aren't "new" graphics modes. They
are all produced by flipping between two (or more) different
screens/modes each vertical blank. They aren't very practical
except in very limited circumstances (demos).

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3451. 8-Bit Auction - Microsoft BASIC with manual, more!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971117124701.HAA12118@ladder01.news.aol.com>
Source record: 68673

Everything Auction - Update 13

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, November 24, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a US address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals; $6.95 for systems, modules, hardware, and over 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Systems
S1. Colecovision System. Includes main unit, two hand controllers, power supply, rf cable, original Coleco tv switchbox, Donkey Kong cartridge, Donkey Kong manual, copy of Owners Manual, and styrofoam packing (but not box shell). Actual shipping added. -$22 bassinl

Atari Home Computers
A1. Koala Pad. Includes Koala Pad touch table, stylus, Micro Illustrator Owners Manual, and Touch Table Owners Manual. Plugs into controller port 1. Very rare. Disks not included. -$9.95 min
A2. MAC/65 with DDT Macro Assembler and Editor Program for Atari Computers. (c) 1984. Bright orange cartridge. Includes manuals in bright yellow binder. -$20 mbowen
A3. Pengo cartridge. Complete in box with instructions. -$3.95 dperw
A4. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1.95 min
A5. Crossfire cartridge. No label. -$3.95 dperw
A6. Kindercomp cartridge. -$1.95 min
A7. Gorf cartridge. -$3.95 dperw
A8. Centipede cartridge -$1.95 min
A9. Galaxian cartridge -$3.95 dperw
A10. River Raid cartridge -$3.95 dperw
A11. Pac-man cartridge -$1.95 min
A12. Atari Microsoft BASIC. CX8126. Includes 167 page manual and disk. -$12 semslie
A13. Atari Macro Assembler and Program-Text Editor. Includes 2 manuals/reference card/disk. -$8 mbowen
A14 Track Attack disk, Broderbund -$1.95 min
A15 Hacker disk, Activision -$1.95 min
A16 Drol disk, Broderbund -$1.95 min
A17 Spy Hunter disk, Sega -$1.95 min
A18 Master of the Lamps disk, Activision -$1.95 min
A19 The Great American Cross Country Road Race, Activision -$1.95 min
A20 Maxi Golf, Activision 2 disk set -$2.50 min

Atari Home Computers Instructions
A21 APX (Atari Program Exchange) Keyboard Organ Instructions -$.50 min
A22 APX (Atari Program Exchange) Sketchpad Instructions -$.50 min
A23 APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50 min
A24 APX (Atari Program Exchange) Presidents of the United States Instructions -$.50 min
A25. Instructions for MAC/65 and OS/A+ disk based version of Assembler Editor and Operating System. In bright yellow binder. Add $1 to above shipping. -$2.95 min.

Atari 7800 Cartridges New in Boxes
(Very good-excellent condition, without shrinkwrap)
A26. Donkey Kong -$1 gmcclel814
A27. Donkey Kong Jr. -$1 gary123
A28. Ms. Pac-man -$1 gmcclel814

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.95 min
O2. Atari 2600 Space Shuttle. Silver with red/black letters. Fits 6 button CX2600. -$5 ltravis
O3. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. Fits standard Atari joystick. -$4 min
O4. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O5. Atari 5200 Super Breakout single -$.50 min

Atari 5200
A29. Beamrider. New in box (unsealed) -$6 Toyhound
A30. Keystone Kapers. New in box (unsealed) -$4.95 min
A31. Pitfall. New in box (unsealed) -$5 Toyhound
A32. Rescue on Fractalus! New in box (sealed) -$15 hoodlum
A33. Zenji. New in box (unsealed) -$10 awwatkin
A34. Zone Ranger. New in box (unsealed) -$10 hoodlum
A35. Blue Print cartridge -$2.50 dominion
A36. Bounty Bob Strikes Back cartridge -$40 hoodlum
A37. Gorf cartridge -$8 hoodlum
A38. Gyruss cartridge -$4 min
A39. Pac-man cartridge -$1 min
A40. Quest for Quintana Roo cartridge -$6 hoodlum
A41. Realsports Baseball cartridge -$1 min
A42. Realsports Soccer cartridge -$1 min
A43. Realsports Tennis cartridge -$1 min
A44. Realsports Football cartridge -$1 min
A45. Wizard of Wor cartridge -$10 hoodlum

Atari 5200 Empty Boxes
A46. Ballblazer (very poor condition, top torn away) -$.50 gmcclel814
A47. Megamania (very poor condition, faded) -$.50 gmcclel814
A48. Pitfall II (very good condition, without insert) -$1 Toyhound
A49. Popeye (very good condition, without insert) -$.50 gmcclel814
A50. Qix (crushed) -$.50 gmcclel814
A51. Space Dungeon (very good condition) -$1 Toyhound
A52. Space Shuttle (very good condition with insert) -$1 Toyhound

Playstation
A53. Warhawk. Complete in case with instructions. -$8.95 min

Super Nintendo/N64
A54. Totally Unauthorized Super Mario 64 Guide. Find every star in the game.
112 colored pages. -$3.95 min

Atari 2600 Manuals
1. 3-D Tic-Tac-Toe, Atari (small black) -$.50 blitz
2. Activision Decathlon, Activision (colored) -$.50 filmjerk
3. Adventure, Atari (colored) -$.50 blitz
4. Airlock, Data Age -$.50 verbal
5. Air-Sea Battle, Atari (b&w) -$.50 verbal
6. Asteroids, Atari (b&w, 5 languages) -$.50 min
7. Asteroids, Atari (colored) -$.50 verbal
8. Atlantis, Imagic (small colored) -$1 filmjerk
9. Backgammon, Atari (colored) -$.50 blitz
10. Barnstorming, Activision (colored) -$.50 blitz
11. Basic Math, Atari (small black) -$.50 dgeller
12. Basic Programming, Atari (small black - b&w) -$.50 outcast
13. Basketball, Atari (colored) -$.50 blitz
14. Battlezone, Atari (colored) -$1 filmjerk
15. Bermuda Triangle with Insert, Data Age -$.50 verbal
16. Berzerk, Atari (colored) -$.50 verbal

17. Blackjack, Atari (small black) -$.50 blitz
18. Bowling, Atari (small black) -$.50 blitz
19. Boxing, Activision (colored) -$.50 blitz
20. Brain Games, Atari (small black) -$.50 dgeller
21. Buck Rogers, Sega -$.50 verbal
22. Bugs, Data Age -$.50 verbal
23. Canyon Bomber, Atari (colored) -$1 filmjerk
24. Casino, Atari (small black) -$.50 blitz
25. Centipede, Atari (silver colored) -$.50 verbal
26. Challenge of Nexar, Spectravision -$.50 verbal
27. Checkers, Activision (colored) -$.50 blitz
28. Chopper Command, Activision (colored) -$.50 blitz
29. Circus Atari, Atari (small black) -$.50 blitz
30. Coconuts, Apollo -$.50 verbal
31. Code Breaker, Atari (small black) -$.50 dgeller
32. Combat, Atari (small black) -$.50 verbal
33. Commando Raid, US Games -$.50 verbal
34. Commando, Activision (b&w) -$.50 verbal
35. Congo Bongo, Sega -$1 filmjerk
36. Cosmic Commuter Employee Handbook, Activision (colored) -$.50 Rudypike
37. Crystal Castles, Atari (b&w) -$.50 verbal
38. Defender, Atari (colored) -$.50 verbal
39. Demon Attack, Imagic (colored, c 1982 with Be a Demon Attack Expert insert) -$.50 blitz
40. Demon Attack, Imagic (Rev. C, colored) -$.50 filmjerk
41. Dig Dug, Atari (colored) -$1 ltravis
42. Dolphin, Activision (colored) -$.50 dgeller
43. Donkey Kong, Coleco-$.50 verbal
44. Dragster, Activision (colored) -$.50 dgeller
45. E.T. The Extra-Terrestrial, Atari (colored) with Tips Insert -$.50 verbal
46. Encounter at L-5, Data Age -$.50 min
47. Enduro, Activision (colored) -$.50 verbal
48. Fantastic Voyage, Fox -$.50 min
49. Final Approach, Apollo -$.50 verbal
50. Fishing Derby, Activision (colored) -$.50 blitz
51. Flag Capture, Atari (small black) -$.50 verbal
52. Football, Atari (colored) -$.50 blitz
53. Freeway, Activision (colored) -$.50 blitz
54. Frostbite, Activision (colored) -$1 Rudypike
55. Galaxian, Atari (colored) -$.50 verbal
56. Golf, Atari (small black) -$.50 blitz
57. Gopher, US Games -$1.50 ltravis
58. Grand Prix, Activision (colored) -$.50 blitz
59. Hangman, Atari (small black, crushed/taped) -$.50 verbal
60. Haunted House, Atari (b&w) -$1 filmjerk
61. Home Run, Atari (small black) -$1 filmjerk
62. Missile Command, Atari (small colored) -$.50 blitz
63. Super Challenge Football, M Network (colored, lightly crushed) -$.50 verbal
64. Space Invaders, Atari (small black) -$.50 peter papp
65. Video Computer System Owners Manual (for CX2600, large black) -$.50 blitz

Colecovision Manuals
66. Zaxxon -$.50 verbal
67. Mr Do! -$.50 verbal
68. Cabbage Patch Kids Picture Show Program Guide and Parents Instruction Guide -$2.50 ltravis

Other Manuals
69. Intellivision Major League Baseball -$.50 classicgmr
70. Super Nintendo Mortal Kombat II -$.50 min
71. Atari 7800 ProSystem Owners Manual -$.50 dgeller
72. Atari 5200 Owners Manual. Silver/colored pages. CO20811 Rev. 1 1983 -$.50 dgeller
73. Atari 7800 Pole Position II -$.50 dgeller
74. Atari 7800 Asteroids -$.50 dgeller
75. Atari 5200 Football, silver/colored -$.50 dgeller

IBM PC
IBM1. Beavis amd Butthead Multimedia Screensaver CD. Includes screen saver, wallpaper, and clock, 80 video clips, 4 music videos. Complete in original box. -$4.95 Classicgmr
IBM2. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
IBM3. Williams Arcade Classics CD. Includes Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
IBM4. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$14.95 min
IBM5. Microsoft Wine Guide CD. 2000 encylclopedic entries. Tasting notes on more than 6000 individual wines. -$3.95 ltravis
IBM6. MS-DOS 6 Upgrade. Complete in original box. -$1.95 Rudypike
IBM7. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM8. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min

Atari Home Computers - Books/Magazines
B1. A Shortcut Through Adventureland. Solutions for Death in the Caribbean, Transylvania, Mission Asteroid, Mystery House, Wizard and the Princess, Cranston Manor, Ulysses and the Golden Fleece, Time Zone, Dark Crystal, Blade of Blackpoole, Escape from Rungistan, Sherwood Forest, Mask of the Sun, and Serpent's Star. -$2.50 Rudypike
B2. Mapping the Atari, Compute! Books. A comprehensive sourcebook and memory guide for beginning and veteran programmers of the Atari 400 and Atari 800 personal computers. Wire bound. 194 pages. -$3.95 semslie
B3. Programming the 6502. Rodney Zaks. 386 pages. -$1.95 semslie
B4. Your Atari Computer. A guide to Atari 400/800 personal computers. Complete operating instructions and troubleshooting tips on hardware, perpherals, and compatible software. Tutorials in Atari BASIC plus instructions for use of color graphics and sound. Reference of BASIC statements and functions. -$3.95 semslie
B5. Atari Connection magazine, Summer 1994. Computer Arts and Sciences. The Making of the Atari Light Pen. Sound of Micros. 10 Hex Tips From the Programming Pros. Dig Dug, Dallas Quest, Atari Proofreader, Joust Ads. -$3 semslie

Game Catalogs
GC1. Atari 2600 Olive Green with Astronaut, Golfer, Captain, etc. 8 Games: Air-Sea Battle, Indy 500, Video Olympics, Starship, Street Racer, Surround, Blackjack, and Basic Math. -$3 Rudypike
GC2. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$3 Rudypike
GC3. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.75 gary123
GC4. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.75 gary123
GC5. Atari 2600 Bluegreen CO14356 1/79 -$.25 dgeller
GC6. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
GC7. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.75 gary123
GC8. Atari 2600 Green CO16725 Rev. C 1981. 43 Game Program Cartridges. -$.75 gary123
GC9. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.75 gary123
GC10. Your Ticket to Atari Stars. 1983 Game Catalog. Silver with 2600/5200 titles. -$.75 gary123
GC11. Atari 5200 Super System. Silver folded. CA-971-2/83 -$.25 dgeller
GC12. Atari 7800 Collector Poster/Game Catalog. Folded/28 Games listed. -$.75 gary123
GC13. Activision Black (c) 1981 AG-940-05 10 2600 Games -$.25 dgeller
GC14. Activision Black/Red (c) 1981 AG-940-06 12 2600 Games -$.75 gary123
GC15. Activision Deep Purple (c) 1982 AG-940-08 14 2600 Games -$.75 gary123
GC16. Activision Rust (c) 1983 AG-940-05 2600/Colecovision/5200/Atari Computer -$.75 gary123

Miscellaneous
M1. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 gary123
M2. Atari Keyboard Controller (single) -$4.45 outcast
M3. Atari Keyboard Controller (single) -$4.45 outcast
M4. Standard Atari Paddle Controllers (pair) -$1.95 Peter Papp
M5. Atari Standard Joystick (single) -$1.95 semslie
M6. Atari Standard Joystick (single) -$1.95 semslie
M7. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$.50 min
M8. Colecovision French label for Front Line. Designed to peel and apply to cartridge. Excellent, like-new condition. -$.50 min
M9. Set of 4 manuals in very poor condition: VCS Owners Manual CX2600, 2600 Ms. Pac-man, 2600 Combat, and Colecovision Blackjack. -$.25 awwatkin

VHS Movies
(Excellent like-new condition)
M10. Bill and Teds Excellent Adventure -$3.95 Rudypike
M11. Ferris Buellers Day Off -$4.45 gary123

3452. Re: Synapse on the net

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <34702F82.515A@reading.ac.uk>
Source record: 68674

Bob Nixon wrote:
>
> I've got Necromancer but have not been able to find any xfd or
> atr's of others of these best of the 8bit Atari games, on the
> Internet. Zeppelin, Drelbs, Blue Max, Protector II (protector is
> nearly unplayable), the Submarine game (forgot the name) and a
> couple of space genre that I forgot the names.

I also recall Survivor, Shadow World, Pharoah's Curse and Dimension X.
There was also a Blue Max sequel. Nautilus is the submarine game.

However, shame on you, you forgot to mention Shamus and Shamus II!

Anything else missing?

- Joel

3453. Re: lone raider-does anyone remember it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <34702E5C.3C4A@reading.ac.uk>
Source record: 68675

amsant@globalnet.co.uk wrote:
>
> Dear All, I am still desperately seeking 'Lone Raider'. Several of you
> thought I meant 'Lode Runner', which came out much later. (many thanks
snip
> must have been around 1985 or so. I have even taken to scrambling around
> the grubby old baskets on the floor at car boot sales, just to prove to
> myself that I am not completely insane. Or maybe that DOES prove I am
> completely insane. Either way, this has become an almost religious

I remember Lone Raider. It had three stages of play, if I remember.
The first was shooting Dalek-type robots while waiting for a door
to open; the second was a PacMan style game; the third was avoiding
lots of flying things trying to get to the exit.

I seem to remember a "wave of publicity" (whatever that can mean,
since we're talking about an Atari game) accompanying it. It
won some competition I believe. The winner's game would be marketed
by Atari. Was it just a UK thing? Anyway, I remember the winner
being 17 years old at the time.

And that's what I remember of Lone Raider. It had some very good
sound effects and a certain flair about it.

But, I don't have it...

- Joel

3454. Re: What's the Best 8bit Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <34704DBB.2335618@erols.com>
Source record: 68676

Agreed. XL-It is the best for PC's.

XFormer completly sucks unless you want to use Atariwriter as your Word Processor. It doesn't play games very well and the sound support is a complete joke.

XL-It plays most games and has excellent sound support.

thorin@tamu.edu wrote:

> IrcDaemon #346 (ver. 4.02) <Daemon@Bot.net> wrote:
> > What's the best Atari 800 emulator for PCs? I want a DOS
> > version with sound and proper colors.
>
> Well the best one I found was xl 0.20. It has sound plays most
> games (I can't get Carverns of Mars, Jumpman's, or Mountian king to work
> though) has an easy to use graphic interface, it runs find on a
> 486/100, plus it has joystick support. Anyway I used to use pokey until
> I found xl 0.20 a few weeks ago, the sound is great, the collison support
> and colors all seem to work pretty well so give it a try. I got it at
> http://www.members.aol/~...uhmm..hmm it was something like petersen? Hmm
> can't seem to find it in Deja News for some reason, oh well it appears to
> also be here:
>
> http://ourworld.compuserve.com/homepages/ken_siders/atari.htm
>
> Anyway that's my best emulator choice :)

3455. Re: Thrift Store 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971117144701.JAA17150@ladder02.news.aol.com>
Source record: 68677

I guess you don't ever bet on horses! I'd just buy the thing, and if it didn't work after an hour of messing with it, toss it and find another one. BTW, the 1050 uses the old Atari 800 type of power supply that outputs 9V AC. If the thing has been banged around, there's a good chance it at least needs to be adjusted.

Bostone1

Bostone1@aol.com

3456. Re: WTB: xf551 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: Dariusz Duma <dhor@iko.zakopane.top.pl>
Message-ID: <879781319.228084@baca.zakopane.top.pl>
Source record: 68678

SEMSLIE <semslie@aol.com> wrote:
> I am interested in a xf551 drive.
> Email to: semslie@aol.com

want to buy a one ?
dhor

3457. Re: WTB: XL/XE RAM Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: Dariusz Duma <dhor@iko.zakopane.top.pl>
Message-ID: <879781552.654298@baca.zakopane.top.pl>
Source record: 68679

hi !

try look for schemes of that upgrade on
the www pages... can't remember any
links now, sorry.....
And to get memory chips, i can ask my friends
who make such a upgrade....

greetz

dhor

3458. Re: What's the Best 8bit Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34707E8D.4BEAEEC6@ix.netcom.com>
Source record: 68680

IrcDaemon #346 (ver. 4.02) wrote:
>
> What's the best Atari 800 emulator for PCs? I want a DOS
> version with sound and proper colors.
>
> << ERROR MESSAGE - #852 - Please notify server >>

Daemon,
Your best bet is to aquire all of them and test them out and decide for yourself. Everyone here has their favorite. Some stuff is better on one than the next. None of them is perfect. What I'd look for is probably not what you need. There is PC Xformer 3.60 (FREE), XL-It (Shareware), Atari800 (don't know), Rainbow (shareware) and now the PC Xformer for Win95 $49.95 on CD-ROM from Emulators.COM. I haven't seen this last one yet. I hope it is better than the 3.60 DOS version. I use PCXf3.60 and find it useable for what I do---run BASIC programs and program in Atari BASIC. I'm not a gamer, so the fancy stuff isn't a real big deal for me. I do like the fact that the XF cable is available for it which it isn't for the others. I also run a real 130XE and XF551, so this is convenient for transporting files to PCXf. SIO2PC and A.P.E. are also available for this purpose and works for all emulators.
Like I said, d/l and try them all and decide for yourself.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3459. Re: Steven Tucker

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-17 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971117184201.NAA04467@ladder02.news.aol.com>
Source record: 68681

Author of APE, Steven Tucker has been very fair with me. I've been running APE on a monochrome monitor. At first it didn't work. I pointed it out. Future versions of APE worked in monochrome. As long as we understand that programs like APE and PROSYS are in need of constant tweaking for various systems and that Steven is just one person doing all of this, we can allow him time without getting upset if each and every feature doesn't work as advertized on our individual systems. Frankly, I'm amazed at how much he's done on this thing. Allowing old protected disks to be "PROSYSed" is a heck of a deal. I have APE running on an old 386 which has a BIOS that allows it to boot with no keyboard or monitor, so the 386 sits under my Atari's monitor. I turn on the 386, allow the autoexec.bat to do its thing loading and configuring APE the way I like, then when the hard disk settles down, I know I can turn on my Atari 800. It boots up APE's simulated Atari 16 meg disk drive and I'm up and running. Great system.

Bostone1

Bostone1@aol.com

3460. Help with Bounty Bob on emus

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: procyon@hector.asc.upenn.edu
Message-ID: <64r2n7rl1@netnews.upenn.edu>
Source record: 68594

Hi. I'm sorry for asking a question which I'm sure has been asked
a million times. I've been trying to figure this out for quite a while
now, but I haven't had any luck. I'm trying to get Bounty Bob Strikes
Back on any of the Atari 800 (XL/XE, etc.) emulators for DOS/Win, but I
haven't foudn one that will play it. I don't know if it's my ROM, or the
settings on my emus or whatever, but if any of you have had any success
getting that game to run, please email me, as I'd greatly appreciate it.
I thought I was a die hard Atari gamer until I found this newsgroup and
man, I'm nothing compared to some of you, so I figured if anyone could
help, someone here could. Thanks in advance for any help.

- Procyon Lotor -

3461. Re: 8bit Questions

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19971118043001.XAA08593@ladder01.news.aol.com>
Source record: 68595

From: "Jay N. Yepuri"
><jnyepuz1@homer.louisville.edu>
Date: Sun, 16 Nov 1997 20:04:56
>-0500

Hello,

1. Picked up an old 1050 drive, not sure if it would work.
>Plugged it
in, and no luck. Then I kind of tilted the drive forward, and it
>seems
whatever connection needed to be made got made - the drive powered
>up,
and I could boot fine. The printed circuit board in the drive moves
when
>I plug in the power supply and the SIO cable -- any connection?
More
>importantly, should I (or can I) do something to remedy this
problem? Like I
>said, the drive works fine -- if I move it, I need to
do the little tilt
>thing again, and all works fine. But is there some
fundamental problem with
>the way the power supply connects to the PCB
that I should worry about/try to
>fix?

The problem that you mention could be caused by several different
things. Without more information, or visually looking at the drive it's
hard to pin point any one of them.
You could have some loose connectors inside the drive. It could be a
bad soldier joint on the power connector, maybe a few unseated chips, or a
problem with the printed circuit board itself. These are by no means the
only things that it could be, but only a few to think about.

2. Picked up an old 800XL. When I turn it on, the MEMORY TEST comes
>up,
and I see three or four red rectangles, which I guess means something
>is
wrong with the RAM. Any idea what is wrong, and how, and where I
>could
get it fixed? ROM looks fine.

Yes the red squares that you see do indeed refer to a ram failure.
Have you opened the 800xl up to see it the ram chips are socketed or not?

3. I've seen references to QMEG+OS
>4.0. What is it? Also, I'm
intrigued by the ramdisk thing. Where can I get
>memory upgrades either
for a 130XE or an 800XL (to get to 256K+) that would
>make a ramdisk
feasible?

Depends on wether you would feel comfortable doing the upgrade yourself
or not. You can find docs on memory upgrades for most any flavor of Atari 8
bit computer
at "Ftp://closertohome.dyn.ml.org/ftp/pub/atari_8bit/more_atari8bit".

> Someone wrote and said they were able to load a
>whole game
into a ramdisk to get it to run fast (compared to a floppy).
>Would a
ramdisk and QMEG+OS 4.0 let me do this?

4. What is Gem Drop X?

I
>sincerely apologize for the remedial nature of these questions. I've
been
>out of the A-8bit loop for 10+ years, and recently (within the last
month)
>started to put together a system or two for games, terminal, etc.
>

Thanks,
Jay

3462. Atari 800 and Percom drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: davisoja@polaris.clarkson.edu
Message-ID: <64r68a$12ng$1@news.clarkson.edu>
Source record: 68596

OK, I pulled my 800 out of storage, but I can't seem to get any of the floppy disks to work. Actually, my memory's a little foggy here. The Percom floppy drive has two SIO ports on the back, (I tried both) and since it spins the disk vertically, I'm not sure which way to insert the disk. Also, I don't remember if these games (Blue Max, Alley Cat, Drelbs...) needed the BASIC cart or not.
About the best I could do was get the disk to keep spinning while "BOOT ERROR" kept popping up on the screen. Usually it just came up as if there was no disk drive, though.

So, are all the floppies bad (about a dozen of them), is the drive bad, or is the SIO cable bad? Which seems most likely?
I'd like to get a SIO2PC cable, but if I make one out of this one, and the cable is bad, I'm still out of luck.

Anyone?
john

3463. FS/T: Atari 8-bit computer items [11/18/97] {Christmas season special}

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <347255b7.772904@nntp.ix.netcom.com>
Source record: 68597

All Video Game Advantage (VGA) FS/T lists are updated every ten days
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

This list was last updated on 11/17/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

2nd annual Christmas season special

From 11/06/97 until 12/20/97, all Computer item orders over $50 will
receive a 10% discount.

Computer systems included in this special are Atari 8-bit, Atari ST,
Apple][, C64/C128/Vic-20, IBM, Tandy, TI and all computer printers.
All of these FS/T lists are available on my web site.

NOTE: I am also running specials for other video game and computer
systems. You can find those FS/T lists on my web site.

And yes, this special is starting earlier than last year. Thanks to
the Artman family (see web site) the check clearing period is longer
this year, hence the early start. But its also ending earlier :)

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 5.00 Home Filing Manager, The (Atari)
$ 5.00 Print Shop, The (Br0derbund) {3}
$ 5.00 SynFile+ (synapse) {2} -- also includes Reference Card
$ 5.00 Timewise (Atari) {1}
$ 5.00 Touchdown Football (Electronic Arts) {2}
$ 5.00 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 8.00 Alphabet Zoo [Spinnaker] -- no label
$ 4.00 Atariwriter
$ 9.00 Ballblazer -- XE cartridge
$ 5.00 Centipede
$12.00 David's Midnight Magic [Br0derbund]
$ 8.00 Delta Drawing [Spinnaker]
$ 8.00 Dig Dug
$ 5.00 Donkey Kong
$ 8.00 Frogger [Parker Brothers]
$12.00 Gateway to Apshai [Epyx]
$ 2.00 Missile Command
$ 5.00 Pac-Man
$ 8.00 Qix
$ 2.00 Space Invaders
$ 4.00 Star Raiders
$ 5.00 Super Breakout

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 7.00

*****

LOT #2

ATARI 1010 PROGRAM RECORDER, with power supply, and manual.

This item has not been tested.

I have plugged in this recorder, and it did power up. The
rewind and fast forward (advance) functions work. It must be
hooked to a computer to test the play and record functions.

$ 9.00

*****

LOT #3

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #4

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$23.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print" Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for 400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 8.00

*****

LOT #6

EPSON RX-80 PRINTER with built-in power cord.

$14.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.00 for the first disk-based software item and $1.25 for each additional disk-based software item, unless otherwise listed. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price

items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address (this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 4 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

3464. FS/T: printers [11/18/97] {Christmas season special}

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <347a5805.1362469@nntp.ix.netcom.com>
Source record: 68598
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti

All Video Game Advantage (VGA) FS/T lists are updated every ten days
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

This list was last updated on 11/17/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 233 for various 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site,
including 12 for the Commodore Vic-20 computer!

I have the following printers available, for sale or trade. These
were acquired with various computer systems, and while they may work
with more than one type of computer system, I have included the
type of system that they were acquired with, where applicable.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

2nd annual Christmas season special

From 11/06/97 until 12/20/97, all Computer item orders over $50 will
receive a 10% discount.

Computer systems included in this special are Atari 8-bit, Atari ST,
Apple][, C64/C128/Vic-20, IBM, Tandy, TI and all computer printers.
All of these FS/T lists are available on my web site.

NOTE: I am also running specials for other video game and computer
systems. You can find those FS/T lists on my web site.

And yes, this special is starting earlier than last year. Thanks to
the Artman family (see web site) the check clearing period is longer
this year, hence the early start. But its also ending earlier :)

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

HARDWARE:

NOTE: The Lots listed below include only what is listed!

Accessories:
$ 6.00 Star SG-10/15 Dot Matrix Printer Users Manual

****

APPLE][COMPUTER:

LOT #1

APPLE IMAGEWRITER II PRINTER with power cord.

$49.00

*****

LOT #2

APPLE IMAGEWRITER PRINTER with power cord.

$24.00

*****

LOT #3

STAR GEMINI 10-X PRINTER, with built-in power cord, and Users Manual
(266 pages). Can be used with the following computers: Apple][,
Atari 8-bit, Commodore 8-bit, IBM PC, Osborne, and TRS-80.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$35.00

****

ATARI 8-BIT COMPUTER:

LOT #1

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #2

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$23.00

*****

LOT #3

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #4

EPSON RX-80 PRINTER with built-in power cord.

$14.00

****

COMMODORE 64 COMPUTER:

LOT #1

RITEMAN LQ [model LTR-1] TERMINAL PRINTER (InfoRunner / Japan
Electronics Ind., Inc.), with manual and built-in power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 7.00

*****

LOT #2

COMMODORE MPS801 DOT MATRIX PRINTER, with built-in power cord.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 9.00

*****

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for
something that isn't listed, please don't ask (because if I
had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
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7) If you have a problem with the listed price, please remember
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3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address
(this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 4 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

3465. Clean Out The Basement Auction Upd#7 26/52/78/8bit/Int/Aquar/Odd/F

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: Ianoid <ibaronof@midway.uchicago.edu>
Message-ID: <34710E81.D6FFEA9D@midway.uchicago.eduNOSPAM>
Source record: 68599
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.marketplace

Clean out the Basement Auction (Clean Out The Basement Auction Upd#7
26/52/78/8bit/Int/Aquar/Odd/F)

Update #7 10pm 11/17 Going -going-gone phase starts Wednesday.

highlights:
Boxed Aquarius
Boxed Odyssey Carts
Inty Imagic groop
Boxed Channel F

Remove NOSPAM to reply:

ie. ibaronof@midway.uchicago.edu

The point is to get rid of this stuff quick.- buyouts accepted- trades
preffered (wants list available)- and
I will go long. Any bid can be cancelled, any item withdrawn anytime.
Make an offer- volume discount
definitely available.

Auction will take 1 week + 3 days going-going-gone phase.

Buyer pays shipping. $1 for first cart, $0.50 each cart thereafter
(first class US postage, postage tried
and true- less for big orders). More for systems, and boxed stuff.

Lets try to keep it to a $5 minimum total order. "bo" means buyout
offered- and being contemplated- it doesn't
mean it'll go thru!

Atari 2600
Atari Krull apd $3

Atari basic programming (text label) jduty $1

Atari Human Cannonball box/inst only (flap tear) wombat2 $1

Atari Star Raiders box, controller, overlay, instructions min bid $2

Atari Fireworld bi only (flap tear) wombat2 $1

Atari Red Label Group mlipman $3
Atari Q-bert
Atari Venture
Atari Donkey Kong Jr

Imagic Star Voyager Boxed, Instructions, Cart apd $1

Imagic Dragonfire boxed, instructions, cart apd $1

Parker Bros Star Wars: Return of the Jedi DSB mlipman $2

Parker Bros Reactor apd $1.50

Parker Bros Tutenkham min bid $1.50

20th Century Fox MASH (edge wear) apd $1

20th Century Fox Flash Gordon jduty $2

20th Century Fox Turmoil jduty $2

M-network Air Raiders (label smudged) jduty $2

M-network Dark Cavern jduty $3

M-network Astroblast boxed, instructions min bid $1

M-network Groop mlipman $3
M-network Frogs and Flies
M-network Adv. Of Tron
M-network super challenge Baseball
M-network Baseball (white label)
M-network super challenge Football

Coleco Mouse Trap min bid $1

Xonox Artillery Duel/Chuck Norris Superkicks jduty $6

Xonox Spike's Peak/Ghost Manor jduty $3

Activision Groop mlipman $3
Activision Spider Fighter (actiplaque)
Activision Fishing Derby
Activision Starmaster
Activision Tennis
Activision Chopper Command
Activision Bridge

Activision Sky Jinks min bid $1

US Games Name This Game (end label msg, plaque, bubble) min bid $1

CBS Mountain King mlipman $1

CBS Wizard of Wor apd $1

CBS Blue Print jduty $2

US Games Towering Inferno steg $1

Epyx Summer Games (bubble/label wear) jduty $1

Sears Missile Command min bid $1

Instructions Groop mlipman $1
Phoenix, Pac-Man, Centipede (comic), Human Cannonball, Grand Prix, Super Breakout, Dragster,
Maze Craze, M-net Super Challenge Baseball, Outlaw, Video Olympics,
E.T., Football, Home
Run,,Enduro, Combat, Breakout, Berzerk

Box only: Human Cannonball min bid $1

Atari 5200
Activision Space Shuttle steg $1

Activision Zone Ranger box only min bid $1

Atari Space Dungeon (controller holder, instructions, cart) ael $5

Parker Bros Q-bert (label worn) min bid $1

Atari 7800 shrinkwrapped groop min bid $4 (buyout offered)
Ace of Aces
One-on-One
Realsports Baseball
Dig Dug
Centipede
Donkey Kong Jr.

Atari 400/800
Imagic Demon Attack ("Davis" written on label) steg $1
Parker Bros Frogger ("Davis" written on label) steg $1

Intellivision
Intellivision Electric Company Word Fun boxed, instructions, 2 overlays,
cart peterpapp $2

Intellivision Reversi box, cart min bid $2

Intellivision Backgammon box, instructions, 2 overlays, cart min bid $2

Intellivision Imagic Groop (loose) ael $5
Imagic Beauty and the Beast
Imagic Atlantis
Imagic Ice Trek
Imagic Microsurgeon
Imagic Swords and Serpants

Imagic Atlantis box, 2 overlays, cart min bid $1

Imagic Microsurgeon box, instructions, cart ael $3

Aquarius
Computer System box, instruction cards min bid $8
Expansion unit Controllers (2) min bid $4

Odyssey 2
Odyssey 2 with hardwired joysticks with Speedway/Crypto-Logic/Spinout!
boxed with instructions,

Showdown in 2100AD, Alpine Skiing, UFO, Blockout/Breakdown min bid $10

Invaders from Hyperspace Boxed with Instructions min bid $1

Baseball Boxed with Instructions min bid $1

Pick Axe Pete Boxed with Instructions jduty $1

Pocket Billiards Boxed with Instructions jduty $2

Electronic Table Socer loose jduty $1

Quest for the Rings loose min bid $2

Casino Slot Machine loose jduty $1

Fairchild ChF (buyout pending)
#1 loose min bid $1

#3 Blackjack boxed min bid $1

#5 Spacewar boxed, instructions (end label missing/actiplaque) bgomes $1

#11 Backgammon boxed bgomes $1

#12 Baseball box only bgomes $1

#17 Pinball loose bgomes $1

Vic-20 buyout accepted ($20 shipped)
Gortek and the Microchips complete with cassettes box Inst sticker! 8k
memory cart bgomes $1
Vic-20 Groop bgomes $3
The Count
Voodoo Castle
Omega Race
Pirate's Cove
Avenger
Cosmic Cruncher
Home Babysitter
Radar Ratrace

Sinclair 2068 Personal Computer (boxed , foam, takes Cartridges) buyout
($17.50) SOLD!

--

-Ian
chFPongTI9940080026005200780OIntellivisionSinclairColeco
Vic20C64VectrexOddessyJaguarLynxCommandEnochLightPhase4
SwingawayIceOMatDaisyViewMasterTikiLoungeLeisureLindyHopE.T.
Ccccccccchhhhhhhhheeeeeeeeeeeeeeeeeeessssssssssseeeeee

3466. Re: Gem Drop X

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <64rjfdclo1@nuke.csu.net>
Source record: 68600

Tom Rosso (slmph@cc.usu.edu) wrote:
: I can't wait!!! Is there a web site where this is available or where I
: can get update information?

Gem Drop X should be out soon!

Check:

http://zippy.sonoma.edu/kendrick/nbs/unix/x/gemdropx/

for details and screenshots! :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3467. Re: Atari 800 vs. 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19971118043001.XAA07411@ladder02.news.aol.com>
Source record: 68601

From: rje@co.umist.ac.uk (Raphael James
>Espino)
Date: 16 Nov 1997 15:13:55 GMT

In article
><mcurrent-0711971615180001@macmcurrent.library.carleton.edu>
>mcurrent@carleton.edu (Michael Current) writes:
> Oh, since I'm posting,
>somebody without a reply address told me in e-mail
> that Micro Illustrator
>(by Chalkboard) and Zaxxon (DataSoft) do run on an
> 800XL, without a
>translator. Any confermations? He didn't mention which
> version of Zaxxon,
>16K or 32K, was used.
I've played Zaxxon 16K (cassette version) and 32K (disk
>version) on an XL/XE
machine (either 800XL, 65XE or modified 130XE - or maybe
>even all 3, anyway
it was an OS C machine) without any problems. Maybe
>there's more than one
version of the games (old OS B versions, and newer OS C
>versions?). anyone?

I've personally seen the 32k version of Zaxxon played on all three
version of the
Atari 8 bit os. Rev a, b, &c.

3468. SIFE Announced

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <64rnqa$f65$1@nuke.csu.net>
Source record: 68602

SIFE ANNOUNCED

Because of the feedback I've received on Gem Drop for the Atari
(specifically, many people's raves about the graphics), I've decided
to make a font editor for the new software-based graphics mode used by
Gem Drop.

This program will make the task of generating images for this
graphics mode trivial (compared to painstaking, like it was
for Gem Drop!)

For a little more info. on SIFE (and more coming soon!), see:

http://zippy.sonoma.edu/kendrick/nbs/atari/utils/sife/

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3469. Re: ATR Disk Image > 130k

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: Marek Wojciechowski <mw@chem.pg.gda.pl>
Message-ID: <Pine.SOL.3.91.971118102229.4690A-100000@altis>
Source record: 68603

On Mon, 17 Nov 1997, Bo Schreurs wrote:

[...]
> There even seem to exist ATR's of 16 Megabytes.
> This can be only accomplished if the high bit of the "Byte count
^^^^^^^^
> per sector" is used. This can be easily done, because one can
> specify the maximum of 125 bytes per sector easily with 7 bits.
> If we do that, we can use 17 bits for sector addressing,
> which adds up to 121,072 sectors or roughly 16 Mb of data.
> Of course we loose all compatibility with DOS 2.5 here.

Hmm, is it implemented in any dos ?
If so, it would be another standard.
16 Megabytes images could be used without creating of another
strange FS. 16 bits for sector addressing should be enough.
One can use DD sectors (256 bytes per sector) and MyDos like long links
getting 65536 sectors * 256 bytes = 16 MB per image.
MyDos should be able to read this kind of disk without any problems.
Additionally you have got subdirs in MyDos so 64 files per directory
is not a problem.

BTW. Does any body know about dos that uses only 4 sectors
(instead of 8) per directory thus getting additional 4 sectors
for data ?
I have got several ATR images of this kind, but have no idea
what dos was used to create them.
Marek Wojciechowski

-- mw@altis.chem.pg.gda.pl ---

3470. Auction - Lots of 8-Bit - Ends in One Week!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971118125800.HAA02313@ladder02.news.aol.com>
Source record: 68604

Everything Auction - Update 14

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, November 24, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a US address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals; $6.95 for systems, modules, hardware, and over 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Systems
S1. Colecovision System. Includes main unit, two hand controllers, power supply, rf cable, original Coleco tv switchbox, Donkey Kong cartridge, Donkey Kong manual, copy of Owners Manual, and styrofoam packing (but not box shell). Actual shipping added. -$22 bassinl

Atari Home Computers
A1. Koala Pad. Includes Koala Pad touch table, stylus, Micro Illustrator Owners Manual, and Touch Table Owners Manual. Plugs into controller port 1. Very rare. Disks not included. -$9.95 min
A2. MAC/65 with DDT Macro Assembler and Editor Program for Atari Computers. (c) 1984. Bright orange cartridge. Includes manuals in bright yellow binder. -$20 mbowen
A3. Pengo cartridge. Complete in box with instructions. -$3.95 dperw
A4. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1.95 min
A5. Crossfire cartridge. No label. -$3.95 dperw
A6. Kindercomp cartridge. -$1.95 min
A7. Gorf cartridge. -$3.95 dperw
A8. Centipede cartridge -$1.95 min
A9. Galaxian cartridge -$3.95 dperw
A10. River Raid cartridge -$3.95 dperw
A11. Pac-man cartridge -$1.95 min
A12. Atari Microsoft BASIC. CX8126. Includes 167 page manual and disk. -$12 semslie
A13. Atari Macro Assembler and Program-Text Editor. Includes 2 manuals/reference card/disk. -$8 mbowen
A14 Track Attack disk, Broderbund -$1.95 min
A15 Hacker disk, Activision -$1.95 min
A16 Drol disk, Broderbund -$1.95 min
A17 Spy Hunter disk, Sega -$1.95 min
A18 Master of the Lamps disk, Activision -$1.95 min
A19 The Great American Cross Country Road Race, Activision -$1.95 min
A20 Maxi Golf, Activision 2 disk set -$2.50 min

Atari Home Computers Instructions
A21 APX (Atari Program Exchange) Keyboard Organ Instructions -$.50 min
A22 APX (Atari Program Exchange) Sketchpad Instructions -$.50 min
A23 APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50 min
A24 APX (Atari Program Exchange) Presidents of the United States Instructions -$.50 min
A25. Instructions for MAC/65 and OS/A+ disk based version of Assembler Editor and Operating System. In bright yellow binder. Add $1 to above shipping. -$2.95 min.

Atari 7800 Cartridges New in Boxes
(Very good-excellent condition, without shrinkwrap)
A26. Donkey Kong -$1 gmcclel814
A27. Donkey Kong Jr. -$1.50 jasongvr
A28. Ms. Pac-man -$1 gmcclel814

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.95 min
O2. Atari 2600 Space Shuttle. Silver with red/black letters. Fits 6 button CX2600. -$5 ltravis
O3. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. Fits standard Atari joystick. -$4 min
O4. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O5. Atari 5200 Super Breakout single -$.50 min

Atari 5200
A29. Beamrider. New in box (unsealed) -$6 Toyhound
A30. Keystone Kapers. New in box (unsealed) -$4.95 min
A31. Pitfall. New in box (unsealed) -$5 Toyhound
A32. Rescue on Fractalus! New in box (sealed) -$15 hoodlum
A33. Zenji. New in box (unsealed) -$10 awwatkin
A34. Zone Ranger. New in box (unsealed) -$10 hoodlum
A35. Blue Print cartridge -$2.50 dominion
A36. Bounty Bob Strikes Back cartridge -$40 hoodlum
A37. Gorf cartridge -$8 hoodlum
A38. Gyruss cartridge -$4 min
A39. Pac-man cartridge -$1 min
A40. Quest for Quintana Roo cartridge -$6 hoodlum
A41. Realsports Baseball cartridge -$1 min
A42. Realsports Soccer cartridge -$1 min
A43. Realsports Tennis cartridge -$1 min
A44. Realsports Football cartridge -$1 min
A45. Wizard of Wor cartridge -$10 hoodlum

Atari 5200 Empty Boxes
A46. Ballblazer (very poor condition, top torn away) -$.50 gmcclel814
A47. Megamania (very poor condition, faded) -$.50 gmcclel814
A48. Pitfall II (very good condition, without insert) -$1.50 Gmcclel814
A49. Popeye (very good condition, without insert) -$1.50 Gmcclel814
A50. Qix (crushed) -$.50 gmcclel814
A51. Space Dungeon (very good condition) -$1.50 Gmcclel814
A52. Space Shuttle (very good condition with insert) -$1.50 Gmcclel814

Playstation
A53. Warhawk. Complete in case with instructions. -$8.95 ago

Super Nintendo/N64
A54. Totally Unauthorized Super Mario 64 Guide. Find every star in the game.
112 colored pages. -$4 Gmcclel814

Atari 2600 Manuals
1. 3-D Tic-Tac-Toe, Atari (small black) -$.50 blitz
2. Activision Decathlon, Activision (colored) -$.50 filmjerk
3. Adventure, Atari (colored) -$.50 blitz
4. Airlock, Data Age -$.50 verbal
5. Air-Sea Battle, Atari (b&w) -$.50 verbal
6. Asteroids, Atari (b&w, 5 languages) -$.50 min
7. Asteroids, Atari (colored) -$.50 verbal
8. Atlantis, Imagic (small colored) -$1 filmjerk
9. Backgammon, Atari (colored) -$.50 blitz
10. Barnstorming, Activision (colored) -$.50 blitz
11. Basic Math, Atari (small black) -$.50 dgeller
12. Basic Programming, Atari (small black - b&w) -$.50 outcast
13. Basketball, Atari (colored) -$.50 blitz
14. Battlezone, Atari (colored) -$1 filmjerk
15. Bermuda Triangle with Insert, Data Age -$.50 verbal
16. Berzerk, Atari (colored) -$.50 verbal

17. Blackjack, Atari (small black) -$.50 blitz
18. Bowling, Atari (small black) -$.50 blitz
19. Boxing, Activision (colored) -$.50 blitz
20. Brain Games, Atari (small black) -$.50 dgeller
21. Buck Rogers, Sega -$.50 verbal
22. Bugs, Data Age -$.50 verbal
23. Canyon Bomber, Atari (colored) -$1 filmjerk
24. Casino, Atari (small black) -$.50 blitz
25. Centipede, Atari (silver colored) -$.50 verbal
26. Challenge of Nexar, Spectravision -$.50 verbal
27. Checkers, Activision (colored) -$.50 blitz
28. Chopper Command, Activision (colored) -$.50 blitz
29. Circus Atari, Atari (small black) -$.50 blitz
30. Coconuts, Apollo -$.50 verbal
31. Code Breaker, Atari (small black) -$.50 dgeller
32. Combat, Atari (small black) -$.50 verbal
33. Commando Raid, US Games -$.50 verbal
34. Commando, Activision (b&w) -$.50 verbal
35. Congo Bongo, Sega -$1 filmjerk
36. Cosmic Commuter Employee Handbook, Activision (colored) -$.50 Rudypike
37. Crystal Castles, Atari (b&w) -$.50 verbal
38. Defender, Atari (colored) -$.50 verbal
39. Demon Attack, Imagic (colored, c 1982 with Be a Demon Attack Expert insert) -$.50 blitz
40. Demon Attack, Imagic (Rev. C, colored) -$.50 filmjerk
41. Dig Dug, Atari (colored) -$1 ltravis
42. Dolphin, Activision (colored) -$.50 dgeller
43. Donkey Kong, Coleco-$.50 verbal
44. Dragster, Activision (colored) -$.50 dgeller
45. E.T. The Extra-Terrestrial, Atari (colored) with Tips Insert -$.50 verbal
46. Encounter at L-5, Data Age -$.50 min
47. Enduro, Activision (colored) -$.50 verbal
48. Fantastic Voyage, Fox -$.50 min
49. Final Approach, Apollo -$.50 verbal
50. Fishing Derby, Activision (colored) -$.50 blitz
51. Flag Capture, Atari (small black) -$.50 verbal
52. Football, Atari (colored) -$.50 blitz
53. Freeway, Activision (colored) -$.50 blitz
54. Frostbite, Activision (colored) -$1 Rudypike
55. Galaxian, Atari (colored) -$.50 verbal
56. Golf, Atari (small black) -$.50 blitz
57. Gopher, US Games -$1.50 ltravis
58. Grand Prix, Activision (colored) -$.50 blitz
59. Hangman, Atari (small black, crushed/taped) -$.50 verbal
60. Haunted House, Atari (b&w) -$1 filmjerk
61. Home Run, Atari (small black) -$1 filmjerk
62. Missile Command, Atari (small colored) -$.50 blitz
63. Super Challenge Football, M Network (colored, lightly crushed) -$.50 verbal
64. Space Invaders, Atari (small black) -$.50 peter papp
65. Video Computer System Owners Manual (for CX2600, large black) -$.50 blitz

Colecovision Manuals
66. Zaxxon -$.50 verbal
67. Mr Do! -$.50 verbal
68. Cabbage Patch Kids Picture Show Program Guide and Parents Instruction Guide -$2.50 ltravis

Other Manuals
69. Intellivision Major League Baseball -$.50 classicgmr
70. Super Nintendo Mortal Kombat II -$.50 min
71. Atari 7800 ProSystem Owners Manual -$.50 dgeller
72. Atari 5200 Owners Manual. Silver/colored pages. CO20811 Rev. 1 1983 -$.50 dgeller
73. Atari 7800 Pole Position II -$.50 dgeller
74. Atari 7800 Asteroids -$.50 dgeller
75. Atari 5200 Football, silver/colored -$.50 dgeller

IBM PC
IBM1. Beavis amd Butthead Multimedia Screensaver CD. Includes screen saver, wallpaper, and clock, 80 video clips, 4 music videos. Complete in original box. -$4.95 Classicgmr
IBM2. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
IBM3. Williams Arcade Classics CD. Includes Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
IBM4. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$14.95 min
IBM5. Microsoft Wine Guide CD. 2000 encylclopedic entries. Tasting notes on more than 6000 individual wines. -$3.95 ltravis
IBM6. MS-DOS 6 Upgrade. Complete in original box. -$1.95 Rudypike
IBM7. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM8. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min

Atari Home Computers - Books/Magazines
B1. A Shortcut Through Adventureland. Solutions for Death in the Caribbean, Transylvania, Mission Asteroid, Mystery House, Wizard and the Princess, Cranston Manor, Ulysses and the Golden Fleece, Time Zone, Dark Crystal, Blade of Blackpoole, Escape from Rungistan, Sherwood Forest, Mask of the Sun, and Serpent's Star. -$2.50 Rudypike
B2. Mapping the Atari, Compute! Books. A comprehensive sourcebook and memory guide for beginning and veteran programmers of the Atari 400 and Atari 800 personal computers. Wire bound. 194 pages. -$3.95 semslie
B3. Programming the 6502. Rodney Zaks. 386 pages. -$1.95 semslie
B4. Your Atari Computer. A guide to Atari 400/800 personal computers. Complete operating instructions and troubleshooting tips on hardware, perpherals, and compatible software. Tutorials in Atari BASIC plus instructions for use of color graphics and sound. Reference of BASIC statements and functions. -$3.95 semslie
B5. Atari Connection magazine, Summer 1994. Computer Arts and Sciences. The Making of the Atari Light Pen. Sound of Micros. 10 Hex Tips From the Programming Pros. Dig Dug, Dallas Quest, Atari Proofreader, Joust Ads. -$3 semslie

Game Catalogs
GC1. Atari 2600 Olive Green with Astronaut, Golfer, Captain, etc. 8 Games: Air-Sea Battle, Indy 500, Video Olympics, Starship, Street Racer, Surround, Blackjack, and Basic Math. -$3 Rudypike
GC2. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$3 Rudypike
GC3. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.75 gary123
GC4. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.75 gary123
GC5. Atari 2600 Bluegreen CO14356 1/79 -$.25 dgeller
GC6. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
GC7. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.75 gary123
GC8. Atari 2600 Green CO16725 Rev. C 1981. 43 Game Program Cartridges. -$.75 gary123
GC9. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.75 gary123
GC10. Your Ticket to Atari Stars. 1983 Game Catalog. Silver with 2600/5200 titles. -$.75 gary123
GC11. Atari 5200 Super System. Silver folded. CA-971-2/83 -$.25 dgeller
GC12. Atari 7800 Collector Poster/Game Catalog. Folded/28 Games listed. -$.75 gary123
GC13. Activision Black (c) 1981 AG-940-05 10 2600 Games -$.25 dgeller
GC14. Activision Black/Red (c) 1981 AG-940-06 12 2600 Games -$.75 gary123
GC15. Activision Deep Purple (c) 1982 AG-940-08 14 2600 Games -$.75 gary123
GC16. Activision Rust (c) 1983 AG-940-05 2600/Colecovision/5200/Atari Computer -$.75 gary123

Miscellaneous
M1. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 gary123
M2. Atari Keyboard Controller (single) -$4.45 outcast
M3. Atari Keyboard Controller (single) -$4.45 outcast
M4. Standard Atari Paddle Controllers (pair) -$2.50 jasongvr
M5. Atari Standard Joystick (single) -$1.95 semslie
M6. Atari Standard Joystick (single) -$1.95 semslie
M7. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$1 jasongvr
M8. Colecovision French label for Front Line. Designed to peel and apply to cartridge. Excellent, like-new condition. -$.50 min
M9. Set of 4 manuals in very poor condition: VCS Owners Manual CX2600, 2600 Ms. Pac-man, 2600 Combat, and Colecovision Blackjack. -$.25 awwatkin

VHS Movies
(Excellent like-new condition)
M10. Bill and Teds Excellent Adventure -$3.95 Rudypike
M11. Ferris Buellers Day Off -$5.50 classicgmr

3471. Sega light conversion

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <01bcf425$6ea7f6c0$4f664ccf@none>
Source record: 68605

Some posted a short time ago on how to get his Sega light gun to work with his 7800. I found the cable I made (from a magazine article) that correctly routes the signals so you don't have modify the gun. Here is the cable wiring:

Atari 9 pin female Sega 9 pin male
Pin 1 to Pin 6
Pin 6 to Pin 7
Pin 7 to Pin 5
Pin 8 to Pin 8

Be aware that without modifying the firing switch inside the gun will work backwards. Basicly, when you release the trigger, the gun fires; instead of when you press the trigger. Good luck!

Glenn Bruner
brunergs@pcisys.net

3472. 800XE?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: "A. Karl Heller" <heller@socko.cdnow.com>
Message-ID: <64s6hp$q8r@netaxs.com>
Source record: 68606

Does anyone know how rare the 800XE (NOT European) mother board is?
The one pictured in BEST's rev 10 catalog as a 800XL style motherboard?

Karl

3473. Re: emulator and ftp site question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: John Hale <hale@onet.net>
Message-ID: <3471C22F.B406EC1B@onet.net>
Source record: 68607

Try ftp.hackerz.com to find a copy of Star Raiders.

John H.

jb wrote:
>
> Can someone suggest a good emu program to run starraiders??
>
> And where could i get the software of star raiders???
>
> Thanks
>
> joeb66
> at
> wwa
> dot
> com

3474. Re: Browse Atari 8-bit disks on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EJtM26.Bn2@iglou.com>
Source record: 68608

```
Net-Tamer V 1.09.2 - Test Drive
```

3475. WTB: 1050 PS

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.971118152723.545335430A-100000@conrad.appstate.edu>
Source record: 68609

I am looking for a power supply for an Atari 1050 drive. If you have one for sale, please contact me at the e-mail address below. I would like to get one for around $12, including shipping. Let me know...

```
ccee88oo
C8O8O8Q8PoOb o8oo
dOB69QO8PdUOpugoO9bD
CgggbU8OU qOp qOdoUOdcb ....
6OuU /p u gcoUodpP ..... .... ...
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. \\\////. . ... ..... ...
.. |||/\ . . .... .. ... .. ...
.. |||\/ ... .. . .. ..
. ||||| . .. Thomas Main ..
.........//|||||\.............................main@appstate.edu.........
```

3476. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <64sosb$id8$1@main.freenet.hamilton.on.ca>
Source record: 68610

I just wanted to know if the "next" issue of Atari Classics has made it out. You see, I want to support AC, but I don't have a heck of a lot of money......so if I can delay subscribing (my subscription finished last issue) it would be best for my pocket book. No sense in sending money, and waiting a year for an issue.

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

3477. Re: Memory Upgrade of 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971118225501.RAA16787@ladder02.news.aol.com>
Source record: 68611

Atari 800s expand memory usually via the old Axlon standard. Axlon used to make a 128K board that fit it the middle memory slot for a total of 160K. Other versions came out that remained backward compatible to use the same software with more memory. I've got a 256K board and know that there are one megabyte boards too. I think B&C Computervision might have some, but they are in the middle of a move and might not be able to find them right away :) Their web page is www.myatari.com and has quite a list of things for sale, including Logo manuals.

Bostone1

Bostone1@aol.com

3478. Re: emulator and ftp site question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: Dariusz Duma <dhor@iko.zakopane.top.pl>
Message-ID: <879868305.146514@baca.zakopane.top.pl>
Source record: 68612

jb <joeb66@IHATESPAMwwa.com> wrote:
> Can someone suggest a good emu program to run starraiders??

try look for the Xl-it on the web.....

dhor

3479. Re: HD problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <64sv8i$t2s@james.freenet.hamilton.on.ca>
Source record: 68613

In <879724749@stackbbs.xs4all.nl>, mathy.van_nisselroy@stackbbs.xs4all.nl
(Mathy Van.nisselroy) wrote:
: Howdy folks

: I bought a Harddrive for my XE at the
: yearly meeting of the ABBUC in
: Herten, Germany. And now I have this
: problem:

Hey Mathy! Why did you not come over and say "Hi"
to me? I was there!

Willy

--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

3480. Looking for Yacht-Man

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: Daemon@Bot.net
Message-ID: <3471bc7b.8058933@news.pacbell.net>
Source record: 68614

I am now using XL-It! and it's working great. Finally got the sound working. (Found the Pokey11.zip and set the sound setting to 'Old Soundblaster'.)
Anyway, I am looking for the game 'Yacht-man'. It's a Yahtzee game, where your opponent is a pair of eyes that move around. I can't find it. It's not in the Mega Games files. Anyone know where to find it? Thank you.

<< ERROR MESSAGE - #852 - Please notify server >>

3481. Re: Synapse on the net

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <347238f8.29599802@news.primenet.com>
Source record: 68615

bostone1@aol.com (Bostone1) wrote:

>To be fair to Darek, Xformer 3.0a is pretty old.

Where?? I check it out and there is NO SUCH offer!
http://www.emulators.com/

> He offers 3.6 for free on
>his web page and it runs Encounter now, so I'm happy. What I like about
>Xformer is the speed. A hacker like me can program stuff even in Atari
>Basic and watch it fly.
>
>Bostone1
>
>Bostone1@aol.com
>

3482. Re: Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3472678A.2246@pacbell.net>
Source record: 68616

William Moeller wrote:
>
> I just wanted to know if the "next" issue of Atari Classics has made it
> out. You see, I want to support AC, but I don't have a heck of a lot of
> money......so if I can delay subscribing (my subscription finished last
> issue) it would be best for my pocket book. No sense in sending money, and
> waiting a year for an issue.
>
> Willy
>
> --
> William M. Moeller
> af332@hwcn.org or willy@hwcn.org
>
>
OK
We are still working on issue #8, Bill. I'll drop you a copy and you can
send a check, OK?

Bob

3483. Re: Synapse on the net

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bcf447$58f30c30$54f65ecf@drt1>
Source record: 68617

J. F. Goodwin <smrgoodw@reading.ac.uk> wrote in article
<34702F82.515A@reading.ac.uk>...
> Bob Nixon wrote:
> >
> > I've got Necromancer but have not been able to find any xfd or
> > atr's of others of these best of the 8bit Atari games, on the
> > Internet. Zeppelin, Drelbs, Blue Max, Protector II (protector is
> > nearly unplayable), the Submarine game (forgot the name) and a
> > couple of space genre that I forgot the names.
>
> I also recall Survivor, Shadow World, Pharoah's Curse and Dimension X.
> There was also a Blue Max sequel. Nautilus is the submarine game.
>
> However, shame on you, you forgot to mention Shamus and Shamus II!
>
> Anything else missing?

Yeah, a URL ;-)

3484. Re: PBI devices

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34726873.54AD@pacbell.net>
Source record: 68618

Jason Duerstock wrote:
>
> Greetinks.
>
> I'm trying to figure out how to design a serial port attached to the 800XL
> PBI bus. I'm very ignorant when it comes to hardware design, and I figured
> trying to attach a 16550 UART to my Atari would be a good place to start.
> I've read Earl Rice's article in Antic about how to attach a different UART,
> but it's really hard to make sense of because of my weakness in hardware.
>
> Is there anywhere I can find a good beginning-to-end PBI project that
> explains which chips are used and why? Or would someone be willing to help
> me figure out what I need and how to do this?
>
> Thanks in advance!
>
> Jason Duerstock
> jason@linux.aatech.com
> jason@ntalr.aatech.com
gee

If you are having trouble with the Antic article, you may have a lot of
trouble casting off on your own...

what would you like to know?

Bob Woolley

3485. Re: Help with downloading software

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1470.000F4884@condor.circa.ufl.edu>
Source record: 68619

In article <64o4ik$k37$1@news.fred.net> "J. Reyes" <fixit@fred.net> writes:

>I've found web sites with many tiles for the Atari 8-bit PCs. I have XL-It
>in my Pentium PC, plus I also have Atari 8-bit computers. My question is:
>How do I download these games? When I click on the links, my browser just
>shows me a bunch of gibberish. Am I supposed to the save the page to disk?
>Under what file name? Can I use APE to the run these titles with my Ataris?
>Please help.

>Thanks,

>J.

Right click the link rather then left click and select "save to file".

Ken

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering scuba instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

3486. instructions

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: joeb666@wwa.com
Message-ID: <3471efb0.14147529@news.wwa.com>
Source record: 68620

Hi all,

Well I got XL-IT to work on my PC, i also downloaded a game pak
containg star raiders from an FTP site

My next question is.... How do i load this from the games pack i
unzipped??? I think its like games002.atr (or something like that)

Thanks

and check the sig for reply info

ANTI-SPAM MEASURE!
remove the 3rd 6 to keep mail from bouncing back

3487. PBI devices

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <64sqnh$2ag$1@news.aatech.com>
Source record: 68621

Greetinks.

I'm trying to figure out how to design a serial port attached to the 800XL PBI bus. I'm very ignorant when it comes to hardware design, and I figured trying to attach a 16550 UART to my Atari would be a good place to start. I've read Earl Rice's article in Antic about how to attach a different UART, but it's really hard to make sense of because of my weakness in hardware.

Is there anywhere I can find a good beginning-to-end PBI project that explains which chips are used and why? Or would someone be willing to help me figure out what I need and how to do this?

Thanks in advance!

Jason Duerstock
jason@linux.aatech.com
jason@ntalr.aatech.com

3488. Re: Synapse on the net

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: "Kory M. Keith" <kkeith01@nnsp.eds.com>
Message-ID: <3471F439.172@nnsp.eds.com>
Source record: 68622

Go to ftp.hackerz.com and get the megaimages. I have downloaded most of these and seen and played Zeppelin, Blue Max and Blue Max II, Protector II (also very unplayable)

Kory Keith
keith@seas.smu.edu

Austin Franklin wrote:
>
> J. F. Goodwin <smrgoodw@reading.ac.uk> wrote in article
> <34702F82.515A@reading.ac.uk>...
> > Bob Nixon wrote:
> > >
> > > I've got Necromancer but have not been able to find any xfd or
> > > atr's of others of these best of the 8bit Atari games, on the
> > > Internet. Zeppelin, Drelbs, Blue Max, Protector II (protector is
> > > nearly unplayable), the Submarine game (forgot the name) and a
> > > couple of space genre that I forgot the names.
> >
> > I also recall Survivor, Shadow World, Pharoah's Curse and Dimension X.
> > There was also a Blue Max sequel. Nautilus is the submarine game.
> >
> > However, shame on you, you forgot to mention Shamus and Shamus II!
> >
> > Anything else missing?
>
> Yeah, a URL ;-)

3489. Re: DE RE ATARI (Section 4)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: Tim Irvin <ziggy29@netgate.net>
Message-ID: <B097A2DA-BF3E@205.214.160.57>
Source record: 68623

On Tue, Nov 11, 1997 10:26 AM, Kenneth Jennings
<mailto:kenneth@spam.not.sayeth.i> wrote:

>And typed the illustrations too.
>
>BTW, the word "single" is mistyped as "singe" twice.

[...]

Any chance of getting this stuff on to a web site or ftp site?

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29

"Trouble no one about their religion; respect others in their view, and
demand that they respect yours...Abuse no one and nothing, for abuse
turns the wise ones to fools and robs the spirit of its vision."
-- Tecumseh (1768-1813), Shawnee chief and statesman

3490. Re: Synapse on the net

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <3471BDE0.31B@reading.ac.uk>
Source record: 68624

Bob Nixon wrote:

> Picnic Paranoia, Rainbow Walker, Quasimodo, Fort Apocalypse,
> Claim Jumper, Alley Cat, Slime, Electrician & Chicken.
>

This certainly brought back some memories. I remember Quasimodo
and Rainbow Walker being quite surreal in concept. And Alley Cat
was just hilarious.

Did anyone ever hear of what Bill Williams ended up doing? He
wrote Necromancer and Alley Cat; the only other game I know
he wrote was APX's Salmon Run. I'm sure he would've had a
great career in game design/programming.

- Joel

3491. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_879847001@rtfm.mit.edu>
Source record: 68625
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: October 27, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari 8bit Support BBS's / InfoMan (Trevor Holyoak)
mailto:infoman@poboxes.com
http://www.holyoak.com/atari/ATARIBBS.TXT

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

3492. FS: Mint/Boxed Donkey Kong 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-18 00:00:00 UTC
From: Ethan <ethanm@fa.disney.com>
Message-ID: <347233E7.41C6@fa.disney.com>
Source record: 68626

I can get this cart new in box. It's $8 shipped to U.S. addresses. Let me know if you'd like one.

Thanks,
Ethan

3493. Journey To The Planets/M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: SKP <skp@mail.utexas.edu>
Message-ID: <3472CC27.8C07F183@mail.utexas.edu>
Source record: 68532

Anyone have the docs for Journey To The Planets? I love that game and want to know what the background info is. Also does anyone else here have the problem with M.U.L.E. displaying the time bar in the plot screen on Atari800Win. ?

3494. Everything Auction - 6 Days Left!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971119130201.IAA22703@ladder01.news.aol.com>
Source record: 68533

Everything Auction - Update 15

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, November 24, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a US address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals; $6.95 for systems, modules, hardware, and over 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Systems
S1. Colecovision System. Includes main unit, two hand controllers, power supply, rf cable, original Coleco tv switchbox, Donkey Kong cartridge, Donkey Kong manual, copy of Owners Manual, and styrofoam packing (but not box shell). Actual shipping added. -$22 bassinl

Atari Home Computers
A1. Koala Pad. Includes Koala Pad touch table, stylus, Micro Illustrator Owners Manual, and Touch Table Owners Manual. Plugs into controller port 1. Very rare. Disks not included. -$9.95 min
A2. MAC/65 with DDT Macro Assembler and Editor Program for Atari Computers. (c) 1984. Bright orange cartridge. Includes manuals in bright yellow binder. -$20 mbowen
A3. Pengo cartridge. Complete in box with instructions. -$3.95 dperw
A4. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1.95 min
A5. Crossfire cartridge. No label. -$3.95 dperw
A6. Kindercomp cartridge. -$1.95 min
A7. Gorf cartridge. -$3.95 dperw
A8. Centipede cartridge -$1.95 min
A9. Galaxian cartridge -$3.95 dperw
A10. River Raid cartridge -$3.95 dperw
A11. Pac-man cartridge -$1.95 min
A12. Atari Microsoft BASIC. CX8126. Includes 167 page manual and disk. -$12 semslie
A13. Atari Macro Assembler and Program-Text Editor. Includes 2 manuals/reference card/disk. -$8 mbowen
A14 Track Attack disk, Broderbund -$1.95 min
A15 Hacker disk, Activision -$1.95 min
A16 Drol disk, Broderbund -$1.95 min
A17 Spy Hunter disk, Sega -$1.95 min
A18 Master of the Lamps disk, Activision -$1.95 min
A19 The Great American Cross Country Road Race, Activision -$1.95 min
A20 Maxi Golf, Activision 2 disk set -$2.50 min

Atari Home Computers Instructions
A21 APX (Atari Program Exchange) Keyboard Organ Instructions -$.50 min
A22 APX (Atari Program Exchange) Sketchpad Instructions -$.50 min
A23 APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50 min
A24 APX (Atari Program Exchange) Presidents of the United States Instructions -$.50 min
A25. Instructions for MAC/65 and OS/A+ disk based version of Assembler Editor and Operating System. In bright yellow binder. Add $1 to above shipping. -$2.95 min.

Atari 7800 Cartridges New in Boxes
(Very good-excellent condition, without shrinkwrap)
A26. Donkey Kong -$1 gmcclel814
A27. Donkey Kong Jr. -$1.50 jasongvr
A28. Ms. Pac-man -$1 gmcclel814

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.95 min
O2. Atari 2600 Space Shuttle. Silver with red/black letters. Fits 6 button CX2600. -$5 ltravis
O3. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. Fits standard Atari joystick. -$4 min
O4. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O5. Atari 5200 Super Breakout single -$.50 min

Atari 5200
A29. Beamrider. New in box (unsealed) -$6 Toyhound
A30. Keystone Kapers. New in box (unsealed) -$4.95 min
A31. Pitfall. New in box (unsealed) -$5 Toyhound
A32. Rescue on Fractalus! New in box (sealed) -$15 hoodlum
A33. Zenji. New in box (unsealed) -$10 awwatkin
A34. Zone Ranger. New in box (unsealed) -$10 hoodlum
A35. Blue Print cartridge -$2.50 dominion
A36. Bounty Bob Strikes Back cartridge -$40 hoodlum
A37. Gorf cartridge -$8 hoodlum
A38. Gyruss cartridge -$4 toyhound
A39. Pac-man cartridge -$1 min
A40. Quest for Quintana Roo cartridge -$6 hoodlum
A41. Realsports Baseball cartridge -$1 min
A42. Realsports Soccer cartridge -$1 min
A43. Realsports Tennis cartridge -$1 min
A44. Realsports Football cartridge -$1 min
A45. Wizard of Wor cartridge -$10 hoodlum

Atari 5200 Empty Boxes
A46. Ballblazer (very poor condition, top torn away) -$.50 gmcclel814
A47. Megamania (very poor condition, faded) -$.50 gmcclel814
A48. Pitfall II (very good condition, without insert) -$2 toyhound
A49. Popeye (very good condition, without insert) -$1.50 Gmcclel814
A50. Qix (crushed) -$.50 gmcclel814
A51. Space Dungeon (very good condition) -$2 toyhound
A52. Space Shuttle (very good condition with insert) -$1.50 Gmcclel814

Playstation
A53. Warhawk. Complete in case with instructions. -$8.95 ago

Super Nintendo/N64
A54. Totally Unauthorized Super Mario 64 Guide. Find every star in the game.
112 colored pages. -$4 Gmcclel814

Atari 2600 Manuals
1. 3-D Tic-Tac-Toe, Atari (small black) -$.50 blitz
2. Activision Decathlon, Activision (colored) -$.50 filmjerk
3. Adventure, Atari (colored) -$.50 blitz
4. Airlock, Data Age -$.50 verbal
5. Air-Sea Battle, Atari (b&w) -$.50 verbal
6. Asteroids, Atari (b&w, 5 languages) -$.50 min
7. Asteroids, Atari (colored) -$.50 verbal
8. Atlantis, Imagic (small colored) -$1 filmjerk
9. Backgammon, Atari (colored) -$.50 blitz
10. Barnstorming, Activision (colored) -$.50 blitz
11. Basic Math, Atari (small black) -$.50 dgeller
12. Basic Programming, Atari (small black - b&w) -$.50 outcast
13. Basketball, Atari (colored) -$.50 blitz
14. Battlezone, Atari (colored) -$1 filmjerk
15. Bermuda Triangle with Insert, Data Age -$.50 verbal
16. Berzerk, Atari (colored) -$.50 verbal

17. Blackjack, Atari (small black) -$.50 blitz
18. Bowling, Atari (small black) -$.50 blitz
19. Boxing, Activision (colored) -$.50 blitz
20. Brain Games, Atari (small black) -$.50 dgeller
21. Buck Rogers, Sega -$.50 verbal
22. Bugs, Data Age -$.50 verbal
23. Canyon Bomber, Atari (colored) -$1 filmjerk
24. Casino, Atari (small black) -$.50 blitz
25. Centipede, Atari (silver colored) -$.50 verbal
26. Challenge of Nexar, Spectravision -$.50 verbal
27. Checkers, Activision (colored) -$.50 blitz
28. Chopper Command, Activision (colored) -$.50 blitz
29. Circus Atari, Atari (small black) -$.50 blitz
30. Coconuts, Apollo -$.50 verbal
31. Code Breaker, Atari (small black) -$.50 dgeller
32. Combat, Atari (small black) -$.50 verbal
33. Commando Raid, US Games -$.50 verbal
34. Commando, Activision (b&w) -$.50 verbal
35. Congo Bongo, Sega -$1 filmjerk
36. Cosmic Commuter Employee Handbook, Activision (colored) -$.50 Rudypike
37. Crystal Castles, Atari (b&w) -$.50 verbal
38. Defender, Atari (colored) -$.50 verbal
39. Demon Attack, Imagic (colored, c 1982 with Be a Demon Attack Expert insert) -$.50 blitz
40. Demon Attack, Imagic (Rev. C, colored) -$.50 filmjerk
41. Dig Dug, Atari (colored) -$1 ltravis
42. Dolphin, Activision (colored) -$.50 dgeller
43. Donkey Kong, Coleco-$.50 verbal
44. Dragster, Activision (colored) -$.50 dgeller
45. E.T. The Extra-Terrestrial, Atari (colored) with Tips Insert -$.50 verbal
46. Encounter at L-5, Data Age -$.50 min
47. Enduro, Activision (colored) -$.50 verbal
48. Fantastic Voyage, Fox -$.50 min
49. Final Approach, Apollo -$.50 verbal
50. Fishing Derby, Activision (colored) -$.50 blitz
51. Flag Capture, Atari (small black) -$.50 verbal
52. Football, Atari (colored) -$.50 blitz
53. Freeway, Activision (colored) -$.50 blitz
54. Frostbite, Activision (colored) -$1 Rudypike
55. Galaxian, Atari (colored) -$.50 verbal
56. Golf, Atari (small black) -$.50 blitz
57. Gopher, US Games -$1.50 ltravis
58. Grand Prix, Activision (colored) -$.50 blitz
59. Hangman, Atari (small black, crushed/taped) -$.50 verbal
60. Haunted House, Atari (b&w) -$1 filmjerk
61. Home Run, Atari (small black) -$1 filmjerk
62. Missile Command, Atari (small colored) -$.50 blitz
63. Super Challenge Football, M Network (colored, lightly crushed) -$.50 verbal
64. Space Invaders, Atari (small black) -$.50 peter papp
65. Video Computer System Owners Manual (for CX2600, large black) -$.50 blitz

Colecovision Manuals
66. Zaxxon -$.50 verbal
67. Mr Do! -$.50 verbal
68. Cabbage Patch Kids Picture Show Program Guide and Parents Instruction Guide -$2.50 ltravis

Other Manuals
69. Intellivision Major League Baseball -$.50 classicgmr
70. Super Nintendo Mortal Kombat II -$.50 min
71. Atari 7800 ProSystem Owners Manual -$.50 dgeller
72. Atari 5200 Owners Manual. Silver/colored pages. CO20811 Rev. 1 1983 -$.50 dgeller
73. Atari 7800 Pole Position II -$.50 dgeller
74. Atari 7800 Asteroids -$.50 dgeller
75. Atari 5200 Football, silver/colored -$.50 dgeller

IBM PC
IBM1. Beavis amd Butthead Multimedia Screensaver CD. Includes screen saver, wallpaper, and clock, 80 video clips, 4 music videos. Complete in original box. -$4.95 Classicgmr
IBM2. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
IBM3. Williams Arcade Classics CD. Includes Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
IBM4. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$14.95 min
IBM5. Microsoft Wine Guide CD. 2000 encylclopedic entries. Tasting notes on more than 6000 individual wines. -$3.95 ltravis
IBM6. MS-DOS 6 Upgrade. Complete in original box. -$1.95 Rudypike
IBM7. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM8. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min

Atari Home Computers - Books/Magazines
B1. A Shortcut Through Adventureland. Solutions for Death in the Caribbean, Transylvania, Mission Asteroid, Mystery House, Wizard and the Princess, Cranston Manor, Ulysses and the Golden Fleece, Time Zone, Dark Crystal, Blade of Blackpoole, Escape from Rungistan, Sherwood Forest, Mask of the Sun, and Serpent's Star. -$2.50 Rudypike
B2. Mapping the Atari, Compute! Books. A comprehensive sourcebook and memory guide for beginning and veteran programmers of the Atari 400 and Atari 800 personal computers. Wire bound. 194 pages. -$3.95 semslie
B3. Programming the 6502. Rodney Zaks. 386 pages. -$1.95 semslie
B4. Your Atari Computer. A guide to Atari 400/800 personal computers. Complete operating instructions and troubleshooting tips on hardware, perpherals, and compatible software. Tutorials in Atari BASIC plus instructions for use of color graphics and sound. Reference of BASIC statements and functions. -$3.95 semslie
B5. Atari Connection magazine, Summer 1994. Computer Arts and Sciences. The Making of the Atari Light Pen. Sound of Micros. 10 Hex Tips From the Programming Pros. Dig Dug, Dallas Quest, Atari Proofreader, Joust Ads. -$3 semslie

Game Catalogs
GC1. Atari 2600 Olive Green with Astronaut, Golfer, Captain, etc. 8 Games: Air-Sea Battle, Indy 500, Video Olympics, Starship, Street Racer, Surround, Blackjack, and Basic Math. -$3 Rudypike
GC2. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$3 Rudypike
GC3. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.75 gary123
GC4. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.75 gary123
GC5. Atari 2600 Bluegreen CO14356 1/79 -$.25 dgeller
GC6. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
GC7. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.75 gary123
GC8. Atari 2600 Green CO16725 Rev. C 1981. 43 Game Program Cartridges. -$.75 gary123
GC9. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.75 gary123
GC10. Your Ticket to Atari Stars. 1983 Game Catalog. Silver with 2600/5200 titles. -$.75 gary123
GC11. Atari 5200 Super System. Silver folded. CA-971-2/83 -$.25 dgeller
GC12. Atari 7800 Collector Poster/Game Catalog. Folded/28 Games listed. -$.75 gary123
GC13. Activision Black (c) 1981 AG-940-05 10 2600 Games -$.25 dgeller
GC14. Activision Black/Red (c) 1981 AG-940-06 12 2600 Games -$.75 gary123
GC15. Activision Deep Purple (c) 1982 AG-940-08 14 2600 Games -$.75 gary123
GC16. Activision Rust (c) 1983 AG-940-05 2600/Colecovision/5200/Atari Computer -$.75 gary123

Miscellaneous
M1. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 gary123
M2. Atari Keyboard Controller (single) -$4.45 outcast
M3. Atari Keyboard Controller (single) -$4.45 outcast
M4. Standard Atari Paddle Controllers (pair) -$2.50 jasongvr
M5. Atari Standard Joystick (single) -$1.95 semslie
M6. Atari Standard Joystick (single) -$1.95 semslie
M7. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$1 jasongvr
M8. Colecovision French label for Front Line. Designed to peel and apply to cartridge. Excellent, like-new condition. -$.50 min
M9. Set of 4 manuals in very poor condition: VCS Owners Manual CX2600, 2600 Ms. Pac-man, 2600 Combat, and Colecovision Blackjack. -$.25 awwatkin

VHS Movies
(Excellent like-new condition)
M10. Bill and Teds Excellent Adventure -$3.95 Rudypike
M11. Ferris Buellers Day Off -$5.50 classicgmr

3495. Re: HD problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3472E51B.7C193737@ix.netcom.com>
Source record: 68534

Mathy Van.nisselroy wrote:
>
> Howdy folks
>
> I bought a Harddrive for my XE at the
> yearly meeting of the ABBUC in
> Herten, Germany. And now I have this
> problem:
>
> I've tried to low-level format the
> thing (maybe I shouldn't have done
> so, but I did :-( ) using HDFMT.
> But HDFMT finds more bad sectors than
> it (and I) can handle.
>
> FMTDIR reports NO bad sectors.
>
> Writing to and reading from the HD is
> no problem. Neither is Booting from
> it, save and reading the partition
> and configuration lists.
>
> But when I view the contents of the
> drive with a sector editor, all empty
> sectors are filled with "FF" instead
> of "00".
>
> What's wrong with this thing? Can I
> expect problems from this disk?
>
> It's built by IBM (please, no
> comments on that), SCSI, Model
> WDS-380S, 80MB. Factory setting was
> SCSI ID #6, but I alreay changed that
> to zero by taking out the jumpers.
> There are two pins next to those
> jumpers. At first I thought they
> would be for the HD access light, but
> the voltage over them (if I remember
> correctly it was 1.2 or 1.3 V)
> doesn't change when I access the HD.
> What could this be?
>

> CU Mathy Van Nisselroy
>
> PS Please respond via IAN, IMR (aka
> USF), c.s.a.b or
> nisse-ma@reze-1.rz.rwth-aachen.de
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
> ---
>
Marty,
Looking at the model number, it looks like it is probably a Western
Digital drive (OEM).
Are the sectors with the $FF all ones registered as good? If so, that
is probably what that DOS is looking for. I wouldn't worry about that.
The pins are probably for jumpers for comfigurations. Do you have a set
that list 512 and 1024 as indications? If these markings are at these
pins, you should have a jumper on the 512 to an adjacent pin. There
probably is a pair of pins that are used for the LED though, probably
next to the SCSI connector or power connector.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3496. Re: Hooking up 800 to TV

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3472E74C.CE8562C4@ix.netcom.com>
Source record: 68535

SEMSLIE wrote:
>
> I just bought a 800.
> What do I need to hook it up to a TV. I bought a RF Modulator at Radio Shack,
> to hook into the rear video cable and all I get is a red screen. Any help
> would be appreciated. Email to: semslie@aol.com

Semslie,
Thuis is easy. RCA (phono tyoe plug) that us on the side of the 800 IS
TV signal (RF) not video level. Simple get an adaptor from RCA to F
(standard cable TV connector) and connect this directly to you TV
antenna in terminal. Switch to CH 2 to 3 (same as the switch nect to the
connector/cable on the computer.) and you're on-line.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3497. Re: ATR Disk Image > 130k

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3472E0CA.7B8ABC3A@ix.netcom.com>
Source record: 68536

Marek Wojciechowski wrote:
>
> On Mon, 17 Nov 1997, Bo Schreurs wrote:
>

> Hmm, is it implemented in any dos ?
> If so, it would be another standard.
> 16 Megabytes images could be used without creating of another
> strange FS. 16 bits for sector addressing should be enough.
> One can use DD sectors (256 bytes per sector) and MyDos like long links
> getting 65536 sectors * 256 bytes = 16 MB per image.
> MyDos should be able to read this kind of disk without any problems.
> Additionally you have got subdirs in MyDos so 64 files per directory
> is not a problem.
>
> BTW. Does any body know about dos that uses only 4 sectors
> (instead of 8) per directory thus getting additional 4 sectors
> for data ?
> I have got several ATR images of this kind, but have no idea
> what dos was used to create them.
> Marek Wojciechowski
>
> -- mw@altis.chem.pg.gda.pl ---

Marek,
SpartaDOS uses 3 byte addressing too for a total of 16MB/disk max.
On the last item, it is probably StartaDOS that created the directory
structure. Is the directory located, starting at sector 6? If so, it is
Sparta. If it is at 360, it is an AtariDOS incarnation, probably MyDOS.
If it's someplace else, who knows?

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3498. Clean Out The Basement Auction Upd#8 going phase- starts tonite!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: Ianoid <ibaronof@midway.uchicago.edu>
Message-ID: <3472EDE9.6AA560D8@midway.uchicago.edu>
Source record: 68537
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.marketplace

Clean out the Basement Auction (Clean Out The Basement Auction Upd#8
26/52/78/8bit/Int/Aquar/Odd/F/Sin)

Update #8 8am 11/18

Going-going-gone phase starts tonite. Note: some trades are pending.
Sorry, I prioritize trades!

Remove NOSPAM to reply:

ie. ibaronof@midway.uchicago.edu

The point is to get rid of this stuff quick.- buyouts accepted- trades
preffered (wants list available)- and
I will go long. Any bid can be cancelled, any item withdrawn anytime.
Make an offer- volume discount
definitely available.

Auction will take 1 week + 3 days going-going-gone phase.

Buyer pays shipping. $1 for first cart, $0.50 each cart thereafter
(first class US postage, postage tried
and true- less for big orders). More for systems, and boxed stuff.

Lets try to keep it to a $5 minimum total order. "bo" means buyout
offered- and being contemplated- it doesn't
mean it'll go thru!

Atari 2600
Atari Krull apd $3 (trade pending)

Atari basic programming (text label) jduty $1

Atari Human Cannonball box/inst only (flap tear) wombat2 $1

Atari Star Raiders box, controller, overlay, instructions min bid $2

Atari Fireworld bi only (flap tear) wombat2 $1

Atari Red Label Group mlipman $3
Atari Q-bert
Atari Venture
Atari Donkey Kong Jr

Imagic Star Voyager Boxed, Instructions, Cart apd $1

Imagic Dragonfire boxed, instructions, cart apd $1

Parker Bros Star Wars: Return of the Jedi DSB mlipman $2

Parker Bros Reactor min bid $1.50

Parker Bros Tutenkham apd $1.50

20th Century Fox MASH (edge wear) apd $1

20th Century Fox Flash Gordon jduty $2

20th Century Fox Turmoil jduty $2

M-network Air Raiders (label smudged) jduty $2

M-network Dark Cavern jduty $3

M-network Astroblast boxed, instructions min bid $1

M-network Groop mlipman $3
M-network Frogs and Flies
M-network Adv. Of Tron
M-network super challenge Baseball
M-network Baseball (white label)
M-network super challenge Football

Coleco Mouse Trap min bid $1

Xonox Artillery Duel/Chuck Norris Superkicks jduty $6

Xonox Spike's Peak/Ghost Manor jduty $3 (trade pending!)

Activision Groop mlipman $3
Activision Spider Fighter (actiplaque)
Activision Fishing Derby
Activision Starmaster
Activision Tennis
Activision Chopper Command
Activision Bridge

Activision Sky Jinks min bid $1

US Games Name This Game (end label msg, plaque, bubble) min bid $1

CBS Mountain King mlipman $1

CBS Wizard of Wor apd $1

CBS Blue Print jduty $2 (trade pending)

US Games Towering Inferno steg $1

Epyx Summer Games (bubble/label wear) jduty $1

Sears Missile Command min bid $1

Instructions Groop mlipman $1
Phoenix, Pac-Man, Centipede (comic), Human Cannonball, Grand Prix, Super
Breakout, Dragster,
Maze Craze, M-net Super Challenge Baseball, Outlaw, Video Olympics,
E.T., Football, Home

Run,,Enduro, Combat, Breakout, Berzerk

Box only: Human Cannonball min bid $1

Atari 5200
Activision Space Shuttle steg $1

Activision Zone Ranger box only min bid $1

Atari Space Dungeon (controller holder, instructions, cart) ael $5

Parker Bros Q-bert (label worn) min bid $1

Atari 7800 shrinkwrapped groop min bid $4 (buyout offered)
Ace of Aces
One-on-One
Realsports Baseball
Dig Dug
Centipede
Donkey Kong Jr.

Atari 400/800
Imagic Demon Attack ("Davis" written on label) steg $1
Parker Bros Frogger ("Davis" written on label) steg $1

Intellivision
Intellivision Electric Company Word Fun boxed, instructions, 2 overlays,
cart peterpapp $2

Intellivision Reversi box, cart PeterPapp $2

Intellivision Backgammon box, instructions, 2 overlays, cart min bid $2

Intellivision Imagic Groop (loose) ael $5
Imagic Beauty and the Beast
Imagic Atlantis
Imagic Ice Trek
Imagic Microsurgeon
Imagic Swords and Serpants

Imagic Atlantis box, 2 overlays, cart min bid $1

Imagic Microsurgeon box, instructions, cart ael $3

Aquarius
Computer System box, instruction cards min bid $8
Expansion unit Controllers (2) min bid $4

Odyssey 2
Odyssey 2 with hardwired joysticks with Speedway/Crypto-Logic/Spinout!
boxed with instructions,
Showdown in 2100AD, Alpine Skiing, UFO, Blockout/Breakdown min bid $10
(trade pending on some of these carts)

Invaders from Hyperspace Boxed with Instructions min bid $1

Baseball Boxed with Instructions min bid $1

Pick Axe Pete Boxed with Instructions jduty $1

Pocket Billiards Boxed with Instructions jduty $2

Electronic Table Socer loose jduty $1

Quest for the Rings loose min bid $2

Casino Slot Machine loose jduty $1

Fairchild ChF (buyout pending)
#1 loose min bid $1

#3 Blackjack boxed min bid $1

#5 Spacewar boxed, instructions (end label missing/actiplaque) bgomes $1

#11 Backgammon boxed bgomes $1

#12 Baseball box only bgomes $1

#17 Pinball loose ksavetz $2

Vic-20 buyout accepted ($20 shipped)
Gortek and the Microchips complete with cassettes box Inst sticker! 8k
memory cart bgomes $1
Vic-20 Groop bgomes $3
The Count
Voodoo Castle
Omega Race
Pirate's Cove
Avenger
Cosmic Cruncher
Home Babysitter
Radar Ratrace

Sinclair 2068 Personal Computer (boxed , foam, takes Cartridges) buyout
($17.50) SOLD!

3499. 8bit programming site (assembler)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <34738E65.4716@zeus.fh-pforzheim.de>
Source record: 68538

i guess you know this site...

http://stratus.esam.nwu.edu/judd/fridge/fridge.html

or ftp://ftp.funet.fi/pub/cbm/

here you can find lots of informations concerning
coding in 8bit assembler... (yeah... c=hacking is a MUST for
every ATARI ;) 8bit coder... ok I know that this c-hacking
ascii-coding-issues are for cbm (c64/128) machines but there
are lots of useful stuff...

f.e. FAST 8/8 multiplikation-tricks
3d-coding
...

discover for yourself... ;)

another example... some variations of FLI images on c64 are
similar to the XL-HIP methods, don't you think so?

bye and happy coding

Heaven, Coder of 8bit Crew TaquarT

ps. don't forget to get a copy of the new metallica cd called
"reload"...

3500. Re: Help with downloading software

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19971119071901.CAA11591@ladder01.news.aol.com>
Source record: 68539

In article <64o4ik$k37$1@news.fred.net>, "J. Reyes" <fixit@fred.net> writes:

>
>I've found web sites with many tiles for the Atari 8-bit PCs. I have XL-It
>in my Pentium PC, plus I also have Atari 8-bit computers. My question is:
>How do I download these games? When I click on the links, my browser just
>shows me a bunch of gibberish. Am I supposed to the save the page to disk?
>Under what file name? Can I use APE to the run these titles with my Ataris?
>Please help.

What are you using, Netscape? Here's the fix. Hold down SHIFT when you
click on what you want to download, then on SAVE FILE AS. This will save
it to the hard drive and not corrupt it.

3501. Re: atari being used as screen saver for tv station

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <64vbij$7m1@cyber3.servtech.com>
Source record: 68540

In article <64esphnaj6@triglav.iwaynet.net>, <dklugh@iwaynet.net> wrote:
>
>
>On 1997-11-10 cowpoke1@hotmail.com said:
> >eye (my cable channel #4; NBC?), and lo and behold, there was the
> >READY prompt with the screen running in ATTRACT mode! I can't
> >believe that the cable company has an atari!

That's welcome to hear, but hardly unusual. Ataris have been very attractive for cable-TV "bulletin-board channel" applications for at least a decade that I have personal experience of. A friend of mine wrote (in BASIC) such an app for our local community channel back when it operated out of a production studio at my/his/our local high school radio station. The software was pretty cool, it even used a hardware "dongle" so that the great unwashed couldn't get in and mess with it.

What they COULD do, however, was reboot without the bulletin-board-display program boot-disk in the drive! I turned MY TV on one day to find not only the blue GR.0 screen and the READY prompt, but a friend of mine (I recognized his style) typing away, fiddling around, trying to write a BASIC program! I called up and talked to him, and tried to trick him into issuing an XIO 254 command (FORMAT!) against his personal floppy drive, but couldn't get it right and didn't want to tip my hand by seeming TOO persistent. I think I had him POKE a bunch of numbers into Page 6, too, to try to do the equivalent in an assembly program, but I munged that too. Oh well. Settled for doing some funky graphics for the enjoyment of the folks around town...

I seem to recall that our own John Harris has also developed and marketed, in the past, a much-more-sophisticated cable-TV-bulletin-board system based on the Atari 8-bit. I believe John's did graphics, as well as just text. Right, John?

Oh, and of course there were Atari 8-bits at the heart of all Chuck E. Cheese restaurant operations, not surprisingly since Chuck E. Cheese and Atari were both started by the same person, Nolan Bushnell...

Chris Chiesa
lvt-cfc@servtech.com

3502. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <64veur$9lp@cyber3.servtech.com>
Source record: 68541

In article <64m58d$ben@nntp02.primenet.com>,
Glenn Saunders <krishna@primenet.com> wrote:
>Ironically, there has never been a native Atari 8-bit emulator. Those
>that do run on it require 3rd party graphics cards for their display.

Baloney. David Firth's "atari800" includes Amiga-specific code and
works just fine. On my A2000 with 68020 it's too slow to be really
useful (4 seconds to echo a typed haracter), but thhat's not the
emulator's fault! I'm sure on a more "current" Amiga "atari800"
would work just fine.

Incidentally, I had to do some "back-porting" of the Amiga-specific
source code (v0.8.0) to get it to work under AmigaDOS 2.05 -- David wrote
it against 3.0 -- but I _did_ get it working.

More info available upon request.

Chris Chiesa
lvt-cfc@servtech.com

3503. Gem Drop X is here!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <64u6ov$q4j$1@nuke.csu.net>
Source record: 68542

For Gem Drop fans who have access to X Window, you can now download
the beta 0 version of "Gem Drop X"!

It's a direct port (from Action! to C) of the original version I recently
released for the Atari!

Gem Drop X - http://zippy.sonoma.edu/kendrick/unix/x/gemdropx/
Gem Drop - http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3504. Re: instructions

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: Dhor <dhor@iko.zakopane.top.pl>
Message-ID: <879928033.997527@baca.zakopane.top.pl>
Source record: 68543

> My next question is.... How do i load this from the games pack i
> unzipped??? I think its like games002.atr (or something like that)

you have to set disk drive 1 (in emulator) to disk with DOS,
and to the second drive with games.atr and boot it.
Then you will be able to list directory from drive #2, and
load what you want....

dhor

3505. DE RE ATARI CHAPTER 5 README

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: AsciiRider <fake_email@here.com>
Message-ID: <3473421E.385C@here.com>
Source record: 68544

Here is chapter 5.

I hope there wasn't anybody already working on it.

I seem to have deleted the work I did earlier on chapters
1 2 and 3.

Somebody else did 4.

Somebody mentioned having this stuff on an ftp site....

Are there any volunteers to make this thing into one file?
Anybody want to proofread? (I think I did a better job on this chapter)
Stanardize?

ascii

3506. DE RE ATARI CHAPTER 5 - Part 1

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: AsciiRider <fake_email@here.com>
Message-ID: <347342C7.4A0D@here.com>
Source record: 68545

DISPLAY LIST INTERRUPTS

The display list interrupt (DLI) is one of the most powerful capabilities built into the ATARI Home Computer. It is also one of the least accessible features of the system, requiring a firm understanding of assembly language as well as all of the other characteristics of the machine. Display list interrupts all by themselves provide no additional capabilities; they must be used in conjunction with the other features of the system such as player-missile graphics, character set indirection, or color register indirection. With display list interrupts the full power of these features can be deployed.

THEORY OF OPERATION

Display list interrupts take advantage of the sequential nature of the raster scan television display. The television draws the screen image in a time sequence. It draws images from the top of the screen to the bottom. This drawing process takes about 17,000 microseconds, which looks instantaneous to the human eye, but is a long time in the time scale that the computer works in. The computer has plenty of time to change the parameters of the screen display while it is being drawn. Of course, it must effect each change each time the screen is drawn, which is 60 times per second. Also (and this is the tricky part), it must change the parameter in question at exactly the same time each time the screen is drawn. That is, the cycle of changing screen parameters must be synchronized to the screen drawing cycle. One way to do this might be to Iock the 6502 up into a tight timing Ioop whose execution frequency is exactly 60 Hertz. This would make it very difficult to carry out any computations other than the screen display computations. It would also be a tedious job. A much better way would be to interrupt the 6502 just before the time has come to change the screen parameters. The 6502 responds to the interrupt, changes the screen parameters, and returns to its normal business. The interrupt to do this must be precisely timed to occur at exactly the same time during the screen drawing process. This specially timed interrupt is provided by the ANTIC chip; it is called a display list interrupt (DLI).

The timing and execution of any interrupt process can be intricate; therefore we will first narrate the sequence of events in a properly working DLI. The process begins when the ANTIC chip encounters a display list instruction with its interrupt bit (bit D7) set. ANTIC waits until the last scan line of the mode line it is currently displaying. ANTIC then refers to its NMIEN register to see if display Iist interrupts have been enabled. If the enable bit is clear, ANTIC ignores the interrupt and continues its regular tasks. If the enable bit is set, ANTIC pulls down the NMI line on the 6502. ANTIC then goes back to its normal display activities. The 6502

vectors through the NMI vector to an interrupt service routine in the OS. This routine first determines the cause of the interrupt. If the interrupt is indeed a DLI, the routine vectors through addresses $0200, $0201 (low then high) to a DLI service routine. The DLI routine changes one or more of the graphics registers which control the display. Then the 6502 RTIs to resume its mainline program.
5-1

DISPLAY LIST INTERRUPTS
There are a number of steps involved in setting up a DLI. The very first thing you must do is write the DLI routine itself. The routine must push any 6502 registers that will be altered onto the stack, as the OS interrupt poll routine saves no registers. (The 6502 does automatically push the Processor Status Register onto the stack.) The routine should be short and fast; it should only change registers related to the display. It should end by restoring any 6502 registers pushed onto the stack. Next you must place the DLI service routine somewhere in memory. Page 6 is an ideal place. Set the vector at $0200, $0201 to point to your routine. Determine the vertical point on the screen where you want the DLI to occur, then go to the corresponding display list instruction and set bit D7 of the previous instruction. FinalIy, enable the DLI by setting bit D7 of the NMIEN register at $D40E. The DLI will immediately begin functioning.
DLI TIMING

As with any interrupt service routine, timing considerations can be critical. ANTIC does not send the interrupt to the 6502 immediately upon encountering an interrupt instruction; it delays this until the last scan line of the interrupting mode line. There are a number of processing delays before the DLI reaches your service routine. Thus, your DLI service routine will begin executing while the electron beam is partway across the screen in the last scan line of the interrupting mode line. For example, if such a DLI routine changes a color register, the oId color will be displayed on the left half of the screen and the new color will show up on the right half of the screen. Because of uncertain timing in the response of the 6502 to an interrupt, the border between them will not be sharp but will jiggle back and forth irritatingly.

There is a solution to this problem. It is provided in the form of the WSYNC (wait for horizontal sync) register. Whenever this register is addressed in any way, the ANTIC chip pulls down the ROY line on the 6502. This effectively freezes the 6502 until the register is reset by a horizontal sync. The effect is that the 6502 freezes until the electron beam reaches the right edge of the standard playfield. If you insert a STA WSYNC instruction just before the instruction which stores a value into a color register, the color will go into the color register while the beam is off the screen. The color transition will occur one scan line lower, but will be neat and clean.

The proper use of a DLI then is to set the DLI bit on the mode line before the mode line for which you want the action to occur. The DLI service routine should first save the 6502 registers onto the stack, and then load

the 6502 registers with the new graphics values to be used. It should execute a STA WSYNC, and then store the new values into the appropriate ANTIC or CTIA registers. FinalIy, it should restore the 6502 registers and return from the interrupt. This procedure will guarantee that the graphics registers are changed at the beginning of the desired line while the electron beam is off the screen.

5-2

DISPLAY LIST INTERRUPTS
DLI EXAMPLE

A simple program demonstrating a DLI is given below:

```
10 DLIST=PEEK(560)+256*PEEK(561):REM Find display list
20 POKE DLIST+15,130:REM Insert interrupt instruction
30 FOR l=0 TO 19:REM Loop for poking DLI service routine
40 READ A:POKE 1536+1,A:NEXT I
50 DATA 72,138,72,169,80,162,88
60 DATA 141,10,212,141,23,208
70 DATA 141,24,208,104,170,104,64
80 POKE 512,0:POKE 513,6:REM Poke in interrupt vector
90 POKE 54286, 192: REM Enable DLI
```

This routine uses the following assembly language DLI service routine:

```
PHA Save accumulator
TXA
PHA Save X-register
LDA #$50 Dark color for characters
LOX #$58 Pink
STA WSYNC Wait
STA COLPF1 Store color
STX COLPF2 Store color
PLA
TAX
PLA Restore registers
RTI Done
```

This is a very simple DLI routine. It changes the background color from blue to pink. It also changes the color of the characters so that they show up as dark against the pink background. You might wonder why the upper half of the screen remains blue even though the DLI routine keeps stuffing pink into the color register. The answer is that the OS vertical blank interrupt routine keeps stuffing blue into the color register during the vertical blank period. The blue color comes from the OS shadow register for that color register. Every hardware color register is shadowed out to a RAM location. You may already know about these shadow registers at Iocations 708 through 712. For most purposes you can change colors by poking values into the shadow registers. If you poke directly into the hardware registers, the OS shadow process will wipe out your poked color within a 60th of a second. For DLls, however, you must store your new color values directly into the hardware registers. You can not use a DLI to set the

color of the first displayed line of the screen; the OS takes care of that line for you. Use DLls to change colors of lines below the first line.

5-3

DISPLAY LIST INTERRUPTS
ATTRACT MODE

By stuffing colors directly into the hardware registers, you create a new problem: you defeat the automatic attract mode. Attract mode is a feature provided by the operating system. After nine minutes without a keypress, the colors on the screen begin to cycle through random hues at Iowered luminances. This ensures that a computer left unattended for several hours does not burn an image into the television screen. 1t is easy to build attract mode into a display list interrupt. Only two Iines of assembly code need be inserted into the DLI routine:

```
OId New
LDA NEWCOL LDA NEWCOL
STA WSYNC EOR COLRSH
STA COLPF2 AND DRKMSK
STA WSYNC
STA COLPF2
```

DRKMSK and COLRSH are zero page locations ($4E and $4F) set up and updated by the OS during vertical blank interrupt. When attract mode is not in force, COLRSH takes a value of 00 and DRKMSK takes $FF. When attract mode is in force, COLRSH is given a new random value every 4 seconds and DRKMSK holds a value of $F6. Thus, COLRSH scrambles the color and DRKMSK lops off the highest luminance bit.

DETAILED TIMING CONSIDERATIONS

The implementation of attract mode in DLls exacerbates an already difficult problem: the shortege of execution time during a DLI. A description of DLI timing will make the problem more obvious. DLI execution is broken into three phases: - Phase One covers the period from the beginning of the DLI to the STA WSYNC instruction. During Phase One the electron beam is drawing the last scan line of the interrupting mode line. - Phase Two covers the period from the STA WSYNC instruction to the appearance of the beam on the television screen. Phase Two corresponds to horizontal blank; all graphics changes should be made during Phase Two. - Phase Three covers the period from the appearance of the beam on the screen to the end of the DLI service routine. The timing of Phase Three is not critical.

One horizontal scan line takes 114 processor clock cycles of real time. A DLI reaches the 6502 on cycle number 8. The 6502 takes from 8 to 14 cycles to respond to the interrupt. The OS routine to service the interrupt and vector it on to the DLI service routine takes 11 machine cycles. During this time from 1 to 3 cycles wi11 be stolen for memory refresh DMA. Thus, the DLI service routine is not reached until from 28 to 36 clock cycles have elapsed. For planning purposes we must assume the worst case and program as

if the DLI service routine is reached on cycle number 36. Furthermore, the

STA WSYNC instruction must be reached by cycle number 100; this reduces the time available in Phase One by 14 cycles. Finally, ANTIC's DMA will steal some of the remaining clock cycles from the 6502. Nine cycles will be lost to memory refresh DMA. This leaves an absolute maximum of 55 cycles available for Phase One. This maximum is achieved only with blank line mode lines. Character and map mode instructions will result in the loss of one cycle for each byte of display data. The worst case arises with BASIC modes 0, 7, and 8, which require 40 bytes per line. Only 15 machine cycles are available to Phase One in such modes. Thus, a Phase One routine will have from 15 to 55 machine cycles of execution time available to it.

Phase Two, the critical phase, extends over 27 clock cycles of real time. As with Phase One, some of these cycles are lost to cycle stealing DMA. Player-missile graphics will cost five cycles if they are used. The display instruction will cost one cycle; if the LMS option is used, two more cycles will be stolen. Finally, one or two cycles may be lost to memory refresh or display data retrieval. Thus, from 17 to 26 machine cycles are available to Phase Two.

The problems of DLI timing now become obvious. To Ioad, attract and store a single color will consume 14 cycles. Saving A, X, and Y onto the stack and then loading, attracting, and saving three colors into A, X, and Y will cost 47 cycles, most if not all of Phase One. Obviously, the programmer who wishes to use DLI for extensive graphics changes will expend much effort on the timing of the DLI. Fortunately, the beginning programmer need not be concerned with extensive timing calculations. If only single color changes or simple graphics operations are to be performed, cycle counting and speed optimization are unnecessary. These considerations are only important for high-performance situations.

There are no simple options for the programmer who needs to change more than three color registers in a single DLI. It might be possible to load, attract, and store a fourth color early in Phase Three if that color is not displayed on the left edge of the screen. Similarly, a color not showing up on the right side of the screen could be changed during Phase One. Another approach is to break one overactive DLI into two less ambitious DLls, each doing half the work of the original. The second DLI could be provided by inserting a single scan line blank instruction (with DLI bit set) into the display list just below the main interrupting mode line. This will consume some screen space.

Another partial solution is to perform the attract chores during vertical blank periods. To do this, two tables of colors must be kept in RAM. The first table contains color values intended to be displayed by the DLI routines. The second table contains the attracted values of these colors. During vertical blank, a user-supplied interrupt service routine

fetches each color from the first table, attracts it, and stores the attracted color to the second table. The DLI routine then retrieves values directly from the second table without paying the time penalty for attract.

5-5

3507. DE RE ATARI CHAPTER 5 - Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: AsciiRider <fake_email@here.com>
Message-ID: <347342F8.140@here.com>
Source record: 68546

```
DISPLAY LIST INTERRUPTS

MULTIPLE DLls
It is often desirable to have a number of DLls occurring at several
vertical positions on the screen. This is an important way to add color to
a display. Unfortunately, there is only one DLI vector; if multiple DLls
are to be implemented then the vectoring to the appropriate DLI must be
implemented, in the DLI routine itself. There are several ways to do this.
If the DLI routine does the same process with different values then it can
be table-driven. On each pass through the DLI routine, a counter is
incremented and used as an index to a table of values. A sample DLI routine
for doing this is as follows:
PHA
TXA
PHA
INC COUNTR
LDX COUNTR
LDA COLTAB,X Use page two for color table
STA WSYNC Wait
STA COLBAK
CPX #$4F Last Iine?
BNE ENDDLI No, exit
LDA #$00 Yes, reset counter
STA COUNTR
ENDDLI PLA
TAX
PLA Restore accumulator
RTI

The BASIC program to call this routine is:

10 GRAPHICS 7
20 DLIST=PEEK(560)+256*PEEK(561):REM Find display list
30 FOR J=6 TO 84:REM Give every mode line a DLI
40 POKE DLIST+J,141:REM BASIC mode 7 with DLI bit set
50 NEXT J
60 FOR J=0 TO 30
70 READ A:POKE 1536+J,A:NEXTJ:REM Poke in DLI service routine
80 DATA 72,138,72,238,32,6,175,32,6
90 DATA 189,0,240,141,10,212,141,26,208
100 DATA 224,79,208,5,169,0
110 DATA 141,32,6,104,170,104,64
120 POKE 512,0:POKE 513,6:REM Vector to DLI service routine
130 POKE 54286,192:REM Enable DLI
```

This program will put 80 different colors onto the screen.

There are other ways to implement multiple DLls. One way is to use a DLI counter as a test for branching through the DLI service routines to the

proper DLI service routine. This slows down the response of all the DLls, particularly the ones at the end of the test sequence. A better way is to have each DLI service routine write the address of the next routine into the DLI vector at $200, $201. This should be done during Phase Three. This is the most general solution to the problem of multiple DLls. It has the additional advantage that vectoring Iogic is performed after the time critical portion of the DLI, not before.

The OS keyboard click routine interferes with the function of the DLI. Whenever a key is pressed and acknowledged, the onboard speaker is clicked. The timing for this click is provided by several STA WSYNC instructions. This can throw off the timing of a DLI routine and cause the screen colors to jump downward by one scan line for a fraction of a second. There is no easy solution to this problem. One possible solution involves the VCOUNT register, a read-only register in ANTIC which tells what scan line ANTIC is displaying. A DLI routine could examine this register to decide when to change a color. Another solution is to disable the OS keyboard service routine and provide your own keyboard routine. This would be a tedious job. The final solution is to accept no inputs from the keyboard. If key presses are-not acknowledged, the screen jiggle does not occur.

KERNELS

The DLI was designed to replace a more primitive software/hardware technique called a kernel. A kernel is a 6502 program loop which is precisely timed to the display cycle of the television set. By monitoring the VCOUNT register and consulting a table of screen changes cataloged as a function of VCOUNT values, the 6502 can arbitrarily control all graphics values for the entire screen. A high price is paid for this power: the 6502 is not available for computations during the screen display time, which is about 75 percent of the time. Furthermore, no computation may consume more than the 4000 or so machine cycles available during vertical blank and overscan periods. This restriction means that kernels can only be used with programs requiring Iittle computation, such as certain skill and action games. For example, the BASKETBALL program for the ATARI 400/800 Computers uses a kernel; the program requires little computation but much color. The multicolored players in this game could not be done with display list interrupts, because DLls are keyed to playfield vertical positions, not player positions.

It is possible to extend the kernel idea right into a single scan line and change graphics registers on the fly. In this way a single color register can present several colors on a single scan line. The horizontal position of the color change is determined by the amount of time that elapses before the change goes in. Thus, by carefully counting machine

cycles, the programmer can get more graphics onto the screen. Unfortunately, this is extremely difficult to achieve in practice. With ANTIC DMAing the 6502, it is very difficult to know exactly how many cycles have really elapsed; a simple count of 6502 cycles is not adequate. If ANTIC's DMA Is turned off, the 6502 can assume full control of the display but must then perform all the work that ANTIC normally does. For these

reasons horizontal kernels are seldom worth the effort. However, if the two images to be displayed in different colors are widely separated, say by 20 color clocks or more, the separation should cover up the timing uncertainties and render this technique feasible.

APPLICATIONS OF DISPLAY LIST INTERRUPTS

The tremendous value of graphics indirection and all those modifiable registers in the hardware now becomes obvious. With display list interrupts, every one of those registers can be changed on the fly. You can put lots of color, graphics, and special effects onto the screen. The most obvious application of DLls is to put more color onto the screen. Each color register can be changed as many times as you have DLls. This applies to both playfield color registers and player color registers. Thus, you have up to nine color registers, each of which can display up to 128 different colors. Is that enough color for you? Of course, a normal program would not lend itself to effectively using all of those colors. Too many DLls start slowing down the whole program. Sometimes the screen layout cannot accommodate lots of DLls. In practice, a dozen colors is easy, two dozen requires careful planning, and more than that requires a contrived situation.

Display list interrupts can give more than color; they can also be used to extend the power of player-missile graphics. The horizontal positlon of a player can be changed by a DLI. In this way a player can be repositioned partway down the screen. A single player can have several incarnations on the screen. If you imagine a player as a vertical column with images drawn on it, a DLI becomes a pair of scissors with which you can snip the column and reposition sections of it on the screen. Of course, no two sections of the player can be on the same horizontal line, so two incarnations of the player cannot be on the same horizontal line. If your display needs allow graphics objects that will never be on the same horizontal line, a single player can do the job.

Another way to use DLls in conjunction with players is to change their width or priority. This would most often be used along with the priority masking trick described in Section 4.

The last application of DLls is the changing of character sets partway down the screen. This allows a program to use character graphics in a large window and regular text in a text window. Multiple character set changes are possible; a program might use one graphics character set at the top of

the screen, another graphics character set in the middle of the screen, and a regular text character set at the bottom. A 'Rosetta Stone' program would also be possible, showing different text fonts on the same screen. The vertical reflect bit can be changed with a DLI routine, allowing some text to be rightside up and other text to be upside down.

The proper use of the DLI requires careful layout of the screen display. The designer must give close consideration to the vertical architecture of display. The raster scan television system is not

two-dimensionally symmetric; it has far more vertical structure than horizontal structure. This is because the pace for horizontal screen drawing is 262 times faster than the pace for vertical screen drawing. The ATARI Home Computer display system was designed specifically for raster scan television, and it mirrors the anisotropy of the raster scan system. The ATARI Home Computer display is not a flat, blank sheet of paper on which you draw; it is a stack of thin strips, each of which can take different parameters. The programmer who insists on designing an isotropic display wastes many opportunities. You will achieve optimal results when you organize the information you wish to display in a strong vertical structure. This allows the full power of the DLI to be brought to bear.

Figure 5-1 shows some screen displays from various programs and gives estimates of the degree of vertical screen architecture used in each.

Page 5-10 has some lovely black and white screens of the following games:

SPACE INVADERS
SCRAM
MISSLE COMMAND
STAR RAIDERS
GRAPH IT
ASTEROIDS

Examples of Vertical Screen Architecture

3508. 800XL Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: serguei demianov <sidemi01@homer.louisville.edu>
Message-ID: <3473A791.65F8@homer.louisville.edu>
Source record: 68547

Hello,

So I got the thrift store 800XL and the 1050 Drive up and running. Now I'm running into the problem where some of my favorite games, like One on One, Ghostbusters, Boulderdash, won't run. I had an 800 back when I first got these games, and in one of my fits of stupidity, sold it, to finance another computer. Anyway, is this incompatibility to be expected? Further, are they any solutions. I mean, I'm looking for an 800, but before I buy another computer to take up scarce desk space:

1. I recall there being a ROM switch, or something like that, where you could switch back and forth between the XL rom and a 400/800 rom, being available. Can I still buy one of these? Or, if I pull the ROM out of an old 400 I have, would it be possible to make one (is there a recipe out there for doing such a thing?)

2. I have a 130XE on the way. Will I experience the same problems with that as well, or did Atari rectify some of the incompatibility problems found in the XLs?

Or am I just better off in finding an 800 and adding another Atari to the desk?

Thanks,
Jay

3509. Re: 800XL Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2iutoe08w.fsf@caligula.srv.net>
Source record: 68548

serguei demianov <sidemi01@homer.louisville.edu> writes:

> Or am I just better off in finding an 800 and adding another Atari to
> the desk?
>
> Jay

Well, I think the 800 is worth owning just for four-player M.U.L.E.

Brent

3510. WTD: Disk Drive for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: Ethan <ethanm@fa.disney.com>
Message-ID: <34736048.167E@fa.disney.com>
Source record: 68549

Hi!

I need a disk drive to go on my atari 800xl. I have stuff to trade or will buy if it's not too much. Instructions and disk information would also be helpful.

Thanks!

3511. FS: Commodore 1802 Composite Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: junkwweiss2@norfolk.infi.net
Message-ID: <3471ef84.19144658@allnews.norfolk.infi.net>
Source record: 68627

Excellent condition, $50 [$55 COD] plus postage.

--
Newsgroups: remove "junk" from my address to respond via e-mail

Warren W. Weiss
[WWeiss2@norfolk.infi.net]

-- lovin' music - kids - computers - a really dry red --

3512. WTB: Sparta DOS X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971119022700.VAA12520@ladder01.news.aol.com>
Source record: 68628

I am looking for a Sparta DOS X cartridge?
Are they available?
Any info email:
SEMSLIE@aol.com

3513. Hooking up 800 to TV

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971119060801.BAA06923@ladder01.news.aol.com>
Source record: 68629

I just bought a 800.
What do I need to hook it up to a TV. I bought a RF Modulator at Radio Shack, to hook into the rear video cable and all I get is a red screen. Any help would be appreciated. Email to: semslie@aol.com

3514. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: JMC <r9700248@axom.com>
Message-ID: <34728909.544F@axom.com>
Source record: 68630

```
Atari 800 with Basic cart----------------------- $20.00 plus shipping
Atari 800XL------------------------------------- 25.00 plus shipping
Atari 850 Interface----------------------------- 25.00 Free Shipping
Atari 1050 Drive-------------------------------- 25.00 plus shipping
Atari Light Pen/Cart---------------------------- 15.00 FREE Shipping
Atari Cassette Recorder------------------------- 10.00 FREE Shipping
Star SG-10 Printer------------------------------ 20.00 plus shipping
Box of Atari cables, joysticks, software--------- 10.00 plus shipping
Atari tech manual 400/800 series (early)--------- 12.00 Free Shipping
--
C & S CD's We Buy/Sell/Trade Rock Radio Shows On CD.
We also BUY regular Music CD's from 50 cents-$5.00
I'm grinning from 'ere to 'ere
P.O. Box 502-Mount Vernon-Ohio-430500502
```

3515. Re: Help with downloading software

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-19 00:00:00 UTC
From: miljenko@mapef.pefri.hr
Message-ID: <34729c0f.418018528@news.carnet.hr>
Source record: 68631

On Tue, 18 Nov 1997 15:16:53, ken@condor.circa.ufl.edu (Ken Sallot)
wrote:

>In article <64o4ik$k37$1@news.fred.net> "J. Reyes" <fixit@fred.net> writes:
>
>>I've found web sites with many tiles for the Atari 8-bit PCs. I have XL-It
>>in my Pentium PC, plus I also have Atari 8-bit computers. My question is:
>>How do I download these games? When I click on the links, my browser just
>>shows me a bunch of gibberish. Am I supposed to the save the page to disk?
>>Under what file name? Can I use APE to the run these titles with my Ataris?
>>Please help.
>
>>Thanks,
>
>>J.
>
>Right click the link rather then left click and select "save to file".
>
>Ken
>
Or, left click on the link ,do not release the button, then press
shift on the keyboard and release both.

Mike

--
Miljenko Vrankovic, University of Rijeka, Croatia
miljenko@mapef.pefri.hr mvrankov@alf.tel.hr

Experience is what you get, when you don't get what
you want. I've got lots of experience...

3516. Re: 800XL Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: Stefan Heinrich <steinrich@vossnet.de>
Message-ID: <01bcf54b$b77e6ec0$31c863c3@default>
Source record: 68550

In the early Eighties there were a program called 800emulator for the
800XL, it fixed the problems you have now.
The 800XL used 64Kbyte and the old 800 used up to 48Kbyte in its original.
The upper 16Kbyte of memory
could be programmed as "RamBios". The program copied the old 800Roms to
this memory and then it restarts the
computer, then there were all games compatible. If you dont find this,
check out the Closer-to-Home Webpage of Tom Hunt for some stuff like this.
Eventually you could contact some of the old "freaks" for that, some people
in germany collect such stuff.

Greetings

steinrich :-)

3517. WTT: atari 8 bit carts....

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: bfuehring@aol.com
Message-ID: <19971120004101.TAA23473@ladder01.news.aol.com>
Source record: 68551

I have these two carts for trade:

Atlantis and Alpha Shield.....both for the 400/800/1200xl, etc

I'd like to trade for Super Breakout, and something else? Thanks
Brett

3518. Re: atari being used as screen saver for tv station

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <650fk0$fje@freenet-news.carleton.ca>
Source record: 68552

christopher f. chiesa (lvt-cfc@cyber3.servtech.com) writes:
>
> Oh, and of course there were Atari 8-bits at the heart of all Chuck E.
> Cheese restaurant operations, not surprisingly since Chuck E. Cheese and
> Atari were both started by the same person, Nolan Bushnell...

You mean that goofy stuffed animal band was controlled by an 8-bit?

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3519. Atari 800 and 810 disk drive on Ebay

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <3473c9c6.1008296@news.earthlink.net>
Source record: 68553

```
2042097: Atari 800 computer
Current bid: $11.00
Auction ends on: 11/22/97 14:36:08 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2042097

2042328: Atari 810 Floppy Disk Drive
Current bid: $9.50
Auction ends on: 11/22/97 14:41:52 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2042328

ZZyzx

"We're not flying....we're falling with style."
(Buzz Lightyear)
```

3520. Clean Out The Basement Auction Upd#9 26/52/78/8bit/Int/Aquar/Odd/F-G1

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: Ianoid <ibaronof@midway.uchicago.edu>
Message-ID: <347439C1.F0330F35@midway.uchicago.eduNOSPAM>
Source record: 68554
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.marketplace

Clean out the Basement Auction (Clean Out The Basement Auction Upd#9
26/52/78/8bit/Int/Aquar/Odd/F/Sin)

Update #9 8am 11/20

Going-going-gone phase started. Note: some trades are pending. Sorry, I
prioritize trades!

After today no new bidders! Items at min bid will be Gone tommorow!

Unbid and boughtout items have been pulled.

Remove NOSPAM to reply:

ie. ibaronof@midway.uchicago.edu

The point is to get rid of this stuff quick.- buyouts accepted- trades
preffered (wants list available)- and
I will go long. Any bid can be cancelled, any item withdrawn anytime.
Make an offer- volume discount
definitely available.

Buyer pays shipping. $1 for first cart, $0.50 each cart thereafter
(first class US postage, postage tried
and true- less for big orders). More for systems, and boxed stuff.

Lets try to keep it to a $5 minimum total order.

Atari 2600
Atari Krull apd $3 (trade pending) g1
Atari basic programming (text label) jduty $1 g1

Atari Human Cannonball box/inst only (flap tear) wombat2 $1 g1

Atari Fireworld bi only (flap tear) wombat2 $1 g1

Atari Red Label Group mlipman $3 g1
Atari Q-bert
Atari Venture
Atari Donkey Kong Jr

Imagic Star Voyager Boxed, Instructions, Cart apd $1 g1

Imagic Dragonfire boxed, instructions, cart apd $1 g1

Parker Bros Star Wars: Return of the Jedi DSB mlipman $2 g1

Parker Bros Tutenkham apd $1.50 g1

20th Century Fox MASH (edge wear) apd $1 g1

20th Century Fox Flash Gordon jduty $2 g1

20th Century Fox Turmoil jduty $2 g1

M-network Air Raiders (label smudged) jduty $2 g1

M-network Dark Cavern jduty $3 g1

M-network Groop mlipman $3 g1
M-network Frogs and Flies
M-network Adv. Of Tron
M-network super challenge Baseball
M-network Baseball (white label)
M-network super challenge Football

Xonox Artillery Duel/Chuck Norris Superkicks jduty $6 g1

Xonox Spike's Peak/Ghost Manor jduty $3 (trade pending!) g1

Activision Groop jduty $4 g1
Activision Spider Fighter (actiplaque)
Activision Fishing Derby
Activision Starmaster
Activision Tennis
Activision Chopper Command
Activision Bridge

CBS Mountain King mlipman $1 g1

CBS Wizard of Wor apd $1 g1

CBS Blue Print jduty $2 (trade pending) g1

US Games Towering Inferno steg $1 g1

Epyx Summer Games (bubble/label wear) jduty $1 g1

Instructions Groop mlipman $1 g1
Phoenix, Pac-Man, Centipede (comic), Human Cannonball, Grand Prix, Super
Breakout, Dragster,
Maze Craze, M-net Super Challenge Baseball, Outlaw, Video Olympics,
E.T., Football, Home
Run,,Enduro, Combat, Breakout, Berzerk

Box only: Human Cannonball min bid $1 g1

Atari 5200
Activision Space Shuttle steg $1 g1

Atari Space Dungeon (controller holder, instructions, cart) ael $5 g1

Atari 400/800
Imagic Demon Attack ("Davis" written on label) steg $1
Parker Bros Frogger ("Davis" written on label) steg $1

Intellivision
Intellivision Electric Company Word Fun boxed, instructions, 2 overlays, cart peterpapp $2 g1

Intellivision Backgammon box, instructions, 2 overlays, cart PeterPapp $2 g1

Intellivision Imagic Groop (loose) ael $5 g1
Imagic Beauty and the Beast
Imagic Atlantis
Imagic Ice Trek
Imagic Microsurgeon
Imagic Swords and Serpants

Imagic Microsurgeon box, instructions, cart ael $3 g1

Odyssey 2
Invaders from Hyperspace Boxed with Instructions jduty $1 g1

Pick Axe Pete Boxed with Instructions jduty $1 g1

Pocket Billiards Boxed with Instructions jduty $2 g1

Electronic Table Socer loose jduty $1 g1

Casino Slot Machine loose jduty $1 g1

Fairchild ChF (buyout pending)
#5 Spacewar boxed, instructions (end label missing/actiplaque) bgomes $1 g1

#11 Backgammon boxed bgomes $1 g1

#12 Baseball box only bgomes $1 g1

#17 Pinball loose ksavetz $2 g1

3521. Re: ATR Disk Image > 130k

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: Marek Wojciechowski <mw@chem.pg.gda.pl>
Message-ID: <Pine.SOL.3.91.971120143823.26488A-100000@altis>
Source record: 68555

On Wed, 19 Nov 1997, Robert S Ely wrote:

[...]
> structure. Is the directory located, starting at sector 6? If so, it is
> Sparta. If it is at 360, it is an AtariDOS incarnation, probably MyDOS.
> If it's someplace else, who knows?

I don't think it is sparta. SpartaDos FS is quite different from
AtariDOS 2.0/2.5 FS. This images look to be DOS 2.0 compatible,
(VTOC and DIRECTORY are located in sectors 360,361... respectivly,
or maybe it is 361,362...- I am not sure) except that directory takes
only 4 instead of 8 sectors.
AFAIK MyDos uses also 8 sectors per directory, so it has to be some
other dos.
SuperDos, BiboDos, DosXL, AtariDOS 3.0 ?
I don't know anything about disk formats that these doses use, anybody does ?

Marek Wojciechowski

-- mw@altis.chem.pg.gda.pl ---

3522. Re: Atari 800 and Percom drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3474738D.992FA872@aol.com>
Source record: 68556

Hi John,

Make sure you have a disk with DOS on it, you need DOS.SYS and
DUP.SYS to load up, so if your getting a boot error, at least the drive
is talking with the computer. Now all you need to do is insert an
Atari DOS disk like Atari DOS 2.0s, or MyDOS 4.5 or SpartaDOS, any Atari
DOS so you get the basic disk control commands loaded so you can access
the contents of your disks.

Curt

3523. Atari 8-bit cartridges for trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: "m.j.beau" <mj*beau@texas.net>
Message-ID: <34746EC0.584@texas.net>
Source record: 68557
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
I have the following Atari 8-bit game cartridges available for trade.
Please send any trade lists/offers, or questions. Thanks! Matthew

ATARI 8-bit loose carts
-----------------------
ASTEROIDS
ATARIWRITER
BUCK ROGERS
BUG HUNT (XE)
CENTIPEDE
CONGO BONGO
FROGGER
KINDERCOMP
ONE ON ONE BASKETBALL (XE)
PITSTOP
STAR RAIDERS - complete (box and docs are worn)
SUPER BREAKOUT

---> SPAM-BLOCK engaged; for REPLY mail please
remove the '*' from mj*beau @ texas.net
```

3524. Re: Synapse on the net

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971120180000.NAA03995@ladder01.news.aol.com>
Source record: 68558

To get Xformer 3.6, go directly to http://www.emulators.com/download.htm and bypass the main screen.

Bostone1

Bostone1@aol.com

3525. WTB: Atari 400, 48k, cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: johnmcc@gte.net
Message-ID: <6527qv$9m4$1@gte2.gte.net>
Source record: 68559

```
Looking for a good or better 400 in working order.
Interested in the following Atari catridges also:
* Star Raiders
* Defender

--
John McCormick
```

3526. Re: DE RE ATARI CHAPTER 5 README

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3474b0e5.206166413@news.aatech.com>
Source record: 68560

On Wed, 19 Nov 1997 13:46:38 -0600, AsciiRider <fake_email@here.com> wrote:

>Here is chapter 5.
>
>I hope there wasn't anybody already working on it.
>
>I seem to have deleted the work I did earlier on chapters
>1 2 and 3.
>
>Somebody else did 4.
>
>Somebody mentioned having this stuff on an ftp site....
>
>Are there any volunteers to make this thing into one file?
>Anybody want to proofread?(I think I did a better job on this chapter)
>Stanardize?

I was about to download Sections 1, 2, 3, 5 proofread, and then
reformat them like I did for Section 4 (65 column character
width, etc.) So, if you think this would be useful...???

I have put it into FinalWriter97 and I've got it formatted
with headers/footers (inside margin for 3 hole punch) to look
just like the pages in DeReAtari. While I can get postscript
out of FW to dump to a PS printer, in order to make files that
support duplex printing it I think I'll have to move it to
PageStream.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3527. Basic XE ROM image

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <652bsp$fi3$1@news.aatech.com>
Source record: 68561

Does anyone have a BASIC XE ROM image they could send me? I managed to toast my ROM chip (don't ask how please) and I'd like to burn it on to a new one.

Any help would be appreciated.

Thanks!

Jason Duerstock
jason@linux.aatech.com
jason@ntalr.aatech.com

3528. Atari BASIC books online?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: Daemon@Bot.net
Message-ID: <3474bc47.17404939@news.pacbell.net>
Source record: 68562

Are there any e-books on Atari BASIC online somewhere?

<< ERROR MESSAGE - #852 - Please notify server >>

3529. My long lost Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: vickterr@aol.com
Message-ID: <19971120030101.WAA08504@ladder02.news.aol.com>
Source record: 68563

I've posted a story about my long lost Atari 400 and what a blast it was on my e-zine at http://members.aol.com/nakedeclec that may be worth a few laughs. I had no idea there was such a loyal following or I would have kept it!! Well, I hope you enjoy the tribute.

Terrence Raftery
co-editor
the Naked Eclectic

3530. Black Lamp

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <3474e597.24446109@news.primenet.com>
Source record: 68564

This one is just teasing on the intro. Has anyone gotten this one to run on any of the Emulators? It's about 500 disk sectors, or quite large.

3531. Re: Hooking up 800 to TV

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: Austin Franklin <darkroo4m@ix.netcom.com>
Message-ID: <01bcf562$c33bfd60$54f65ecf@drt1>
Source record: 68565

Robert S Ely <rely@ix.netcom.com> wrote in article
<3472E74C.CE8562C4@ix.netcom.com>...
> SEMSLIE wrote:
> >
> > I just bought a 800.
> > What do I need to hook it up to a TV. I bought a RF Modulator at Radio
Shack,
> > to hook into the rear video cable and all I get is a red screen. Any
help
> > would be appreciated. Email to: semslie@aol.com
>
> Semslie,
> Thuis is easy. RCA (phono tyoe plug) that us on the side of the 800 IS
> TV signal (RF) not video level. Simple get an adaptor from RCA to F
> (standard cable TV connector) and connect this directly to you TV
> antenna in terminal. Switch to CH 2 to 3 (same as the switch nect to the
> connector/cable on the computer.) and you're on-line.

I believe he said 800, no mention of XL.... The 800 has a long coax cable
that comes out the back with the RCA on the end.

I also don't know any way to hook up this unit and get a red screen....but
who knows!

Austin Franklin
darkroom@ix.netcom.com

3532. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <653dna$ie0$1@user1.teleport.com>
Source record: 68566
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my
Web Page, please E-Mail me at bensmith@teleport.com.

A note to Repeat Customers: Welcome Back! I dont keep a Mailing List or
keep track of your Mailing/Shipping address. To expedite your order,
include your Mailing/Shipping address and it wouldn't hurt to include
your home and work number.

I am not a repairman/technician. I have some Hardware and other stuff
that needs work you can have some ***FREE*** Atari stuff for the cost
of Shipping & Handling. Inquiries welcome...

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare & Books/References! In BSC's Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can't attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.

I'm looking to trade for these Items for my Atari. I'm looking for
CatBoxes for Atari Jaguar, Jag-Links as well as Jag Controllers, Alien
vs Predator and even complete Jaguar Systems. If you have what I'm
looking for, check my Atari Catalogs for stuff to trade at:
http://www.teleport.com/~bensmith/bscomputers.shtml or
E-Mail bensmith@teleport.com for a trade.

Following is only a partial list of what's in my Computer HardWare &
SoftWare Catalogs. So check out my Catalogs!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got
HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers,
Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the
Monitor Power Directors to Manage & Protect your Equipment. Hardware
specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141
Monitor, Atari 1050 Disk Drives, Atari 1050 Happy Drive, Indus GT Smart

Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads,SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: Spectre GCR Macintosh Emulators, Color & MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST & Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II & Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is.
E-Mail: bensmith@teleport.com or call Ben at: (503)256-9974.
Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you test JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such as the 1090XL expansion Box. I got it from The Shadow of Shadow Software. It is the Best one of the Few that Atari made. And the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Go to: http://www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3533. Atari 8-bit and Zip drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: Jerry Glenwright <j.glenwright@ndirect.co.uk>
Message-ID: <01bcf5f4$5d9fa460$33fe4ac2@fivvwrpw>
Source record: 68567

Hi

Does anyone have any experience of connecting an Iomega Zip drive to a Classic -- either parallel or SCSI? I have one of each and I'd like to try to get one or both up and running with my Atari 8-bit machines. However, there's no point in re-inventing the wheel if someone has already written a driver...

Best wishes all

Jerry

3534. Re: Browse Atari 8-bit disks on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <651db2fkq1@triglav.iwaynet.net>
Source record: 68568

On 1997-11-16 afinney@prinsol.com said:
>Could you post the FAQ? I tried to connect to rtfm.mit.edu with no
>success....

I contacted it alright.Remember that Lynx will not give you any indication that the FTP site is busy.So you might try several times.And some FTP sites don't seem to work with Lynx at all. (I found several in the FAQ)
But Lynx had no problem with rtfm.mit.edu.

You might also check out:
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/

Net-Tamer V 1.09 - Test Drive

3535. Re: Impact for Atari ST (breakout clone)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <651db4fkq2@triglav.iwaynet.net>
Source record: 68569

On 1997-11-12 srs911tech@msn.com said:
>Anybody help me plse, I just can't get beyond level 78, I believe
>there are 80 in total, is there a way to get extra lives, it's
>driving me nuts. Tks.

Actually this group has nothing to do with the ST.You want comp.sys.atari.st or somesuch.That's like going to a Apple2 group for a Macintosh question.
(see,Austin!)

Net-Tamer V 1.09 - Test Drive

3536. Re: Looking for Jumpman for the Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <651db5fkq3@triglav.iwaynet.net>
Source record: 68570

On 1997-11-15 olavese@online.no said:
>Try this :
>ftp://closertohome.dyn.ml.
>org/ftp/pub/Atari_8bit/More_Atari8bit/GAMES/ATR/J/
>and find a .ZIP file of Jumpman (I haven't downloaded it) Take
>Atarian care

uh,will that work?
I think that the UNZIP on the Atari won't handle version 2 files.And I don't know of a way to tell PKZIP (or INFO-ZIP) to compress using the old manner so the files are probably in v2 format.(is that true,Tom?)

Net-Tamer V 1.09 - Test Drive

3537. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <651db9fkq4@triglav.iwaynet.net>
Source record: 68571

On 1997-11-15 krishna@primenet.com said:
>While there are graphical similarities between the A8 and the Amiga,
>where the real difference lies is in the CPU and the OS. If the A8
>were based around a 6809 and used a multitasking kernel like OS9,
>it would definitely be able to appear more Amigalike. With a
>standard 6502, it's darn near impossible to create something as
>advanced as intuition is on the Amiga. Memory is tight, and
>expanding it beyond ramdisk duty is tricky, and the 6502 doesn't
>have enough features to host multitasking effectively.

Besides multiple screens and windowed displays
(always useful for multi-tasking),
I found intuition rather anoying.OR,that is to say,programmes total dependance
on it.A better keyboard interface would've been nice.I WOULD like to see a S:
device that would support different screens and windowed area.
(there's already a W: windowed device handler on umich)
Different device numbers (e.g. "S2:") could be used to address different
windows and screens.Or better yet,device numbers could address screens while
"filenames" could address windows.
And "windows" could be scrollable regions (ala PC BIOS scrolling) and/or
horizontal areas that could each be a different graphics mode.(and palette)
So "S2:1:3" would address screen 2,BAND 1,window 3.(filenames ala MyDOS)
(BAND being those "horizontal area" I was mentioning)
And each area could be narrow,normal or wide playfield.
And have it's own set of P/M graphics.
(P/M bi-location is done a lot in games)
And while we're at it we could make the S: handler faster.
And the E: would work with this too.

>Like the Atari-8, the home computer aspect of the Amiga was an
>afterthought, but despite this, unlike the Atari-8, they chose a
>really advanced OS to put in there. (I'm not knocking the A8 OS so
>much given the technology at the time.) I'm sure they realized

Actually I prefer the Atari OS.The RESET button is great for breaking out of
programmes (though cartridge games like to defeat this).
The Amiga OS (NOT AmigaDOS) relied too much on the programme.There was no real
way to kill a programme that didn't want to die.And if you used something like
GOMF,AmigaOS had no "clean up" faculty.At least MS-DOS makes sure to close all
files and devices.(even if SHARE ignores this sometimes)

>that if they were going to have to shift gears and market that game
>machine as a home computer that they should put some effort into
>the OS. The 68K was then being used for workstations and thus
>there was no need to limit it to a simple program-loader or

>task-switching OS.

I'm not sure what you mean by this but Atari OS doesn't have a
"programe-loader" function to it.(except to boot a disk or other device)
Neither does DOS.It's all user-level as far as loading programmes go.
(not so for MyDOS and SpartaDOS;especially SpartaDOS X)
Only the PC is like that (before MS-DOS loads).The BIOS routines are really
quite useless and obviously only meant for use by the boot-loading programme..
(ever tried to do graphics or RS232 through the BIOS? <shiver>)

Net-Tamer V 1.09 - Test Drive

3538. Re: TCPIP/PPP for 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <651dbafkq5@triglav.iwaynet.net>
Source record: 68572

On 1997-11-13 dklugh@iwaynet.net said:
>need them for telnet and FTP,I suppose.There are also
>connectionless sockets (used for tftp). You have to specify a IP
>every time you write to them.(hence send() & recv()) And other
>kinds as well.

oops,recvfrom() and sendto() are used for conntionless sockets.
You'd still need send() and recv() to choose normal or out-of-band data.

Net-Tamer V 1.09 - Test Drive

3539. Re: Yo' Classic Game Phreaks

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <651dbcfkq6@triglav.iwaynet.net>
Source record: 68573
Cross-posted to: comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace

On 1997-11-10 Honda13@bigfoot.com said:
>classic:69 I just downloaded River Raid for something like 2 bucs.
>What a schweet time dump! There are a bunch of other old games as
>well, check em out at great-stuff.com/games The company is called
>Telegames, not trying to advertise for the folks but I figured all
>you phreaks would enjoy this site.

I know there are non-english people on here but that's just truly awful!
"schweet time dump!"?
I don't even know what that is!

Net-Tamer V 1.09 - Test Drive

3540. Re: lone raider-does anyone remember it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <651dbefkq7@triglav.iwaynet.net>
Source record: 68574

On 1997-11-14 amsant@globalnet.co.uk said:
>Either way, this has become an almost religious quest. I know, I
>should get out more, get a life etc, but I am not ready to join the
>Windows 95 worshippers yet, not when I know Lone Raider is out
>there somewhere. Atari lovers everywhere, I implore you, search
>your attics and find 'Lone Raider'!

Not to enter a yet another tirade about Microsoft (I don't even like their BASIC) but a friend of mine uses Windows 95 (stupid name!!!) and he said that for a supossedly "Plug&Play" OS,it sure took a lot of hacking to get working with his hardware.

I was using Windows NT at a public library (when will they learn!) and Microsoft Internet Explorer told me
"Couldn't save file.Check if there's enough disk space".
Am I the only one that finds this a little bizarre.
Doesn't it KNOW what error it got?

And moving around MediaPlayer's window produced much the same effect as walking around outside of a level in DOOM using "no clipping" mode.
(that is,copies of edges of the window got left behind)

Net-Tamer V 1.09 - Test Drive

3541. Re: Glactic Trader

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <651dbgfkq8@triglav.iwaynet.net>
Source record: 68575

On 1997-11-12 thorin@tamu.edu said:
>I remember a game I used to load up from a tape and play on an
>Atari 400 when I was rather young (around 5, 1982) whose name was, I
>think, Galactic Trader. Basically, it was mostly text based, with
>colored frames and boxes. You had stuff like x amount of fuel and
>you bought and sold stuff at different planets, trying not to run
>out of fuel or money. I think it was written in basic, because, I
>remember exiting out of the game and changing the text to say
>different things. Anyone remeber this game, or know if it is
>avaliable in an atr format?

You altered BASIC programmes at the age of 5?!
(bravo!)

>On a side note. I picked up an Atari 2600 (okay so this is the
>wrong newsgroup but I figured I could ask here since I'm already
>writing a message) and it appears that only half the games work.
>Pacman and Defender work fine, but games like combat and The Empire
>Strikes Back come up, but the joystick will not work. One of these
>had a label of viba(?sp?) on it. Anyone know if this is a hardware
>problem, or an easy way to fix it? Thanks, I hope someone can help.

This may sound stupid,but you DO know that many games have to be started by
pressing RESET instead of simply pressing the fire button?

I noticed that the Atari games are a lot earier to get working than Nintendo
games.The Nintendo cartridges don't even have a covering over the edge
connector.

Net-Tamer V 1.09 - Test Drive

3542. Re: Looking for M.U.L.E. system in NC

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-20 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <651dbifkq9@triglav.iwaynet.net>
Source record: 68576

On 1997-11-14 ken@condor.circa.ufl.edu(KenSallot) said:
>Path: triglav.iwaynet.net!odin.oar.net!malgudi.oar.net!news.iac.
>net!news.gv.tsc.tdk.com!news.cmc.net!news.shreve.net!tor-nx1.net
>Newsgroups: comp.sys.atari.8bit
>Date: Fri, 14 Nov 1997 10:28:08
>Organization: CIRCA
>Lines: 19
>References: <wsuddert-2610971034500001@pa5dsp7.nr.infi.net>
><01bceceb$d9f34600$9ce0afce@default> <3465a47a.89161028@news.
>mindspr NNTP-Posting-Host: blowfish.circa.ufl.edu X-Newsreader:
>Trumpet for Windows [Version 1.0 Rev A] Xref: triglav.iwaynet.net
>comp.sys.atari.8bit:42109
>In article <3465a47a.89161028@news.mindspring.com> itrek@mindspring.
>com (Mike Taylor) writes:
>>As far as I know, XL-it won't support 4 joysticks so you won't be
>>able to play a 4 player game with this emulator. You're better
>>off getting an 800 XE.
>800 xe??? Never heard of that model before. What is it?

Acording to the FAQ,a 130XE with only 64k of RAM.
That is,DON'T GET IT!!!
(it'll wear out in a month!)
I prefer the 800XL.Tramiel really ruined the Atari with that shoddy XE.
(not to mention the XEP-80!)

Net-Tamer V 1.09 - Test Drive

3543. Is there any demo scene???

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <34758B02.41C6@jaleo.idecnet.com>
Source record: 68482

Hello everybody!

I wonder if there is any demo scene for the 8-bitter out there. I unpacked my Atari XL some weeks ago, connected the 1050 disk drive and started to watch the demos, megademos and "gamos" (game + demo in one). I really enjoyed it. It was like living in the old good days when the 8-bitters ruled.
The last demo I have is the "Intel Outside", an original copy sent directly to me by my friend Pawel "Pirx" Kalinowski of OUR 5OFT.

Is there any new (mega)demo for our little Ataris ??? Please contact me under the email address at the end of this email. Thanks in advance and till next time!

M@rtin (a.k.a. Pimpf)
mailto:martin@jaleo.idecnet.com

3544. Re: Atari BASIC books online?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <347582A1.5C97D287@ix.netcom.com>
Source record: 68483

IrcDaemon #346 (ver. 4.02) wrote:
>
> Are there any e-books on Atari BASIC online somewhere?
>
> << ERROR MESSAGE - #852 - Please notify server >>

Someone has been working on De Re Atari in installments. I hope this is
being collected into one large archive file or at least into chapter
archives. Ian Chadwick was suppose to be converting Mapping the Atari
into a data form, but that was mentioned over a year ago and I haven't
heard anything since. There was a big mess as to what format it should
be presented in. He might have gotten disgusted at all this and dumped
the project. I certainly hope not.
Ian, if you are still listening, could you provide an update?
Another book I'd like to see in e-format is Lon Pooles Your Atari
Computer. Also the SpartaDOS manuals, Action! manual, MAC/65 manual
BASIC XL and BASIC XE manuals converted to searchable data.
The MI/O and HAPPY v7.0 manuals are already available.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3545. XL Emulator for SGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <34758B5F.167E@jaleo.idecnet.com>
Source record: 68484

Hello Atarians!

is there any XL/XE emulator for Silicon Graphics (UNIX workstations)
available???

TIA,

M@rtin (a.k.a. Pimpf)
mailto:martin@jaleo.idecnet.com

3546. Re: WTB: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971121154800.KAA13710@ladder01.news.aol.com>
Source record: 68485

B&C still sells good Atari 8 bit stuff. They are at www.myatari.com , but are in the middle of a move, so I don't know if they are shipping now.

Bostone1

Bostone1@aol.com

3547. Re: 800XL Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3475AA81.2E39EA94@aol.com>
Source record: 68486

Jay,

Sounds like you need to track down a TRANSLATOR disk which will overlay your OS with certain patches to allow compatibility with software that wouldn't run on the XL line.

Atari specifically laid out guidelines for programming on the Atari 800's and many programmers went outside of those guidelines to get their programs running, well these violated certain regions of the OS that was changed in the 1200XL and the 600/800XL so Atari came out with a TRANSLATOR disk to help alleviate incompatibles.

As a side note, even Atari's own Atari Word Processor Program. Later on AtariWriter was released and resolved that problem.

Curt

3548. Re: Synapse on the net

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Bryan Pearson <bryan@onyxgfx.com>
Message-ID: <01bcf6a4$6ce44560$2d6d3cc6@bryan2.onyxgfx.com>
Source record: 68487

Could you post the web address?

Bostone1 <bostone1@aol.com> wrote in article
<19971117184201.NAA05519@ladder01.news.aol.com>...
> To be fair to Darek, Xformer 3.0a is pretty old. He offers 3.6 for free
on
> his web page and it runs Encounter now, so I'm happy. What I like about
> Xformer is the speed. A hacker like me can program stuff even in Atari
> Basic and watch it fly.
>
> Bostone1
>
> Bostone1@aol.com
>
>

3549. Atari 800XL For Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Bad Boy <bmg95960@pegasus.cc.ucf.edu>
Message-ID: <01bcf6ad$797c5de0$0f25e3c7@duster>
Source record: 68488

I am selling an Atari 800XL with power supply in excellent condition.
The first $20 plus S/H takes this baby home!

Email bmg95960@pegasus.cc.ucf.edu for more information!

3550. Re: XL Emulator for SGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: "David J. Firth" <david@signus.demon.co.uk>
Message-ID: <rTAw3MA3Pfd0EwU$@signus.demon.co.uk>
Source record: 68489

In article <34758B5F.167E@jaleo.idecnet.com>, Martin Mielke
<martin@jaleo.idecnet.com> writes
>Hello Atarians!
>
>is there any XL/XE emulator for Silicon Graphics (UNIX workstations)
>available???

Try "http://www.signus.demon.co.uk/david/atari/atari.html" I've used it
on a SG Indigo & a Challenge Server.

HTH
--
David J. Firth

3551. Re: Zip drive work with 800 - 825?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971121211400.QAA10190@ladder01.news.aol.com>
Source record: 68490

Yes, sort of, but you need an old DOS computer and an APE cable. APE, the Atari Peripheral Emulator, allows you to use a cheap old DOS based computer with just about anything you can hook to it. I have an old 386SX with a CDROM drive hooked to my Atari 800 to access Pooldisk, a CD with tons of PD and shareware software. Any old PC that can use your ZIP drive can work too. And the PC's hard disk is the main reason for getting APE. If you have web access, check out Steven Tucker's APE web page at http://seka.nacs.net/~classics/ and see how you can even store your protected software on the PC stuff.
If you wanted to hook the Atari directly to the ZIP drive, you'd need a parallel interface anyway and you'd have to write some pretty tight driver that would fit in the Atari's small memory. I think it's better to put an old PC running APE in there instead. To the Atari, the PC ends up looking like so many things. It can act like a standard 810, a 1050, a happy drive, a huge 16 meg disk drive, a printer, a modem, and some other things I can't think of right now.
I was thinking of finding an older model laptop to run APE on, but haven't yet. I wonder if an older palmtop could be used?
Wow. I have run on a bit. Sorry. Hope this helps.

Bob Stone

Bostone1@aol.com

3552. Re: Super Bruce Lee

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <655008$55c@alexander.INS.CWRU.Edu>
Source record: 68491

I don't know if it runs on an XE (I have a 130XE). I think at the time I still had my 800. I'll have to dig it out and see if it works. If it does, I'll see if Tom Hunt would like to put it up on the CTH FTP site. (I'd send him a copy, _IF_ I could copy it). The end is really cool, at least I thought so at the time. PLlaying a game really late at night can induce some weird mental states!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3553. Re: atari 'lone raider

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <655057$5ih@alexander.INS.CWRU.Edu>
Source record: 68492

re: game released before Atari before I was born...

I was born In 1969. Atari didn't exist at that time. QED
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3554. **** FOR SALE: ATARI 2600 BASE UNIT*****

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: happyman@erols.com.nospam
Message-ID: <348aef7c.13551120@news.erols.com>
Source record: 68493
Cross-posted to: alt.atari,alt.atari.2600,comp.sys.atari.8bit,rec.collecting,rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplacealt.atari.2600

```
USED but not "abused . " In working condition.
Not supplied with joy sticks.
Asking price $10.00 Plus Shipping.
Contact happyman at erols.com (when emailing replace the "at" with the @)
```

3555. Re: Zip drive work with 800 - 825?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <347580D8.C2880458@ix.netcom.com>
Source record: 68494

Bob Nixon wrote:
>
> Is there any way to get Atari 8 bit's to work with a Dos
> formatted Parallel Zip drive, using either a aux printer port
> interface or an 825?
Bob,
I'd be interested in this myself. I also have a parallel ZIP. At the
moment, I've been using mine aonly with the PC, PCXf 3.60 and the XF
Cable to transfer files from Atari floppies to the ZIP. It's not great,
but workable. SIO2PC/A.P.E should work with this too, but a direct
connect to the 8-bit would be really cool.
Could someone consider writing a driver for this setup? I would be
working through an MI/O, but I suppose an 850 could work. Hmmm... I
don't think either unit supports bidirectional communications. How about
a SCSI driver for a SCSI ZIP using the MI/O and/or Black Box interface.
That would surely work.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3556. Re: Zip drive work with 800 - 825?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3475A4C1.28D589A8@aol.com>
Source record: 68495

Hi Bob,

Someone would have to write the drivers to allow a ZIP drive to work on an Atari 850 (not 825, 825 was an 80 column dot matrix printer) printer interface, that would probably be a little too much work since it would be easier to purchase a Black Box interface from CSS or by an ICD MIO box and use either interface's SCSI port and hook the ZIP drive to that. You could break the ZIP drive into 8 16MB partitions and use it that way (DOS format wont work though, it would have to be in Atari DOS format). The other suggestion, hook the ZIP to a low-end PC, run the GUEST program and then get a APE interface and hook your Atari to the PC using an SIO2PC cable and then access the drive that way.

Curt

3557. Re: Help with downloading software

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6547k7fbk1@triglav.iwaynet.net>
Source record: 68496

On 1997-11-16 fixit@fred.net said:
>I've found web sites with many tiles for the Atari 8-bit PCs. I
>have XL-It in my Pentium PC, plus I also have Atari 8-bit computers.
>My question is: How do I download these games? When I click on the
>links, my browser just shows me a bunch of gibberish. Am I supposed
>to the save the page to disk? Under what file name? Can I use APE
>to the run these titles with my Ataris? Please help.

Well what are you using?
In Lynx use "d" to download (only!) through HTTP.

Net-Tamer V 1.09 - Test Drive

3558. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6547kbfbk3@triglav.iwaynet.net>
Source record: 68497

On 1997-11-13 slmph@cc.usu.edu said:
>I heard that you can buy the parts at Radio Shack, but I haven't
>tried it yet. You might have to special order the chip for it.
>You'll have to order the SIO cable from B&C or some place like that
>if you don't already have one.

Well Steven Tucker sells SIO2PC him self.
(but they're pretty expensive)

>J. Reyes wrote:
>> Does anybody know where I can buy SIO cables for my Atari 800 and
>>1200XL? I want to try out the APE program using an old 286, and
>>would like to tackle the building of the interface cable myself,
>>but cannot seem to locate a place that sells the Atari cables.
>Any suggestions? >

Well someone built it for me.It's just a chip on a tiny circuit board.
(my friend had to leave out the diode for it to work)
It seems pretty simple to build to me.
This is from the APE documentation:
{
How to construct the 1489 version of the APE interface

Sio Orange (Sio Pin 3) -> Diode Clear End & Diode Band End -> 1489 Pin
#8
Sio Lt Blue (Sio Pin 10) -> 1489 Pin #14
Sio Black (Sio Pin 4) -> 1489 Pin #7
Sio Purple (Sio Pin 7) -> 1489 Pin #4
Sio Green (Sio Pin 5) -> 1489 Pin #1

PC Signal Ground (9p #5) (25p #7) -> 1489 Pin #7
PC Ring Indicator (9p #9) (25p #22) -> 1489 Pin #6
PC RXD (9p #2) (25p #3) -> 1489 Pin #3
PC TXD (9p #3) (25p #2) -> 1489 Pin #10
}
The lone "#8" got chopped off from the end of the preceding line.It's unknown
why Lynx would do this (the line is way shorter than 80 columns).
He (ST) really should've used tabs to straighten this out.

Net-Tamer V 1.09 - Test Drive

3559. Re: AMP Instructions?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <6547k9fbk2@triglav.iwaynet.net>
Source record: 68498

On 1997-11-12 gozargozar@kenton.com(Ryan'Gozar'Collins) said:
>I downloaded AMP, and have been slowly figuring out how to use it,
>but it would be nice to have directions. I'm hoping to be able to
>use it in my music classroom.

Well many programmes that give you a menu of games or sound & pictures files require you to lock the files you want to show up in the menu.But APE's PC Mirror ignores the locked status of files on your MS-DOS disk. (instead sub-directories show up as being locked)

Net-Tamer V 1.09 - Test Drive

3560. Re: atari being used as screen saver for tv station

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3475A87A.EF13CB09@aol.com>
Source record: 68499

All the aminatronics used in Chuck E. Cheese restaurants were run on DEC PDP 11/44's, I'm not sure, but Nolan seemed not to like the Atari computers and tended to favor the Apple]['s more. His Androbot's all used Apple's (Atari made a special SIO version for its Summer Camps) and most of the Chuck E. Cheese's seemed to use Apple]['s to run various other items in the places.

Curt

3561. PBI Ram Expansion?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <654j26$aso@freenet-news.carleton.ca>
Source record: 68500

If there is no ram disable line on the PBI, how do PBI ram expanders keep the internal dram from working the data lines? I must be missing something :)

I'm looking over these ANTIC PBI articles and I see MPD for driving /OS high in the math pack region, and unused space at $d100, but no mention of other addresses.

Does EXTSEL tell the MMU to turn off all its select lines? Wish I could find that schematic! Ugh.

Thanks

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3562. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: John Chiasson <jec@NaOfSnP.AoMrg>
Message-ID: <654laq$cmm@sjx-ixn4.ix.netcom.com>
Source record: 68501

I used to do a lot of Basic/Asm coding on the 800 back in the late 70's. I wrote several large apps including character generators for Advanced Dungeons and Dragons and Traveller. I also wrote a disk catalog utility and sector viewer.

Lately, I've been curious about using the old hardware to do home automation. It seems that with the built in NTSC output, it would be a nice system for home control you could check on a spare channel.

I think you could also interface one to X10 (if the timing constraints aren't too high).

Robert S Ely wrote in message <34757F52.172DEAD2@ix.netcom.com>...
>How many readers like to do programming in BASIC? I prefer BASIC XL/XE
>myself. I was just wondering if anyone would like to chat in e-mail on
>BASIC programming? I have a couple of projects I want to get back to,
>like my CDump (4090 color Colrview picture print program). I want to get
>it to work with an HP 820C deskjet. I also have a rather complex Family
>History data system I started many years ago.
> Anyone interested, you can e-mail me at the addresses below.
>
>--
>Robert S Ely --- Communications Systems Technician
>rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>====|||====Atari 8-bit user since 1982====|||=====
>===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3563. Best DOS .atr file?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Daemon@Bot.net
Message-ID: <3475f2b7.5139704@news.pacbell.net>
Source record: 68502

Which is the best DOS .atr? I am using MyDos45d.atr, and it
seems to work quite well. Is there a more advanced DOS for Atari 8bit
emulators?

<< ERROR MESSAGE - #852 - Please notify server >>

3564. Re: Zip drive work with 800 - 825?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <34761677.991554@news.primenet.com>
Source record: 68503

Curt Vendel <cvendel@aol.com> wrote:

>Hi Bob,
>
> Someone would have to write the drivers to allow a ZIP drive to work
>on an Atari 850 (not 825, 825 was an 80 column dot matrix printer)

Yes, 850, my error.

>printer interface, that would probably be a little too much work since
>it would be easier to purchase a Black Box interface from CSS or by an
>ICD MIO box and use either interface's SCSI port and hook the ZIP drive
>to that. You could break the ZIP drive into 8 16MB partitions and use
>it that way (DOS format wont work though, it would have to be in Atari
>DOS format).

This is probably the most practical and cheapest solution these
days. (below) but using an old 40-540MB HD would really be more
practical than the Zip.

>The other suggestion, hook the ZIP to a low-end PC, run
>the GUEST program and then get a APE interface and hook your Atari to
>the PC using an SIO2PC cable and then access the drive that way.
>
>
>Curt
>
>

3565. Re: Hooking up 800 to TV

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34757DB2.8C58D5BC@ix.netcom.com>
Source record: 68504

Ras Thavas wrote:
>
> Austin Franklin wrote:
>
> > >
> > >
> > I believe he said 800, no mention of XL.... The 800 has a long coax cable
> > that comes out the back with the RCA on the end.
> > >
>
> The RCA cable wasn't really hard-wired... there was an RCA jack inside the unit
> and the cord ran through a small hole in the back of the case (or on one side?)...
> possibly some tech had that Atari apart and stole the RCA cable (I've done this;
> they are very high-quality cables, good for video & audio use generally)
>
> > I also don't know any way to hook up this unit and get a red screen....but
> > who knows!
> > >
> > >
>
> could be bad RAM or one of the custiom I/O chips.. more likely the RF modulator's
> pinout isn't compatible with the jack on the back of the Atari
>
> Lord Spat

The red screen is probably Antic or GTIA (I forget which) not working
or not working right. Check to see if both are fully seated in their
sockets (assuming they are socketed).
The cable/jack I mentioned might be missing as you mentioned. He should
open the unit if the cable is missing and locate the connection and add
a cable. At any rate. This IS RF not video level signal.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3566. Re: Hooking up 800 to TV

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Ras Thavas <lordspat@bellsouth.antispam.net>
Message-ID: <34720B0D.399B3975@bellsouth.antispam.net>
Source record: 68577

Austin Franklin wrote:

>
>
> I believe he said 800, no mention of XL.... The 800 has a long coax cable
> that comes out the back with the RCA on the end.
>

The RCA cable wasn't really hard-wired... there was an RCA jack inside the unit
and the cord ran through a small hole in the back of the case (or on one side?)...
possibly some tech had that Atari apart and stole the RCA cable (I've done this;
they are very high-quality cables, good for video & audio use generally)

> I also don't know any way to hook up this unit and get a red screen....but
> who knows!
>
>

could be bad RAM or one of the custiom I/O chips.. more likely the RF modulator's
pinout isn't compatible with the jack on the back of the Atari

Lord Spat

3567. Re: atari being used as screen saver for tv station

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Ras Thavas <lordspat@bellsouth.antispam.net>
Message-ID: <34720557.848DB5AF@bellsouth.antispam.net>
Source record: 68578

christopher f. chiesa wrote:

>
>
> Oh, and of course there were Atari 8-bits at the heart of all Chuck E.
> Cheese restaurant operations, not surprisingly since Chuck E. Cheese and
> Atari were both started by the same person, Nolan Bushnell...
>
>

Really? I seem to remember the local Chuck E. Cheese having a big vector-based monitor that showed which order number was up next... It showed large versions of the numbers and then had them spin & get smaller, and they ended up on the bottom of the display when the next order came up.. didn't look very Atari-esque to me.. and I remember they had an Apple II inside a big case with just the monitor & keyboard showing, running a "lemonade stand" game (unless you knew how to hit Ctrl-C and type NEW! hehheh)

Lord Spat

3568. Re: DE RE ATARI CHAPTER 5 README

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34757850.348252@news.aatech.com>
Source record: 68579

AsciiRider <who@cares.com> wrote:
>Kenneth Jennings wrote:
>> AsciiRider <fake_email@here.com> wrote:

>>>Here is chapter 5.

>>>I hope there wasn't anybody already working on it.

>>>I seem to have deleted the work I did earlier on chapters
>>>1 2 and 3.

>>>Somebody else did 4.

>>>Somebody mentioned having this stuff on an ftp site....

>>>Are there any volunteers to make this thing into one file?
>>>Anybody want to proofread?(I think I did a better job on this chapter)
>>>Stanardize?

>> I was about to download Sections 1, 2, 3, 5 proofread, and then
>> reformat them like I did for Section 4 (65 column character
>> width, etc.) So, if you think this would be useful...???

>> I have put it into FinalWriter97 and I've got it formatted
>> with headers/footers (inside margin for 3 hole punch) to look
>> just like the pages in DeReAtari. While I can get postscript
>> out of FW to dump to a PS printer, in order to make files that
>> support duplex printing it I think I'll have to move it to
>> PageStream.

>Go for it. Want Chapter 6? Anybody else want a chapter? Anybody else
>reading this stuff? I'll take chapter 7

Most of the remain sections are a little long for me to type in
unless people are willing to wait a month for a section. I'm
happy to proofread and edit.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3569. Auction - Microsoft Basic/Koala Pad/MAC 65/More

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971121125300.HAA02799@ladder01.news.aol.com>
Source record: 68580

Everything Auction - Update 17

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, November 24, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a US address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals; $6.95 for systems, modules, hardware, and over 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Systems
S1. Colecovision System. Includes main unit, two hand controllers, power supply, rf cable, original Coleco tv switchbox, Donkey Kong cartridge, Donkey Kong manual, copy of Owners Manual, and styrofoam packing (but not box shell). Actual shipping added. -$22 bassinl

Atari Home Computers
A1. Koala Pad. Includes Koala Pad touch table, stylus, Micro Illustrator Owners Manual, and Touch Table Owners Manual. Plugs into controller port 1. Very rare. Disks not included. -$9.95 min
A2. MAC/65 with DDT Macro Assembler and Editor Program for Atari Computers. (c) 1984. Bright orange cartridge. Includes manuals in bright yellow binder. -$20 mbowen
A3. Pengo cartridge. Complete in box with instructions. -$3.95 dperw
A4. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1.95 min
A5. Crossfire cartridge. No label. -$3.95 dperw
A6. Kindercomp cartridge. -$1.95 min
A7. Gorf cartridge. -$3.95 dperw
A8. Centipede cartridge -$1.95 min
A9. Galaxian cartridge -$3.95 dperw
A10. River Raid cartridge -$3.95 dperw
A11. Pac-man cartridge -$1.95 min
A12. Atari Microsoft BASIC. CX8126. Includes 167 page manual and disk. -$12 semslie
A13. Atari Macro Assembler and Program-Text Editor. Includes 2 manuals/reference card/disk. -$8 mbowen
A14 Track Attack disk, Broderbund -$1.95 min
A15 Hacker disk, Activision -$1.95 min
A16 Drol disk, Broderbund -$1.95 min
A17 Spy Hunter disk, Sega -$1.95 min
A18 Master of the Lamps disk, Activision -$1.95 min
A19 The Great American Cross Country Road Race, Activision -$1.95 min
A20 Maxi Golf, Activision 2 disk set -$2.50 min

Atari Home Computers Instructions
A21 APX (Atari Program Exchange) Keyboard Organ Instructions -$.50 min
A22 APX (Atari Program Exchange) Sketchpad Instructions -$.50 min
A23 APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50 min
A24 APX (Atari Program Exchange) Presidents of the United States Instructions -$.50 min
A25. Instructions for MAC/65 and OS/A+ disk based version of Assembler Editor and Operating System. In bright yellow binder. Add $1 to above shipping. -$2.95 min.

Atari 7800 Cartridges New in Boxes
(Very good-excellent condition, without shrinkwrap)
A26. Donkey Kong -$1 gmcclel814
A27. Donkey Kong Jr. -$1.50 jasongvr
A28. Ms. Pac-man -$1 gmcclel814

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.95 min
O2. Atari 2600 Space Shuttle. Silver with red/black letters. Fits 6 button CX2600. -$5 ltravis
O3. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. Fits standard Atari joystick. -$4 min
O4. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O5. Atari 5200 Super Breakout single -$.50 min

Atari 5200
A29. Beamrider. New in box (unsealed) -$6 Toyhound
A30. Keystone Kapers. New in box (unsealed) -$4.95 min
A31. Pitfall. New in box (unsealed) -$5 Toyhound
A32. Rescue on Fractalus! New in box (sealed) -$15 hoodlum
A33. Zenji. New in box (unsealed) -$10 awwatkin
A34. Zone Ranger. New in box (unsealed) -$10 hoodlum
A35. Blue Print cartridge -$2.50 dominion
A36. Bounty Bob Strikes Back cartridge -$40 hoodlum
A37. Gorf cartridge -$8 hoodlum
A38. Gyruss cartridge -$4 toyhound
A39. Pac-man cartridge -$1 min
A40. Quest for Quintana Roo cartridge -$6 hoodlum
A41. Realsports Baseball cartridge -$1 min
A42. Realsports Soccer cartridge -$1 min
A43. Realsports Tennis cartridge -$1 min
A44. Realsports Football cartridge -$1 min
A45. Wizard of Wor cartridge -$10 hoodlum

Atari 5200 Empty Boxes
A46. Ballblazer (very poor condition, top torn away) -$.50 gmcclel814
A47. Megamania (very poor condition, faded) -$.50 gmcclel814
A48. Pitfall II (very good condition, without insert) -$2.50 Gmcclel814
A49. Popeye (very good condition, without insert) -$1.50 Gmcclel814
A50. Qix (crushed) -$.50 gmcclel814
A51. Space Dungeon (very good condition) -$2.50 Gmcclel814
A52. Space Shuttle (very good condition with insert) -$1.50 Gmcclel814

Playstation
A53. Warhawk. Complete in case with instructions. -$8.95 ago

Super Nintendo/N64
A54. Totally Unauthorized Super Mario 64 Guide. Find every star in the game.
112 colored pages. -$4 Gmcclel814

Atari 2600 Manuals
1. 3-D Tic-Tac-Toe, Atari (small black) -$.50 blitz
2. Activision Decathlon, Activision (colored) -$.50 filmjerk
3. Adventure, Atari (colored) -$.50 blitz
4. Airlock, Data Age -$.50 verbal
5. Air-Sea Battle, Atari (b&w) -$.50 verbal
6. Asteroids, Atari (b&w, 5 languages) -$.50 min
7. Asteroids, Atari (colored) -$.50 verbal
8. Atlantis, Imagic (small colored) -$1 filmjerk
9. Backgammon, Atari (colored) -$.50 blitz
10. Barnstorming, Activision (colored) -$.50 blitz
11. Basic Math, Atari (small black) -$.50 dgeller
12. Basic Programming, Atari (small black - b&w) -$.50 outcast
13. Basketball, Atari (colored) -$.50 blitz
14. Battlezone, Atari (colored) -$1 filmjerk
15. Bermuda Triangle with Insert, Data Age -$1 moffa
16. Berzerk, Atari (colored) -$.50 verbal

17. Blackjack, Atari (small black) -$.50 blitz
18. Bowling, Atari (small black) -$.50 blitz
19. Boxing, Activision (colored) -$.50 blitz
20. Brain Games, Atari (small black) -$.50 dgeller
21. Buck Rogers, Sega -$.50 verbal
22. Bugs, Data Age -$.50 verbal
23. Canyon Bomber, Atari (colored) -$1 filmjerk
24. Casino, Atari (small black) -$.50 blitz
25. Centipede, Atari (silver colored) -$.50 verbal
26. Challenge of Nexar, Spectravision -$.50 verbal
27. Checkers, Activision (colored) -$.50 blitz
28. Chopper Command, Activision (colored) -$.50 blitz
29. Circus Atari, Atari (small black) -$.50 blitz
30. Coconuts, Apollo -$1 moffa
31. Code Breaker, Atari (small black) -$.50 dgeller
32. Combat, Atari (small black) -$.50 verbal
33. Commando Raid, US Games -$.50 verbal
34. Commando, Activision (b&w) -$.50 verbal
35. Congo Bongo, Sega -$1 filmjerk
36. Cosmic Commuter Employee Handbook, Activision (colored) -$1 moffa
37. Crystal Castles, Atari (b&w) -$.50 verbal
38. Defender, Atari (colored) -$.50 verbal
39. Demon Attack, Imagic (colored, c 1982 with Be a Demon Attack Expert insert) -$.50 blitz
40. Demon Attack, Imagic (Rev. C, colored) -$.50 filmjerk
41. Dig Dug, Atari (colored) -$1 ltravis
42. Dolphin, Activision (colored) -$.50 dgeller
43. Donkey Kong, Coleco-$.50 verbal
44. Dragster, Activision (colored) -$.50 dgeller
45. E.T. The Extra-Terrestrial, Atari (colored) with Tips Insert -$.50 verbal
46. Encounter at L-5, Data Age -$.50 gamelord
47. Enduro, Activision (colored) -$.50 verbal
48. Fantastic Voyage, Fox -$1 moffa
49. Final Approach, Apollo -$.50 verbal
50. Fishing Derby, Activision (colored) -$.50 blitz
51. Flag Capture, Atari (small black) -$.50 verbal
52. Football, Atari (colored) -$.50 blitz
53. Freeway, Activision (colored) -$.50 blitz
54. Frostbite, Activision (colored) -$1 Rudypike
55. Galaxian, Atari (colored) -$.50 verbal
56. Golf, Atari (small black) -$.50 blitz
57. Gopher, US Games -$1.50 ltravis
58. Grand Prix, Activision (colored) -$.50 blitz
59. Hangman, Atari (small black, crushed/taped) -$.50 verbal
60. Haunted House, Atari (b&w) -$1 filmjerk
61. Home Run, Atari (small black) -$1 filmjerk
62. Missile Command, Atari (small colored) -$.50 blitz
63. Super Challenge Football, M Network (colored, lightly crushed) -$.50 verbal
64. Space Invaders, Atari (small black) -$.50 peter papp
65. Video Computer System Owners Manual (for CX2600, large black) -$.50 blitz

Colecovision Manuals
66. Zaxxon -$.50 verbal
67. Mr Do! -$.50 verbal
68. Cabbage Patch Kids Picture Show Program Guide and Parents Instruction Guide -$2.50 ltravis

Other Manuals
69. Intellivision Major League Baseball -$.50 classicgmr
70. Super Nintendo Mortal Kombat II -$.50 min
71. Atari 7800 ProSystem Owners Manual -$.50 dgeller
72. Atari 5200 Owners Manual. Silver/colored pages. CO20811 Rev. 1 1983 -$.50 dgeller
73. Atari 7800 Pole Position II -$.50 dgeller
74. Atari 7800 Asteroids -$.50 dgeller
75. Atari 5200 Football, silver/colored -$.50 dgeller

IBM PC
IBM1. Beavis amd Butthead Multimedia Screensaver CD. Includes screen saver, wallpaper, and clock, 80 video clips, 4 music videos. Complete in original box. -$4.95 Classicgmr
IBM2. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
IBM3. Williams Arcade Classics CD. Includes Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
IBM4. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$14.95 min
IBM5. Microsoft Wine Guide CD. 2000 encylclopedic entries. Tasting notes on more than 6000 individual wines. -$3.95 ltravis
IBM6. MS-DOS 6 Upgrade. Complete in original box. -$1.95 Rudypike
IBM7. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM8. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min

Atari Home Computers - Books/Magazines
B1. A Shortcut Through Adventureland. Solutions for Death in the Caribbean, Transylvania, Mission Asteroid, Mystery House, Wizard and the Princess, Cranston Manor, Ulysses and the Golden Fleece, Time Zone, Dark Crystal, Blade of Blackpoole, Escape from Rungistan, Sherwood Forest, Mask of the Sun, and Serpent's Star. -$2.50 Rudypike
B2. Mapping the Atari, Compute! Books. A comprehensive sourcebook and memory guide for beginning and veteran programmers of the Atari 400 and Atari 800 personal computers. Wire bound. 194 pages. -$3.95 semslie
B3. Programming the 6502. Rodney Zaks. 386 pages. -$1.95 semslie
B4. Your Atari Computer. A guide to Atari 400/800 personal computers. Complete operating instructions and troubleshooting tips on hardware, perpherals, and compatible software. Tutorials in Atari BASIC plus instructions for use of color graphics and sound. Reference of BASIC statements and functions. -$3.95 semslie
B5. Atari Connection magazine, Summer 1994. Computer Arts and Sciences. The Making of the Atari Light Pen. Sound of Micros. 10 Hex Tips From the Programming Pros. Dig Dug, Dallas Quest, Atari Proofreader, Joust Ads. -$3 semslie

Game Catalogs
GC1. Atari 2600 Olive Green with Astronaut, Golfer, Captain, etc. 8 Games: Air-Sea Battle, Indy 500, Video Olympics, Starship, Street Racer, Surround, Blackjack, and Basic Math. -$3 Rudypike
GC2. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$3 Rudypike
GC3. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.75 gary123
GC4. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.75 gary123
GC5. Atari 2600 Bluegreen CO14356 1/79 -$.25 dgeller
GC6. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
GC7. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.75 gary123
GC8. Atari 2600 Green CO16725 Rev. C 1981. 43 Game Program Cartridges. -$.75 gary123
GC9. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.75 gary123
GC10. Your Ticket to Atari Stars. 1983 Game Catalog. Silver with 2600/5200 titles. -$.75 gary123
GC11. Atari 5200 Super System. Silver folded. CA-971-2/83 -$.25 dgeller
GC12. Atari 7800 Collector Poster/Game Catalog. Folded/28 Games listed. -$.75 gary123
GC13. Activision Black (c) 1981 AG-940-05 10 2600 Games -$.25 dgeller
GC14. Activision Black/Red (c) 1981 AG-940-06 12 2600 Games -$.75 gary123
GC15. Activision Deep Purple (c) 1982 AG-940-08 14 2600 Games -$.75 gary123
GC16. Activision Rust (c) 1983 AG-940-05 2600/Colecovision/5200/Atari Computer -$.75 gary123

Miscellaneous
M1. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 gary123
M2. Atari Keyboard Controller (single) -$4.45 outcast
M3. Atari Keyboard Controller (single) -$4.45 outcast
M4. Standard Atari Paddle Controllers (pair) -$2.50 jasongvr
M5. Atari Standard Joystick (single) -$1.95 semslie
M6. Atari Standard Joystick (single) -$1.95 semslie
M7. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$1 jasongvr
M8. Colecovision French label for Front Line. Designed to peel and apply to cartridge. Excellent, like-new condition. -$.50 min
M9. Set of 4 manuals in very poor condition: VCS Owners Manual CX2600, 2600 Ms. Pac-man, 2600 Combat, and Colecovision Blackjack. -$.25 awwatkin

VHS Movies
(Excellent like-new condition)
M10. Bill and Teds Excellent Adventure -$3.95 Rudypike
M11. Ferris Buellers Day Off -$5.50 classicgmr

3570. Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-21 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34757F52.172DEAD2@ix.netcom.com>
Source record: 68581

How many readers like to do programming in BASIC? I prefer BASIC XL/XE myself. I was just wondering if anyone would like to chat in e-mail on BASIC programming? I have a couple of projects I want to get back to, like my CDump (4090 color Colrview picture print program). I want to get it to work with an HP 820C deskjet. I also have a rather complex Family History data system I started many years ago.
Anyone interested, you can e-mail me at the addresses below.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3571. Using basic programs with say... XL-it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <34779536.A15FC9A7@nh.ultranet.com>
Source record: 68432

I have files with extensions .bas and am trying to get them to work with xl-it. I have had no luck so far. I've tried using menu disks and that didn't work. I am dying to play some of those old Antic games. If anyone could point me in the right direction I'd greatly appreciate it.

--
Curator of the Unofficial Homepage for Borland C++ Builder
http://www.nh.ultranet.com/~bsturk

Whatever happened to Pong??? Frank Black, The Pixies

3572. Austin 80 board & w processors

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <h7VCXs+.tandrews16@delphi.com>
Source record: 68433

My mom wants to play around with word processing with just the equipment I have around here, so I have her set up with my battle-scarred 800 and Textpro. I think she'd prefer 80 columns, so I'm wondering...Austin, do you have any idea if your 80 column board would work with Textpro? How does it work with a color C= 1802 monitor as opposed to a mono monitor?

I might be interested in one...

TJ

3573. The PC Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <3477a5b2.1939431@news.primenet.com>
Source record: 68434

Well I think I've tried them all now and they all have their strengths and weaknesses. Here's my see, form the best to the worst. Strictly from an 8 bit game machine perspective.

Best
1) XL-IT
The best interface and hassle free disk, loader, mode (800, 800XL & 130XE) switching. It runs about 60-70% of the games on the hackers archives disks and doesn't bring down your system, when it crashes like at least one of the others. Sound and joystick support are tops. It still runs a little fast on +200MHZ PC's but can be tamed down by locking it to 50HZ not 60HZ.

2) PC Xformer 3.6

Except for STILL lousy sound and it's nearly as good as XL-IT when using the XF-SIO menu system, although you can't load bin, com or obj files as drives 2-8 with dos on the first drive, with XF-SIO yet. Then maybe I missed something. To give Derik his due, didn't he develop the ROM's that make all these emulators possible?

3) Atari800win

Although still very buggy (lots of reboots with this one) on Win-95 OSRs, It's really the most advanced, and has the highest potential of the lot. It run some games that the others won't. Yes, the great ported 2600 classic, "Demon Attack" runs flawlessly on this one, where the other choke on it. However some 130XE games will not run at all and crashed thing to the point that I hard to reset the thing, more than once, I might add. This might be attributed to extensive use of DirectX 5.0. Give one some time.

4) Rainbow

Nice, but severely crippled on he shareware version. It also uses Direct Draw but no one going to buy it for two reasons.
1) It's so severely crippled (tiny window @ 1024 X 768 and no sound on this version but pay version supposedly DOES have sound.
2) TOO damned many GOOD free Atari 8 emu's. When are these guys gonna' learn about TEASER crippled software. If you can't REALLY play with it, no one will spend much time with it, or give it a second thought.

5) Pokey

Nice but no sound support. It has a built in menu system like
XL-IT. To be honest, I didn't spend much time with it, for the
lack of sound.

PS. Please feel free to flame my opinions & add some of your own.
Get some life into this stodgy old NG.

3574. Re: Looking for M.U.L.E. system in NC

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <hbUCn49.tandrews16@delphi.com>
Source record: 68435

<dklugh@iwaynet.net> writes:

>Acording to the FAQ,a 130XE with only 64k of RAM.
>That is,DON'T GET IT!!!
>(it'll wear out in a month!)
>I prefer the 800XL.Tramiel really ruined the Atari with that shoddy XE.
>(not to mention the XEP-80!)

Before I got my 130XE, it saw about 5 years of daily use without a problem
for its previous owner. He moved on to the ST, and the XE sat around for two
years before an ice backup in a brutal winter resulted in getting it thouroughly
soaked. He sold it to me after the insurance settlement for the power supply
for my XL (that one took out two supplies in two years!). I let it dry out
,
plugged it in, and it's worked perfectly in daily use for 4 years.

Wear out in a month? I don't know about that...

TJ

3575. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <658dac$s5p@nntp02.primenet.com>
Source record: 68436

```
The mortal Kenneth Jennings wrote:
: On 15 Nov 1997 23:53:01 -0700, Glenn Saunders <krishna@primenet.com> wrote:

: [snip]

: >Like the Atari-8, the home computer aspect of the Amiga was an
: >afterthought, but despite this, unlike the Atari-8, they chose a really
: >advanced OS to put in there. (I'm not knocking the A8 OS so much given
: >the technology at the time.) I'm sure they realized that if they were
: >going to have to shift gears and market that game machine as a home
: >computer that they should put some effort into the OS.

: [snip]

: At the time, the Atari OS was pretty spectacular. By comparison,
: every other home/personal computer available at that time (and
: many released after) were equipped with minimalistic I/O kernels
: which typically did not offer support for graphics, floating
: point math, etc.

: Kenneth Jennings -- SyntheToonz -- Miami, FL
: kenneth at daffy dot aatech dot com
: ken at ntalr dot aatech dot com

--
=========================================================================
== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
== TV Commercials page http://www.lawguru.com/production/production.html==
=========================================================================
```

3576. New on the group (intro)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: d.mcbay@ns.sympatico.ca
Message-ID: <d.mcbay.2.0011DC62@ns.sympatico.ca>
Source record: 68437

I always wondered if there were people who still used these classics. I still own my 600XL that I bought brand new many years ago after upgrading from my first computer, a Vic 20. I added more memory to the 600XL (48K or 64K, I can't remember). I also have the data recorder, 1050 disk drive, power supplies, manuals & books, and a few games. Everything still works too, there's barely a scratch on anything. I always took care of my stuff when I was a kid!

I just stumbled onto this group, I never knew it existed! I'm going to read all of the faqs to see just what you guys are up to. I might have some old info filed away that might be of some benefit to you. I'll see what I can find when I get home from work.

Rob

3577. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <658dht$s9i@nntp02.primenet.com>
Source record: 68438

Don't listen to Shadow.

BXL and BXE are great. Write in the environment you enjoy best. Don't worry about the rest of the 8-bit community. The community is all but nonexistent anyway.

Atari Basic has some serious shortcomings and BXL and BXE both have some very welcome features that can mean the difference between success and frustration.

There is a runtime disk available for BXL, by the way.

3578. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <658cpg$rtp@nntp02.primenet.com>
Source record: 68439

The mortal dklugh wrote:
: Actually I prefer the Atari OS.The RESET button is great for breaking out of

Apples and oranges. The Atari OS is really just a program loader and an interface to the I/O ports and the graphics and sound hardware. It's not an OS in the modern sense of the word, i.e. task and memory management.

: The Amiga OS (NOT AmigaDOS) relied too much on the programme.There was no real
: way to kill a programme that didn't want to die.And if you used something like
: GOMF,AmigaOS had no "clean up" faculty.At least MS-DOS makes sure to close all
: files and devices.(even if SHARE ignores this sometimes)

There are utilities that can kill errant programs. I use one called PRIMAN. It's 1997 and a lot has been done on AmigaDOS. Virtual memory, unixlike task priority scheduling, more advanced GUI extensions, Unix emulation via a shared library (ixemul), retargetable audio and graphics drivers, and so on.

: I'm not sure what you mean by this but Atari OS doesn't have a
: "programe-loader" function to it.(except to boot a disk or other device)
: Neither does DOS.It's all user-level as far as loading programmes go.

You are fighting over semantics.

--
==========
== Glenn Saunders --3D Graphics / Videography / Web development-- ==
== krishna@poboxes.com homepage http://www.geocities.com/Hollywood/1698 ==
== Stella@20 video page http://www.primenet.com/~krishna ==
== TV Commercials page http://www.lawguru.com/production/production.html==
==========

3579. Re: games with trackball?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <658dr8$scb@nntp02.primenet.com>
Source record: 68440

```
The WICO trackball is only for joystick emu as it was designed for the
Atari 2600 which, unfortunately, never had a game for it that exploited
true trackball mode.
```

3580. Re: 1400XL Production Run Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <658ea9$ske@nntp02.primenet.com>
Source record: 68441

The mortal Jerry Jessop wrote:
: I might point out nobody was excited about doing either project and
: both were considered a waste of time in engineering. Just another
: example of rehashing the same old stuff into different cases for
: marketing.

Wasn't the PBI port originally designed for the 1400 series or was it going to happen anyway? My 1450 motherboard has one, but it is unfortunately incompatibile with the Black Box because the modem and speed chip map through the PBI address space.

That and the new "standardized" XL OS and internal Basic could be seen as good things that came from the project.

3581. Re: Pokey stereo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6iKBIJq4zHB@peter.soemtron.sb.sub.de>
Source record: 68442

In article <Re: Pokey stereo upgrade>, ssilicon@lse.fullfeed.com (Jon D. Melbo) wrote:

Howdy Jon!

> >I had so much trouble
> >getting the sound out to a stereo amp without creating a ground loop
> >(and horrible 60 hz hum) that I ended just tying the outputs together
> So use isolation transformers....

is there a documentation availble for building such a upgrade? If yes,
could you send it to me?

peter(thomas h.)
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3582. Re: atari being used as screen saver

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6558b1$479@alexander.INS.CWRU.Edu>
Source record: 68505

re: Atari8 on cable TV...

I was at an Aunt & Uncle's house, flipping thru the cable
channels, and I stopped at the local-events channel. There I saw
a screen that I thought could have been easily generated on
an 8-bit Atari. Multiple-DLI bands of color and different
size text in different bands. I guess my suspicions have been
confirmed! _WOW_!!! That is _REALLY_ Cool!!!!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3583. Re: Synapse on the net

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <347705a9.3254282@news.primenet.com>
Source record: 68506

bostone1@aol.com (Bostone1) wrote:

Thanks much. I got it and it does work much better than 3.0a but
the sound still sucks. Xformer seems to be designed with a
broader usage in mind and not specifically game support. I
haven't tried it yet but with flicker term 80 and com port
support I should be able to log on my ISP on Vt-100 shell account
"wow" 19200 :) I guess ppp or slip emulation is completely out of
the question, Huh?

BTW, On fast machines (+200MHZ), I found that locking to 50hz,
instead of 60, slows XL-it down to 1:1 speed. Xformer does 1:1
speed better.

>To get Xformer 3.6, go directly to http://www.emulators.com/download.htm and
>bypass the main screen.
>
>Bostone1
>
>Bostone1@aol.com
>

3584. Re: lone raider-does anyone remember it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <655fl1$t9c@alexander.INS.CWRU.Edu>
Source record: 68507

re: lone raider...

I have never heard of it, and that is weird, for an Atari _NUT_
like myself. If it's not 'Lode Runner', could it be (at the
risk of flame) 'Star Raiders'? _THAT_ is a game worthy of
religious sentiment!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3585. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <655gob$3ov@alexander.INS.CWRU.Edu>
Source record: 68508

re: Jay Miner working on machines before the 2600...

I have a hunch that they must have worked on the home Pong
games (of which I have two or three different ones), the
dedicated Video Pinball, Video Olympics, and Stunt Cycle,
all of which I have (unfortunately in questionable workability
due to a flood).

Yes it is insane that no one has written a more direct
emulation of the A8 on the Amiga. If I were knowledgeable,
I would have done the Dls in Copper, etc. It only makes sense
from an elegant programming point of view. Draw on the
strengths of both systems!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3586. Clean Out The Basement Auction Upd#10 Going Twice!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: Ianoid <ibaronof@midway.uchicago.edu>
Message-ID: <34765148.7D249B78@midway.uchicago.edu>
Source record: 68509
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.marketplace

Clean out the Basement Auction (Clean Out The Basement Auction Upd#10
26/52/78/8bit/Int/Aquar/Odd/F/Sin)

Update #10 9pm 11/21

Going-going-gone phase started. Note: some trades are pending. Sorry, I
prioritize trades!

Unbid and boughtout items have been pulled.

Remove NOSPAM to reply:

ie. ibaronof@midway.uchicago.edu

The point is to get rid of this stuff quick.- buyouts accepted- trades
preffered (wants list available)- and
I will go long. Any bid can be cancelled, any item withdrawn anytime.
Make an offer- volume discount
definitely available.

Buyer pays shipping. $1 for first cart, $0.50 each cart thereafter
(first class US postage, postage tried
and true- less for big orders). More for systems, and boxed stuff.

Lets try to keep it to a $5 minimum total order.

Atari 2600
Atari Krull TRADED!
Atari basic programming (text label) jduty $1 g2

Atari Human Cannonball box/inst only (flap tear) wombat2 $1 g2

Atari Fireworld bi only (flap tear) wombat2 $1 g2

Atari Red Label Group mlipman $3 g2
Atari Q-bert
Atari Venture
Atari Donkey Kong Jr

Imagic Star Voyager Boxed, Instructions, Cart apd $1 g2

Imagic Dragonfire boxed, instructions, cart apd $1 g2

Parker Bros Star Wars: Return of the Jedi DSB mlipman $2 g2

Parker Bros Tutenkham apd $1.50 g2

20th Century Fox MASH (edge wear) TRADED!

20th Century Fox Flash Gordon TRADED!

20th Century Fox Turmoil jduty $2 g2

M-network Air Raiders (label smudged) jduty $2 g2

M-network Dark Cavern jduty $3 g2

M-network Groop mlipman $3 g2
M-network Frogs and Flies
M-network Adv. Of Tron
M-network super challenge Baseball
M-network Baseball (white label)
M-network super challenge Football

Xonox Artillery Duel/Chuck Norris Superkicks jduty $6 g2

Xonox Spike's Peak/Ghost Manor TRADED! (sorry!)

Activision Groop mlipman $5 g1
Activision Spider Fighter (actiplaque)
Activision Fishing Derby
Activision Starmaster
Activision Tennis
Activision Chopper Command
Activision Bridge

Activision Sky Jinks $1 g1

CBS Mountain King mlipman $1 g2

CBS Wizard of Wor apd $1 g2

CBS Blue Print jduty $2 (trade pending) g2

US Games Towering Inferno steg $1 g2

Epyx Summer Games (bubble/label wear) jduty $1 g2

Instructions Groop mlipman $1 g2
Phoenix, Pac-Man, Centipede (comic), Human Cannonball, Grand Prix, Super
Breakout, Dragster,
Maze Craze, M-net Super Challenge Baseball, Outlaw, Video Olympics,
E.T., Football, Home
Run,,Enduro, Combat, Breakout, Berzerk

Atari 5200
Activision Space Shuttle steg $1 g2

Atari Space Dungeon (controller holder, instructions, cart) ael $5 g2

Atari 400/800
Imagic Demon Attack ("Davis" written on label) steg $1 g2
Parker Bros Frogger ("Davis" written on label) steg $1 g2

Intellivision
Intellivision Electric Company Word Fun boxed, instructions, 2 overlays,

cart peterpapp $2 g2

Intellivision Backgammon box, instructions, 2 overlays, cart PeterPapp
$2 g2

Intellivision Imagic Groop (loose) ael $5 g2
Imagic Beauty and the Beast
Imagic Atlantis
Imagic Ice Trek
Imagic Microsurgeon
Imagic Swords and Serpants

Imagic Microsurgeon box, instructions, cart ael $3 g2

Odyssey 2
Invaders from Hyperspace Boxed with Instructions jduty $1 g2

Pick Axe Pete Boxed with Instructions jduty $1 g2

Pocket Billiards Boxed with Instructions jduty $2 g2

Electronic Table Socer loose jduty $1 g2

Casino Slot Machine loose jduty $1 g2

Fairchild ChF
#5 Spacewar boxed, instructions (end label missing/actiplaque) bgomes $1
g2

#11 Backgammon boxed bgomes $1 g2

#12 Baseball box only bgomes $1 g2

#17 Pinball loose ksavetz $2 g2

3587. Re: A tip for 8-Bitters!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <655k7l$fk0@alexander.INS.CWRU.Edu>
Source record: 68510

re: how does an Atari8 user type a tilde?

In Ice-T, you get a tilde when you hit the inverse video key.
I wondered that recently, and scoured the docs for a while till
I found it.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3588. Sparta Dos X

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971122034800.WAA19526@ladder02.news.aol.com>
Source record: 68511

I am looking to buy a Sparta Dos X Cart.
Are they available?
Any help email SEMSLIE@aol.com

3589. Re: Help with downloading software

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <655jtc$eq2@alexander.INS.CWRU.Edu>
Source record: 68512

re: help with downloading software...

Try dragging the file to a disk, rather than clicking on it.
This mystified me as well when I went to the local School to
use a MAC to surf the web. I just tried dragging it to my disk,
and it worked. None of that MacBinary crap either, as I had
feared.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3590. Red Screen on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971122034701.WAA21032@ladder01.news.aol.com>
Source record: 68513

I recently bought an Atari 800 and hooked it to my TV with a RF Modulator from Radio Shack. When I turned it on all I got was a red screen.
Any help email semslie@aol.com

3591. WTB: Atari 5200 carts

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: johnmcc@gte.net
Message-ID: <655t5a$dv0$1@gte1.gte.net>
Source record: 68514

I would like to buy the following carts for the Atari 5200:

* Missile Command
* Pac Man
* Centipede
* Asteroids

Too bad these things don't use Atari 800 cartridges. :)
--
John McCormick

3592. Re: Pokey stereo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <655dah$kuh@alexander.INS.CWRU.Edu>
Source record: 68515

re: pokey upgrade...

I wonder if any of the existing Atari8 3rd party companies
will perform the Gumby or Pal upgrades for a fee? (USA)
Both seem to be worthwhile additions to your system.
Does the PAL upgrade affect the bank switching modes on the
130XE?
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3593. Re: lone raider-does anyone remember it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcf71c$8625cb20$06374382@hawks-pentium>
Source record: 68516

No, it's Lone Raider! I have it on tape (red cover with the title on it, no pics) Released by Atari UK. Take Atarian care

Bill R. Core <he110@cleveland.Freenet.Edu> wrote in article <655fl1$t9c@alexander.INS.CWRU.Edu>...
>
> re: lone raider...
>
> I have never heard of it, and that is weird, for an Atari _NUT_
> like myself. If it's not 'Lode Runner', could it be (at the
> risk of flame) 'Star Raiders'? _THAT_ is a game worthy of
> religious sentiment!
> --
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \
>

3594. Re: Red Screen on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcf71c$3ed01320$06374382@hawks-pentium>
Source record: 68517

Could be the Antic chip! It happened to my 800XL too and I replaced it and
it worked great again! Take Atarian care

SEMSLIE <semslie@aol.com> wrote in article
<19971122034701.WAA21032@ladder01.news.aol.com>...
> I recently bought an Atari 800 and hooked it to my TV with a RF Modulator
from
> Radio Shack. When I turned it on all I got was a red screen.
> Any help email semslie@aol.com
>

3595. Re: atari being used as screen saver for tv station

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <655hpf$8bd@alexander.INS.CWRU.Edu>
Source record: 68518

re: anywhere the Atari can take business away from MicroSloth...

That's the best way to do it! Small pockets of resistance all over the place that spread quietly unnoticed by the Behemoth that is MicroSoft. All we have to do is write something HIGHLY useful and then put it in a very visible place, and then make sure it is reliable, friendly, and cheap. Displays in stores would be a good example. Using more for local cable and public access is also what I mean. Has anyone ever written any semi-professional quality broadcast titling software for the A8? I wonder if we could get a copy of what the cable companies use, or is it commercial? It would be pretty cool for me, as I own one of five (that I know of) Mytek Prism Studio II genlocks in the world. However, it also was in the flood, and I haven't had a chance to test it out.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3596. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: The_Shadow@spnt.com
Message-ID: <6566fqpdo1@news.chatlink.com>
Source record: 68519

I do a lot of programming in both Atari Basic and ML, but I have to tell you that while you may enjoy programming in BXL or BXE, if you ever intend on anyone else ever being able to use your programs stick to either Standard Atari Basic or ML. Not everyone has or is interested in purchasing BXL/BXE, and I found that when I wrote programs in those languages, I couldn't GIVE them away, let alone sell them. The identical programs in Atari Basic or ML sold like hotcakes.

With a few short in-line USR routines, you could do anything BXL/BXE would do with standard Atari Basic, and make your program runnable on ANY machine without the need of a special language.

Since I can't run TextPro without physically unplugging a BXL/BXE cart, I finally just said the heck with them all together as did everyone else I know, since TextPro is much more important than the few programs that run on BXL/BXE.

My experience has also been that the non-Atari routines in BXL/BXE are rather flaky, operating differently on different carts. This is not the case with in-line USR routines which should work smoothly on any machine.

The Shadow

3597. Re: atari being used as screen saver for tv station

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <655mo1$ojd@alexander.INS.CWRU.Edu>
Source record: 68520

re: Chuck E. Cheese Pizza Time Theatres...

Yes, I admit it. There is a Chuck E. Cheese about 50 miles away,
and I've _NEVER_ Been there! My brother has, however, when he
went to the University of Toledo. I did find a Chuck E. Cheese
cup at a thrift store, and I use it with my toothbrush.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3598. Re: lone raider

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: John J Boyle <magrep@globalnet.co.uk>
Message-ID: <655bcfiug1@heliodor.xara.net>
Source record: 68521

i have a copy on cassette that i would be happy to let you have you can contact me on magrep@globalnet.co.uk

Sysop Fox-1 wrote in message <880150511@stackbbs.xs4all.nl>...
>Well, I have a game somewhere laying around with that name, for the Atari
>8-bit ofcourse...
>Don't know the game itself, only the title, and it's just a copy on
>disk...
>
>
>Sysop Fox-1
>
>
>
>Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node
471)
>---
>

3599. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: Dennis McGuire <mcguired@erie.net>
Message-ID: <Pine.LNX.3.95.971122080426.1490A-100000@moose.erie.net>
Source record: 68522

On Fri, 21 Nov 1997, John Chiasson wrote:

>
> I used to do a lot of Basic/Asm coding on the 800 back in the late 70's. I
> wrote several large apps including character generators for Advanced
> Dungeons and Dragons and Traveller. I also wrote a disk catalog utility and
> sector viewer.
>
> Lately, I've been curious about using the old hardware to do home
> automation. It seems that with the built in NTSC output, it would be a nice
> system for home control you could check on a spare channel.
>
> I think you could also interface one to X10 (if the timing constraints

Yes, I had a BSR CP-290 X-10 controller connected to my 800 XL.
It uses an RS-232 serial connection at 600 bps IIRC. There were two
different BASIC programs that I used to program it. This controller
stores the settings so the computer can be turned off.

3600. Re: DE RE ATARI (Section 4)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.psych.uw.edu.pl>
Message-ID: <656ii9jf1@sanos.psych.uw.edu.pl>
Source record: 68523

18 Nov 97 19:53:58 -0800 Tim Irvin napisal byl w comp.sys.atari.8bit:
> Any chance of getting this stuff on to a web site or ftp site?

if someone can send me all the stuff, i may put it onto a web site
immediatelly.

1067
--
= wasza KrAp = krap@psych.uw.edu.pl = http://www.psych.uw.edu.pl/~krap =
= phone 602-339173 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *

3601. Atari 8-bit telnet bbs

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <656vf3$4kg$1@cletus.bright.net>
Source record: 68524

I've put up a telnet bbs that is devoted to the Atari 8-bit. This site is especially for users that only have telnet access to the net. Maximum cps is around 300-400, and there is only one node. But for anyone that only has telnet access, something is better than nothing.

telnet://closertohome.dyn.ml.org

3602. Emulators- WHAT AM I DOING WRONG???

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: joeb66@IHATESPAMwwa.com
Message-ID: <3477278c.9577576@news.wwa.com>
Source record: 68525

Ok, I've downloaded, xl-it, pokey and XF25,

I can bring up the ready prompt, but when I try to load my
games002.atr file, none of them will play it.

This atr file is one i got off a megaimage ftp site. Its about 1meg
and its supposed to have starraiders in it, along with a bunch of
other games.

Is this file too large???
Does anyone know where I could get just a starraiders image file???

Thanks in advance!

JB

3603. FS Original Atari 8-Bit Software/Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: phantomm@eastky.net
Message-ID: <657d56hrb1@ns1.sols.net>
Source record: 68526

The following is a list of Original Atari 8-bit Software and Hardware,
that we have for sale. All items have been tested on a stock 130XE and
1050 disk drive. All software and hardware are used and everything works
correctly. We have no idea what the current market value is for the used
software titles. So if you see something here you would like to purchase.
Then send us a e-mail with the items you want and a offer in US dollars.
No reasonable offer will be refused. Buyer pays shipping charges.

Here is the list of Atari 8-bit software titles.

1. Ballistic Interceptor
Disk and Instructions. No Box.

2. Cytron Masters
Disk, Manual, and Box. Requires an 800 OS Translator on XL and XE.

3. Cardware
Disk and Folder Box.

4. Jingle Disk
Disk, Instructions, and Folder Box.

5. The Great American Cross-Country Road Race
Disk, Instructions, and Folder Box.

6. Dropzone
Disk, Instructions, Folder Box.

7. Radiation Dump
Disk, Manual, and Box.

8. Silent Service
Disk, Manual, and Box.

9. MindShadow
Disk, Manual, and Box.

10. Starbase Fighter
Disk, Manual, and Box.

11. Puzzle Panic
Disk, Manual, and Box.

12. Brimstone
2 Disks and Book. No Box. Requires 2 disk drives to play.

13. MRCA Mach 2 combat flight simulator
Disk and Manual. No Box.

14. The Goonies
Disk and Manual. No Box.

15. Wizard and the Princess Hi-Res Adventure #2
Disk and Folder Box Instructions.

16. Wayout
Disk and Folder Box Instructions.

17. SPY vs SPY
Disk and Manual.

18. Asteroid Miners
Disk and Manual

19. Round About
Disk and Folder Box Instructions.

20. Micro Shuttle
Disk and Instruction Card.

21. The Tail of Beta Lyrae
Disk and Folder Box Instructions.

22. Barge
Disk and Instructions.

23. Bill Budge Pinball Construction Set
Disk and Manual.

24. Raid over Moscow
Disk and Manual.

25. Shooting Arcade
Disk and Card Instructions.

26. Sands of Mars
Disk and Manual.

27. Master of the Lamps
Disk. No manual or Box.

28. Ninja
Disk. No manual or Box.

29. Beach-Head II
Disk. No manual or Box.

30. CrossFire
Disk. No manual or Box. Requires 800 OS Translator for XL and XE.

31. On-Track Racing
Disk. No manual or Box.

32. The NeverEnding Story
Disk. No manual or Box.

33. Cohen's Towers
Disk. No manual or Box.

34. Chicken
Disk. No manual or Box.

35. Cut and Paste
2 disks, Manual, and Folder Box.

36. Music Construction Set
Disk, Manuals, and Folder Box.

37. Menu Writer
Disk, Manual and Box.

Atari 8-Bit Hardware List.

1. Atari XDM121 Daisy Wheel Printer
Good condition. No manual. Prints well.

2. Atari Remote Control Wireless Joysticks.
Excellent condition. Used only 2 or 3 times.
Original Box.

3. Atari SX212 1200bps Modem
modem, powersupply, manual, original box.
Good condition. Works very well.

4. SBM Small Business Management for Atari Computers
Requires Atari 8-bit with 40K minimum, Basic XL, 2 Double Density
Disk Drives, and Printer.
SBM includes Disk and NoteBook Manual, Basic XL cartridge and Manual.

If you see any items that you would like to purchase. Send us a E-Mail with
a list of the items you are interested in and make us an offer in US dollars.

E-Mail Address phantomm@eastky.net

Net-Tamer V 1.10.1 - Registered

3604. WTB : Starfleet I

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcf778$ad952460$18374382@hawks-pentium>
Source record: 68527

I would like to buy an original and complete Starfleet I for the Atari
8-bit! Any offers ? Take Atarian care

3605. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <347731f3.8480168@news.aatech.com>
Source record: 68528

On 15 Nov 1997 23:53:01 -0700, Glenn Saunders <krishna@primenet.com> wrote:

[snip]

>Like the Atari-8, the home computer aspect of the Amiga was an
>afterthought, but despite this, unlike the Atari-8, they chose a really
>advanced OS to put in there. (I'm not knocking the A8 OS so much given
>the technology at the time.) I'm sure they realized that if they were
>going to have to shift gears and market that game machine as a home
>computer that they should put some effort into the OS.

[snip]

At the time, the Atari OS was pretty spectacular. By comparison,
every other home/personal computer available at that time (and
many released after) were equipped with minimalistic I/O kernels
which typically did not offer support for graphics, floating
point math, etc.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3606. Big old trade list: Atari, C=, Intv, more...

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-ya02408000R2211971204430001@news.northcoast.com>
Source record: 68529
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.cbm

Below is my trade list... If you want something I have or have something I want, e-mail savetz@northcoast.com

wanted
------
vectrex controller, vectrex multi-game cart
amiga mouse, amiga 500 power supply.
double-sided disk drive for Atari ST
SIO2PC cable & software for Atari 8-bits
atari 130XE, 800XE
cartridges for Atari 800 series
Rare and ER Intellivision carts
Fairchild carts
Jaguar carts
accessories for Atari Portfolio
Apple /// SOS
old computer mags: Antic, STart, ANALOG, ST-Log, Atari Explorer...

for trade

Atari
Atari 520 ST, no power supply.
Atari 1200XL unit
Atari 800XL unit
Atari XEGS unit
410 Program Recorder
XE light gun with Bug Hunt
Atari paddles
Defender
Pitstop
Super Breakout
Missile Command

C64/128
Bards Tale III: Thief of Fate (shrinkwrapped disk) (C64/128)
Tooth Invaders (64)
Gorf (64)
HESWriter 64
Popeye (64)
EPYX Fast Load (64)
Book: Commodore 128 Tips and Tricks
Book: Commodore 128 Programmer's Reference Guide
Book: Commodore 64/128 Assembly Language Programming
Book: Anatomy of the 1541 Disk Drive

VIC-20
VIC-20 unit
tape drive
1541 disk drive
2 commodore printers (MPS801 & ??)
IFR Flight Simulator
HES Writer
HES Turtle Graphics
HES Synthesound
Trashman (Creative Software)
Choplifter (Creative Software)
Programmer's Aid
Commodore Artist
Super Expander with 3K RAM
Pirate's Cove
Raid on Fort Knox
Intro to Basic parts 1 and 2
16K RAM cartridge
8K RAM cartridge
Avenger
Cosmic Cruncher
Frogger
an intro to BASIC, parts 1 and 2
Book: VIC Graphics
Book: VIC Games
Book: Anatomy of the 1541 Disk Drive

Apple
Apple //c, with power supply and external disk drive. tested.
1 Apple duodisk, untested, no cables.
Disk //

TRS-80
Model 4 SUPER Scripsit with disks, manuals, training casettes
Model 4 Visicalc with disks and manuals

TI 99/4A
Disk Manager II
Terminal Emulator II
Acoustic Coupler Modem

Consoles
Sears Video Arcade II (rare 2600 clone, with 1 SVA joystick)
colecovision. tested. no power supply.

Lynx
Gates of Zendecon
Hydra
Gauntlet
Shadow of the Beast
Rygar
Ninja Gaiden

SMS
Missile Defense 3-D
Maze Hunter 3-D

7800
Winter Games
One-on-One
Pole Position II
Robotron

Colecovision
Mouse Trap
Venture
Mr.Do

NES
Faxanadu
Teenage Mutant Ninja Turtles

Intellivision
Baseball (cart)
Space Hawk (cart, 2 overlays)
Night Stalker (cart, 2 overlays)
Astrosmash (cart, 2 overlays)
Sub Hunt (cart, 1 overlay)
NBA Basketball (cart only)
Sea Battle (cart only)
Space Battle (cart and inst.)
Bowling (cart and inst.)
Golf (cart only)
Triple Action (cart, 1 overlay)
Backgammon (cart, 1 overlay)
Space Armada (cart, 2 overlays)
Lock N Chase, complete
Space Battle, complete
Skiing cart, with box, manual, 1 overlay
NFL Football cart, complete
Golf cart with box, manual
Mission X (cart, 1 overlay)
BurgerTime (cart + box)

2600
-----Apollo-----
U Space Cavern

-----Activision-----
U Starmaster
U Dragster
U River Raid
U Freeway
U Barnstorming
U Enduro

```
-----Imagic-----
U Atlantis
U Riddle of the Sphinx

-----Parker Bros.-----
R Spider-Man

-----20th Century Fox-----
U MASH
U Turmoil

-----Atari-----
R Star Ship
R Blackjack
U Casino
U Crystal Castles
U Flag Capture
U Human Cannonball
U Maze Craze
U RealSports Tennis
U Slot Racers
U Space War
U Star Raiders
U Video Pinball
U Warlords
C Phoenix
C Pele's Soccer

-----Sears-----
U Adventure
C Breakaway IV

That's all.
savetz@northcoast.com

--
Kevin Savetz <savetz@northcoast.com>
Curator of the Digital Antic Project -- Classic Atari magazines on the Web!
http://www.atarimagazines.com
```

3607. Re: scsi drives with the MIO

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: ssilicon@lse.fullfeed.com
Message-ID: <34775ad7.20236884@nntp.lse.fullfeed.com>
Source record: 68530

On 13 Nov 1997 12:45:54 GMT, dklugh@iwaynet.net wrote:

>From reading my BB manual it seems that you
>can have multiple controllers.And each controller can have 7 devices.

Hi. Say, wouldn't it be cool to take a BB, get a SCSI controller
attached to it, then attach the external SCSI model of the IOMEGA Zip
drive? Does this sound plausable anyone?

Jon

*** Please make sure responses are also sent via email.

3608. Re: New on the group (intro)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-22 00:00:00 UTC
From: Nigel P Turton <NPTurton@msn.com>
Message-ID: <01bcf7a3$188aa2c0$ef4395c1@default>
Source record: 68531

well all the best rob, keep on ATARIing :o)

Nigel Turton

800XL/130XE/4MB STE/1MB STFM/Jaguar

Rob Rodgers <d.mcbay@ns.sympatico.ca> wrote in article
<d.mcbay.2.0011DC62@ns.sympatico.ca>...
> I always wondered if there were people who still used these classics. I
still
> own my 600XL that I bought brand new many years ago after upgrading from
my
> first computer, a Vic 20. I added more memory to the 600XL (48K or 64K,
I
> can't remember). I also have the data recorder, 1050 disk drive, power
> supplies, manuals & books, and a few games. Everything still works too,
> there's barely a scratch on anything. I always took care of my stuff when
I
> was a kid!
>
> I just stumbled onto this group, I never knew it existed! I'm going to
read
> all of the faqs to see just what you guys are up to. I might have some
old
> info filed away that might be of some benefit to you. I'll see what I can
find
> when I get home from work.
>
> Rob
>

3609. Re: Internet Software for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: Itay <dont@spam.me.com>
Message-ID: <657qgusoj1@news.huji.ac.il>
Source record: 68443

Ack! I have been awakened from the dead by this..

dklugh@iwaynet.net wrote in message <64esp2naj1@triglav.iwaynet.net>...
>
>
>On 1997-11-07 phantomm@eastky.net said:
> >Greeting Atari 8-bit users,
> >Just wondering if there is currently any Internet Software for the
> >Atari 8-bit computers. That will allow E-Mail, News, or FTP using a
> >modem with a Multi I/O (MIO), BlackBox or similar hardware with a
> >PPP only ISP?
>
>My advice is to get a real ISP account.Not a cheap comercial imitation.
>What kind of UNIX account dis-allows command shell access?
>
>You can use Ice-T or FlickerTerm-80.Kermit-65 is the best since it can keep
up
>with the fastest modem (using XON/XOFF) and supports Kermit.

What??! Kermit can't keep up with my miserable 2400 baud modem without
losing most of the characters. Ice-T is fast enough to not even NEED any
kind of flow control below 19.2kbaud or so. It also supports Zmodem. 'nuff
said.

>Both Ice-T and Kermit-65 use the normal DEC (ANSI?) character set.
>(unlike PC BBSes)

Not true! Ice-T fully supports the PC character set (as well as the ANSI
one), and I've used it quite often to successfully access modern PC-based
BBSes.

(I should know, I wrote the damn software.)

-itay

itayc
at
hotmail dot com

3610. NO SUBJECT

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: wran@thegate
Message-ID: <880265624mnewswran@thegate>
Source record: 68444

Does anybody out there know how I can get my Amiga
to communicate with my 800XL and 1050 disk drive?
What hard/software do I need and where I can get these?
Any help would be most appreciated.
Please mail me at wran@thegate.demon.co.uk with any suggestions.
Thanks.

3611. Complete 20MB Hard Disksystem for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: Itay <dont@spam.me.com>
Message-ID: <657rae$6k$1@news.huji.ac.il>
Source record: 68445

For sale:

Supra hard disk drive and controller, plus manual and disk.

There's a shoebox-sized case that contains a Seagate ST-225N 20MB hard disk, as well as a power supply for the whole thing. Connected to this, with a ribbon cable, is an interface card that plugs into the back of 800XL and 130XE computers.

This system allows you to use your Atari without any floppy disks, and without having to purchase an MIO or Black Box.

I'm selling it because I've been having some problems with it, and, living in Israel, I can't send it back and forth for repairs (Bob Klaas supports this product), and I've decided to store everything on my PC and use APE. (I'm also using my PC monitor as the Atari's monitor, and the power supply gives power to my XE..)

Please mail me for further details. Asking price is $50 plus shipping, or best offer. This is half of what I paid for it a couple of years ago.

-itay

itayc
at
hotmail dot com

3612. Re: Zip drive work with 800 - 825?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: NOSPAMdmaxwell@iwaynet.net
Message-ID: <34777d3f.80771169@news.iwaynet.net>
Source record: 68446

>
>>The other suggestion, hook the ZIP to a low-end PC, run
>>the GUEST program and then get a APE interface and hook your Atari to
>>the PC using an SIO2PC cable and then access the drive that way.

This works fine and can be done on the cheap. It's weird watching the
Zip busy light flash in indirect response to a data request from the
130XE. Kinda like a 1050 on serious roids. I second the notion.

3613. Sparta Dos X Cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971123013101.UAA27276@ladder02.news.aol.com>
Source record: 68447

I'm looking for a Sparta Dos X Cartridge.
Are they still available commercially or would I have to find one used?
Any help email:
semslie@aol.com

3614. Re: Hard Disk for Atari 800??

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971123013500.UAA29375@ladder01.news.aol.com>
Source record: 68448

```
>< Atari 8-Bit harddisk >
>1. Black-Box interface. Features: SCSI HDD interface, parallel
>printerport, serial com-port 19200 baud with hardware flow control.
>
>

>In my opinion the Black-Box is the best one, but it's rather expensive,
>but still available !
>
>Sysop Fox-1

I agree!! But you also get all the other fetures of the Black Box including
Screen to Printer dumps at the touch of a button, and the ability to add IBM
types of drives like a 1.44 Mb floppy where you can back up a 16 meg partition
on 11 floppies in a matter of minutes (Floppy Board addition is required).
Also can read disks with atari files from the IBM clone to your atari.
And best of all you get Bob Puff's support on the phone, who's never to busy
for his customers, a true diehard 8 bitter!!
```

3615. Re: Emulators- WHAT AM I DOING WRONG???

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: tom_cody@one.net
Message-ID: <6580go$pp4$1@news.one.net>
Source record: 68449

In article <3477278c.9577576@news.wwa.com>, joeb66@IHATESPAMwwa.com says...
>
>
>
>Ok, I've downloaded, xl-it, pokey and XF25,
>
>I can bring up the ready prompt, but when I try to load my
>games002.atr file, none of them will play it.
>
>This atr file is one i got off a megaimage ftp site. Its about 1meg
>and its supposed to have starraiders in it, along with a bunch of
>other games.
>
>Is this file too large???
>Does anyone know where I could get just a starraiders image file???
>
>Thanks in advance!
>
>
>JB
>
you need a file called menu.atr set it on the emulator for drive d:1 and the
megaimage(game001.atr) as d:2 the run it

3616. Atari 8-bit software and hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: backdoor@kymtnnet.org
Message-ID: <6584m0$q1i@bstsnews.kymtnnet.org>
Source record: 68450

```
For a list of our used original Atari 8-bit hardware and software.
Send us a e-mail request at...
backdoor@kymtnnet.org

After a snowstorm, everybody's lawn looks the same.
```

3617. SIFE - Super-IRG Font Editor

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <658ej4buq1@nuke.csu.net>
Source record: 68451

SIFE is coming along suprisingly well! It's a multicolor font editor
which lets you create interlaced "Super IRG" fonts. (In "Super IRG" mode,
two IRG character sets are flashed back and forth, every VBI (50th or 60th
of a second)).

SIFE gives you a palette of 10 colors and lets you edit one character
or four characters (2x2) at a time. It automatically splits the 10
colors up into the two character sets, dithering them in a checkerboard
pattern to provide the best results.

For an example of what Super-IRG mode looks like, check out my game
"Gem Drop". (http://zippy.sonoma.edu/kendrick/nbs/atari/games/gemdrop/)

As an example, if you had the colors Red, Green, Blue and Black, a
Super-IRG screen would show you:

Black
Red
Dark Red
Green
Dark Green
Blue
Dark Blue
Yellow
Cyan
Purple

So, instead of using IRG mode and being stuck with 2 shades of 2 colors
or 4 shades of one color, you can use Super-IRG mode 2 shades of 3 colors,
as well as a few extra colors on top of that!

I'll keep c.s.a.8 posted on developments with SIFE, and of coruse tell
you all when it's released!

So far rudamentary pixel editing works great, but I'd like to add
a cut/paste buffer, possibly some more complex drawing commands, and
I of course need add things like load/save and the 2x2 edit mode...

Any suggestions are welcome, too!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3618. Re: Is there any demo scene???

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <658d32$ad9$1@nuke.csu.net>
Source record: 68452

Martin Mielke (martin@jaleo.idecnet.com) wrote:
: The last demo I have is the "Intel Outside", an original copy sent
: directly to me by my friend Pawel "Pirx" Kalinowski of OUR 5OFT.

: Is there any new (mega)demo for our little Ataris ??? Please contact me
: under the email address at the end of this email. Thanks in advance and
: till next time!

Tons! I believe it was since then that HARD SOFT released "JoyRide,"
for example...

http://www.tu-chemnitz.de/~sgl/atari/demosind.htm

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3619. Amiga to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: wran@thegate
Message-ID: <880292004mnewswran@thegate>
Source record: 68453

Hi folks,
Having just recently dug out my 800XL
and found this newsgroup. I was wondering if anybody
could offer me any help with transfering data (tape or
disk images) between my Amiga and my 800XL/1050 disk drive.
What software and hardware do I need, where can I get it?
Hopefully I'll hear from somebody.
Please send mail to wran@thegate.demon.co.uk
Also please excuse my recent posting (no subject), I ought
to read the manual for software before I dive in.
Thanks, any help will be most appreciated. S.Booth.

3620. Re: Atari 8-bit and Zip drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2btzc9f1r.fsf@caligula.srv.net>
Source record: 68454

"Jerry Glenwright" <j.glenwright@ndirect.co.uk> writes:

> Does anyone have any experience of connecting an Iomega Zip drive to a
> Classic -- either parallel or SCSI? I have one of each and I'd like to try
> to get one or both up and running with my Atari 8-bit machines. However,
> there's no point in re-inventing the wheel if someone has already written a
> driver...

I've heard they work fine with the Black Box scsi interface.

Brent

3621. AUCTION: Apple2, Atari 8-bit, 2600, 7800, C-64, TI 99/4A -- Bulk & Single / all rarities

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: jdixon@ruf.rice.edu
Message-ID: <658rmh$9f3$1@joe.rice.edu>
Source record: 68455
Cross-posted to:
rec.games.video.classic,alt.games.video.classic,comp.sys.apple2,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti,houston.forsale

```
OPEN AUCTION ENDS ON WEDNESDAY DECEMBER 3, 1997

1. The open auction ends on December 3, 1997. At this point,
the auction will be restricted to previous bidders and bids
will win an item if not raised within 24 hours.

2. Bids are binding.

3. Payment is via check or money order. Payment must be received
before items will be shipped. Of course, references are available
on request.

4. Shipping is through USPS according to the type of packaging
and class of delivery you choose, and the weight of your items.

5. All carts are loose unless otherwise noted.

ITEM PRICE BIDDER
*SINGLE ITEMS*

Atari 2600
Squeeze Box (US Games/excellent condition) $5 minimum
Raft Rider (US Games/excellent condition) $5 minimum
Trackball -- works fine $2.50 minimum
Keyboard Controllers CX-50 (includes beat-up box) $1 minimum

Apple II
Temple of Apshai Trilogy (disk) Full/untested $1 minimum

TI 99/4A
Disk Dup (this one has a label marked Sneggit but $4 minimum
crossed out and the words Disk Dup written
next to the label. There is also a sticker
on the bottom on which is written "Chip 3"
by hand. The cart is also noticably
heavier than any of the others. I suspect
it's either a proto or more likely an EPROM
copy -- let me know if you know what this is)

Socates Educational Video System
Hodge-Podge (includes cart, box, docs -- box $2 minimum
is a little beat up though)
```

Commodore 64
Super Smash P/N C64622 $3 minimum
Cart only; label is typed, case is standard Commodore.

BULK ITEMS
Atari 400/800/1200 pack (3 carts) $3 minimum
Atari 2600 pack (40 carts) $29 minimum
Atari 7800 pack (6 carts, most shrinkwrapped) $5 minimum
C-64 Educational pack (8 carts, most with box/docs) $10 minimum
C-64 Other pack (4 carts) $5 minimum
TI-99/4A pack (4 carts) $4 minimum

Atari 400/800/1200
Untested; look to be in good condition

Atari -- Missile Command
Telelink I
Microbits Peripheral Products -- Smart Terminal

Atari 2600
Tested and working.

Activision:
Barnstorming (actiplague)
Dragster (Actiplague, a bubble on end label)
Fishing Derby (price written in red grease pencil)
Freeway (some actiplague)
Grand Prix (actiplague, small tear)
Pitfall (no label, chipped)
Skiing (some actiplague)
Stampede (small amt of actiplague)

Apollo:
Lost Luggage (end label is a little loose)

Atari:
Battlezone (small tear, price tag affixed)
Breakout (labels are great -- no pic)
Crystal Castles (small tear from price tag removal)
Donkey Kong (red label in good condition)
Football (boxed and sealed)
Jr. Pac Man (sticky price tag affixed)
Mario Bros (Price tag)
Pac-Man (wear)
Pele's Soccer (no end label)
Space War (pic label, some discoloration, spots)
Star Raiders (small wear)
Surround (no pic, grease pencil marks barely visible)

Sears:
Breakaway IV (tiny hole)
Gunslinger
Speedway II
Target Fun (red text, part of tag affixed)

Target Fun (yellow text)

CBS:
Gorf (screw holes, wear)
Gorf (some wear on end label)
Wizard of Wor (small wear on end label)

Coleco:
Mouse Trap (two-thirds of label torn off)
Smurf Rescue in Gargamel's Castle (price tag/wear)
Smurf Rescue in Gargamel's Castle (bubbling/wear)

Epyx:
California Games (price written in red grease pencil)

Imagic:
Fire Fighter
Riddle of the Sphinx (some wear, small screw hole)

M-Network
Kool Aid Man (some label fading)
Lock 'n' Chase

Parker Brothers:
Frogger (no label)
Strawberry Shortcake (rattles; label has actiplague)
Tutankham (some label peel)

Atari 7800
Tested; everything works fine.

One on One (boxed -- shrinkwrapped)
Xevious (beginning to form holes near top of label)
Galaga (small rip on "al" in Galaga on main label)
Mat Mania Challenge (boxed -- shrinkwrapped)
Ms. Pac Man (some label wear but no real damage)
Choplifter (some label wear)

C-64 Educational
Untested

Sesame Street: Ernie's Magic Shapes
Includes box (some wrinkling of plastic),
Game Play and Activity Manual, and
cartridge (good condition).

Sesame Street: Letter Go Round
Includes box (some wrinkling of plastic),
Game Play and Activity Manual,
How to Play summary card,
plastic keyboard overlay, and
cartridge (good condition).

Sesame Street: Big Bird's Special Delivery
Includes cartridge only (near-mint condition).

Fisher Price Number Tumblers
Includes box (squished), manual,
Registration Card, and cart (OK condition).

CBS Software Ducks Ahoy!
Includes box (some wrinkling of plastic),
Game Play Manual, Ducks Ahoy! Book of
Silly Duck Stuff, cartridge (good condition)

Spinnaker ALF in the Color Caves
Includes box, manual, cartridge (OK condition)

Spinnaker Story Machine
Includes box and cartridge (OK condition)

Spinnaker Kinder Comp
Includes box, manual, cartridge (OK condition)

C-64 Other
Untested

UNKNOWN from Hesware
Something without a label. Cart Only.

Pitfall II
Shrinkwrapped.

Partner 64
Cart Only; button and foot in good condition.

IDSI's Rack 'em Up! by Roklan Corp.
Cart only; label doesn't appear damaged, but
doesn't really fit the cart well either. Red
dot (sticker) affixed. Vibrant yellow cart.

TI 99/4A
Untested.

Reading Fun 2A
Alligator Mix
Sneggit (handwr. label)
Number Bowling

Contact me at
jdixon@ruf.rice.edu
with offers, questions, etc.

Jeff Dixon

--

( )_( )
\. ./ a mouse burrowing through the web

=*=

Jeff Dixon
jdixon@ruf.rice.edu

3622. Shareware, Freeware and PD

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <34780571.1152617@news.wxs.nl>
Source record: 68456

We are still looking for stuff for the Pooldisk II. We hope to start
production somewhere in december. If you have any Shareware,
freeware or PD stuff that is not on the CD, send it to us.
Pictures of rare equipment are wlcome too.
If you have some programs that you have written yourself, and you
would like them to be on the Pooldisk II CD, simply send them to us.
If you have any questions or suggestions, feel free to E-mail me.
Take a look at http://www.closer.brisnet.org.au/atari8cd
to find out what is currently on the CD.

Ernest R. Schreurs
Kemepenlandsraat 8
5211 VN Den Bosch
The Netherlands
ernest@wxl.nl

Please note that my provider thought it was a nice idea to change the
domain name, but my old E-mail address will still work until 2000.

3623. Re: The PC Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bcf81e$c2adab00$47c2accf@asharkis.erols.com>
Source record: 68457

Bob Nixon <bigrex@nospam.primenet.com> wrote in article
<3477a5b2.1939431@news.primenet.com>...
> Well I think I've tried them all now and they all have their
> strengths and weaknesses. Here's my see, form the best to the
> worst. Strictly from an 8 bit game machine perspective.
>
I agree with most of what you said, but have you really examined the latest versions of POKEY? As I remember it, the author was working on the sound thing by designing a plug-in board with a real Pokey chip on it. The board was supposed to fit into the parallel port on the PC. He also had a version with pretty good sound that was the result of somebody else's samples. Unfortunately, though, there hasn't been development on this emulator for a while.

I also wish that there was further development on all the others. I felt, and still feel, that XL-It! was moving in the right direction.

PC XFormer's sound was based on an 8-bit sound blaster. It really screwed up my AWE-32 for some unknown reason. I'd get random sounds that could only be stopped by a cold reset of the PC. What I did like about it was its ability to access the PC's parallel and serial ports. I don't know what's new in the Windows 95 version on Emulators, Inc.'s new CD-ROM. The bulk of the post card I received on it spends a lot of time talking about Gemulator and almost nothing on the XFormer. It would be useful if somebody who has it could post a quick review here. Since I'm really not interested in emulating an ST or a Mac on my PC, I won't be buying that CD-ROM.

3624. Infocom titles available!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: Game Lord <gamelord@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.971123103829.15905F-100000@user2.ptd.net>
Source record: 68458
Cross-posted to: comp.sys.atari.8bit,comp.sys.ibm.games.adventure,rec.games.video.classic

Hey guys!
I have available two Infocom adventure games. One is Infidel for the Atari, the other is Nord and Bert Couldn't Make Head or Tail of It for IBM. Both games contain the box and everything required to play (maps, accompanying referrals, manuals.) I am asking for best cash offers, or trades, which would be any classic cartridges I need. Send all $$ offers and/or trade lists as soon as you can. Speak with you soon. Oh, if you have any questions, please send them my way. Take care.
DEDICATION and PERSISTENCE are all it takes!

Fred-GL-Wailin' High

CONTACT INFO:

GAME LORD
Fred Pierson
RR 1 Box 451
Honesdale, PA 18431-9719
---
(717) 253-7211 (temp. out of service)
(717) 253-8903 (call this #)
---
gamelord@ptdprolog.net

==VIDEO GAME AND C64 GAMES COLLECTOR==
=WAILING VOCALIST AND SUPER SCREAMER!=

3625. Re: Austin 80 board & w processors

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: Austin Franklin <dark3room@ix.netcom.com>
Message-ID: <01bcf822$5c47b0f0$29f65ecf@drt1>
Source record: 68459

Thomas J. Andrews <tandrews16@delphi.com> wrote in article
<h7VCXs+.tandrews16@delphi.com>...
> My mom wants to play around with word processing with just the equipment
I
> have around here, so I have her set up with my battle-scarred 800 and
Textpro.
> I think she'd prefer 80 columns, so I'm wondering...Austin, do you have
any idea
> if your 80 column board would work with Textpro?

No idea what so ever. I do have dopies of LJK Letter Perfect though....but
you're welcome to try it out, and if it doesn't work...or whatever...you
may return it.

> How does it work with a color
> C= 1802 monitor as opposed to a mono monitor?

It was originally made to work with a mono 80 column monitor, and an RGBI
(like a CGA monitor I believe) monitor.

Austin

3626. Re: Pokey stereo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971123170300.MAA01988@ladder01.news.aol.com>
Source record: 68460

>Subject: Re: Pokey stereo upgrade
>From: he110@cleveland.Freenet.Edu (Bill R. Core)
>Date: Fri, Nov 21, 1997

>re: pokey upgrade...
>
>I wonder if any of the existing Atari8 3rd party companies
>will perform the Gumby or Pal upgrades for a fee? (USA)

The Stereo Gumby upgrade you will have to check around, you could try Bob Puff.
The Pal upgrade is real easy: If you have a Hong Kong unit for your 800xl
then you have sockets for all your chips. Just call Best Electronics and get
the Pal Chip. When you open up the computer on the bottom, its the second big
chip from the left. Simply substitute one for the other being careful with the
pins and you are good to go. I know NOTHING about soldering and related stuff
and I've done this twice already in less than 10 minutes.
As far as the one byte in the OS, I have yet to see one game or program that
won't work by just putting the Pal chip in (and I'm talking about 200+
European games!!!) For $12 it's the cheapest, most poweful upgrade you can
get. As I said before, if you don't have a PAL chip, you are using a crippled
atari.

3627. Ends Tomorrow! 8-Bit Programming Titles/Games/More!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971123180000.NAA07345@ladder01.news.aol.com>
Source record: 68461

Everything Auction - Update 18

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, November 24, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a US address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals; $6.95 for systems, modules, hardware, and over 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Systems
S1. Colecovision System. Includes main unit, two hand controllers, power supply, rf cable, original Coleco tv switchbox, Donkey Kong cartridge, Donkey Kong manual, copy of Owners Manual, and styrofoam packing (but not box shell). Actual shipping added. -$22 bassinl

Atari Home Computers
A1. Koala Pad. Includes Koala Pad touch table, stylus, Micro Illustrator Owners Manual, and Touch Table Owners Manual. Plugs into controller port 1. Very rare. Disks not included. -$9.95 min
A2. MAC/65 with DDT Macro Assembler and Editor Program for Atari Computers. (c) 1984. Bright orange cartridge. Includes manuals in bright yellow binder. -$20 mbowen
A3. Pengo cartridge. Complete in box with instructions. -$3.95 dperw
A4. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1.95 min
A5. Crossfire cartridge. No label. -$3.95 dperw
A6. Kindercomp cartridge. -$1.95 min
A7. Gorf cartridge. -$3.95 dperw
A8. Centipede cartridge -$1.95 min
A9. Galaxian cartridge -$4.95 semslie
A10. River Raid cartridge -$3.95 dperw
A11. Pac-man cartridge -$1.95 semslie
A12. Atari Microsoft BASIC. CX8126. Includes 167 page manual and disk. -$12 semslie
A13. Atari Macro Assembler and Program-Text Editor. Includes 2 manuals/reference card/disk. -$8 mbowen
A14 Track Attack disk, Broderbund -$1.95 min
A15 Hacker disk, Activision -$1.95 min
A16 Drol disk, Broderbund -$1.95 min
A17 Spy Hunter disk, Sega -$1.95 min
A18 Master of the Lamps disk, Activision -$1.95 min
A19 The Great American Cross Country Road Race, Activision -$1.95 min
A20 Maxi Golf, Activision 2 disk set -$2.50 min

Atari Home Computers Instructions
A21 APX (Atari Program Exchange) Keyboard Organ Instructions -$.50 min
A22 APX (Atari Program Exchange) Sketchpad Instructions -$.50 min
A23 APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50 min
A24 APX (Atari Program Exchange) Presidents of the United States Instructions -$.50 min
A25. Instructions for MAC/65 and OS/A+ disk based version of Assembler Editor and Operating System. In bright yellow binder. Add $1 to above shipping. -$2.95 min.

Atari 7800 Cartridges New in Boxes
(Very good-excellent condition, without shrinkwrap)
A26. Donkey Kong -$1 gmcclel814
A27. Donkey Kong Jr. -$1.50 jasongvr
A28. Ms. Pac-man -$1 gmcclel814

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.95 min
O2. Atari 2600 Space Shuttle. Silver with red/black letters. Fits 6 button CX2600. -$5 ltravis
O3. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. Fits standard Atari joystick. -$4 min
O4. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O5. Atari 5200 Super Breakout single -$.50 min

Atari 5200
A29. Beamrider. New in box (unsealed) -$6 Toyhound
A30. Keystone Kapers. New in box (unsealed) -$4.95 min
A31. Pitfall. New in box (unsealed) -$5 Toyhound
A32. Rescue on Fractalus! New in box (sealed) -$15 hoodlum
A33. Zenji. New in box (unsealed) -$10 awwatkin
A34. Zone Ranger. New in box (unsealed) -$10 hoodlum
A35. Blue Print cartridge -$2.50 dominion
A36. Bounty Bob Strikes Back cartridge -$40 hoodlum
A37. Gorf cartridge -$8 hoodlum
A38. Gyruss cartridge -$4 toyhound
A39. Pac-man cartridge -$1 min
A40. Quest for Quintana Roo cartridge -$6 hoodlum
A41. Realsports Baseball cartridge -$1 min
A42. Realsports Soccer cartridge -$1 min
A43. Realsports Tennis cartridge -$1 min
A44. Realsports Football cartridge -$1 min
A45. Wizard of Wor cartridge -$10 hoodlum

Atari 5200 Empty Boxes
A46. Ballblazer (very poor condition, top torn away) -$.50 gmcclel814
A47. Megamania (very poor condition, faded) -$.50 gmcclel814
A48. Pitfall II (very good condition, without insert) -$2.50 Gmcclel814
A49. Popeye (very good condition, without insert) -$1.50 Gmcclel814
A50. Qix (crushed) -$.50 gmcclel814
A51. Space Dungeon (very good condition) -$2.50 Gmcclel814
A52. Space Shuttle (very good condition with insert) -$1.50 Gmcclel814

Playstation
A53. Warhawk. Complete in case with instructions. -$8.95 ago

Super Nintendo/N64
A54. Totally Unauthorized Super Mario 64 Guide. Find every star in the game.
112 colored pages. -$4 Gmcclel814

Atari 2600 Manuals
1. 3-D Tic-Tac-Toe, Atari (small black) -$.50 blitz
2. Activision Decathlon, Activision (colored) -$.50 filmjerk
3. Adventure, Atari (colored) -$.50 blitz
4. Airlock, Data Age -$.50 verbal
5. Air-Sea Battle, Atari (b&w) -$.50 verbal
6. Asteroids, Atari (b&w, 5 languages) -$.50 min
7. Asteroids, Atari (colored) -$.50 verbal
8. Atlantis, Imagic (small colored) -$1 filmjerk
9. Backgammon, Atari (colored) -$.50 blitz
10. Barnstorming, Activision (colored) -$.50 blitz
11. Basic Math, Atari (small black) -$.50 dgeller
12. Basic Programming, Atari (small black - b&w) -$.50 outcast
13. Basketball, Atari (colored) -$.50 blitz
14. Battlezone, Atari (colored) -$1 filmjerk
15. Bermuda Triangle with Insert, Data Age -$1 moffa
16. Berzerk, Atari (colored) -$.50 verbal

17. Blackjack, Atari (small black) -$.50 blitz
18. Bowling, Atari (small black) -$.50 blitz
19. Boxing, Activision (colored) -$.50 blitz
20. Brain Games, Atari (small black) -$.50 dgeller
21. Buck Rogers, Sega -$.50 verbal
22. Bugs, Data Age -$.50 verbal
23. Canyon Bomber, Atari (colored) -$1 filmjerk
24. Casino, Atari (small black) -$.50 blitz
25. Centipede, Atari (silver colored) -$.50 verbal
26. Challenge of Nexar, Spectravision -$.50 verbal
27. Checkers, Activision (colored) -$.50 blitz
28. Chopper Command, Activision (colored) -$.50 blitz
29. Circus Atari, Atari (small black) -$.50 blitz
30. Coconuts, Apollo -$1 moffa
31. Code Breaker, Atari (small black) -$.50 dgeller
32. Combat, Atari (small black) -$.50 verbal
33. Commando Raid, US Games -$.50 verbal
34. Commando, Activision (b&w) -$.50 verbal
35. Congo Bongo, Sega -$1 filmjerk
36. Cosmic Commuter Employee Handbook, Activision (colored) -$1 moffa
37. Crystal Castles, Atari (b&w) -$.50 verbal
38. Defender, Atari (colored) -$.50 verbal
39. Demon Attack, Imagic (colored, c 1982 with Be a Demon Attack Expert insert) -$.50 blitz
40. Demon Attack, Imagic (Rev. C, colored) -$.50 filmjerk
41. Dig Dug, Atari (colored) -$1 ltravis
42. Dolphin, Activision (colored) -$.50 dgeller
43. Donkey Kong, Coleco-$.50 verbal
44. Dragster, Activision (colored) -$.50 dgeller
45. E.T. The Extra-Terrestrial, Atari (colored) with Tips Insert -$.50 verbal
46. Encounter at L-5, Data Age -$.50 gamelord
47. Enduro, Activision (colored) -$.50 verbal
48. Fantastic Voyage, Fox -$1 moffa
49. Final Approach, Apollo -$.50 verbal
50. Fishing Derby, Activision (colored) -$.50 blitz
51. Flag Capture, Atari (small black) -$.50 verbal
52. Football, Atari (colored) -$.50 blitz
53. Freeway, Activision (colored) -$.50 blitz
54. Frostbite, Activision (colored) -$1 Rudypike
55. Galaxian, Atari (colored) -$.50 verbal
56. Golf, Atari (small black) -$.50 blitz
57. Gopher, US Games -$1.50 ltravis
58. Grand Prix, Activision (colored) -$.50 blitz
59. Hangman, Atari (small black, crushed/taped) -$.50 verbal
60. Haunted House, Atari (b&w) -$1 filmjerk
61. Home Run, Atari (small black) -$1 filmjerk
62. Missile Command, Atari (small colored) -$.50 blitz
63. Super Challenge Football, M Network (colored, lightly crushed) -$.50 verbal
64. Space Invaders, Atari (small black) -$.50 peter papp
65. Video Computer System Owners Manual (for CX2600, large black) -$.50 blitz

Colecovision Manuals
66. Zaxxon -$.50 verbal
67. Mr Do! -$.50 verbal
68. Cabbage Patch Kids Picture Show Program Guide and Parents Instruction Guide -$2.50 ltravis

Other Manuals
69. Intellivision Major League Baseball -$.50 classicgmr
70. Super Nintendo Mortal Kombat II -$.50 min
71. Atari 7800 ProSystem Owners Manual -$.50 dgeller
72. Atari 5200 Owners Manual. Silver/colored pages. CO20811 Rev. 1 1983 -$.50 dgeller
73. Atari 7800 Pole Position II -$.50 dgeller
74. Atari 7800 Asteroids -$.50 dgeller
75. Atari 5200 Football, silver/colored -$.50 dgeller

IBM PC
IBM1. Beavis amd Butthead Multimedia Screensaver CD. Includes screen saver, wallpaper, and clock, 80 video clips, 4 music videos. Complete in original box. -$4.95 Classicgmr
IBM2. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
IBM3. Williams Arcade Classics CD. Includes Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
IBM4. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$14.95 min
IBM5. Microsoft Wine Guide CD. 2000 encylclopedic entries. Tasting notes on more than 6000 individual wines. -$3.95 ltravis
IBM6. MS-DOS 6 Upgrade. Complete in original box. -$1.95 Rudypike
IBM7. Toolworks Reference Library. Complete in original box. -$1.95 min
IBM8. Chuck Yeager Air Combat. 4 disks/manual. For Gravis Ultrasound. -$1.95 min

Atari Home Computers - Books/Magazines
B1. A Shortcut Through Adventureland. Solutions for Death in the Caribbean, Transylvania, Mission Asteroid, Mystery House, Wizard and the Princess, Cranston Manor, Ulysses and the Golden Fleece, Time Zone, Dark Crystal, Blade of Blackpoole, Escape from Rungistan, Sherwood Forest, Mask of the Sun, and Serpent's Star. -$2.50 Rudypike
B2. Mapping the Atari, Compute! Books. A comprehensive sourcebook and memory guide for beginning and veteran programmers of the Atari 400 and Atari 800 personal computers. Wire bound. 194 pages. -$3.95 semslie
B3. Programming the 6502. Rodney Zaks. 386 pages. -$1.95 semslie
B4. Your Atari Computer. A guide to Atari 400/800 personal computers. Complete operating instructions and troubleshooting tips on hardware, perpherals, and compatible software. Tutorials in Atari BASIC plus instructions for use of color graphics and sound. Reference of BASIC statements and functions. -$3.95 semslie
B5. Atari Connection magazine, Summer 1994. Computer Arts and Sciences. The Making of the Atari Light Pen. Sound of Micros. 10 Hex Tips From the Programming Pros. Dig Dug, Dallas Quest, Atari Proofreader, Joust Ads. -$3 semslie

Game Catalogs
GC1. Atari 2600 Olive Green with Astronaut, Golfer, Captain, etc. 8 Games: Air-Sea Battle, Indy 500, Video Olympics, Starship, Street Racer, Surround, Blackjack, and Basic Math. -$3 Rudypike
GC2. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$3 Rudypike
GC3. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.75 gary123
GC4. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.75 gary123
GC5. Atari 2600 Bluegreen CO14356 1/79 -$.25 dgeller
GC6. Atari 2600 Blue CO14356-Rev. D 1980. -$.25 min
GC7. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.75 gary123
GC8. Atari 2600 Green CO16725 Rev. C 1981. 43 Game Program Cartridges. -$.75 gary123
GC9. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.75 gary123
GC10. Your Ticket to Atari Stars. 1983 Game Catalog. Silver with 2600/5200 titles. -$.75 gary123
GC11. Atari 5200 Super System. Silver folded. CA-971-2/83 -$.25 dgeller
GC12. Atari 7800 Collector Poster/Game Catalog. Folded/28 Games listed. -$.75 gary123
GC13. Activision Black (c) 1981 AG-940-05 10 2600 Games -$.25 dgeller
GC14. Activision Black/Red (c) 1981 AG-940-06 12 2600 Games -$.75 gary123
GC15. Activision Deep Purple (c) 1982 AG-940-08 14 2600 Games -$.75 gary123
GC16. Activision Rust (c) 1983 AG-940-05 2600/Colecovision/5200/Atari Computer -$.75 gary123

Miscellaneous
M1. Mouse House. Cover for standard computer mouse. Looks like a mouse. -$1 gary123
M2. Atari Keyboard Controller (single) -$4.45 outcast
M3. Atari Keyboard Controller (single) -$4.45 outcast
M4. Standard Atari Paddle Controllers (pair) -$2.50 jasongvr
M5. Atari Standard Joystick (single) -$1.95 semslie
M6. Atari Standard Joystick (single) -$1.95 semslie
M7. RF cable (fits Atari 7800/Colecovision) - approx. 12 feet long -$1 jasongvr
M8. Colecovision French label for Front Line. Designed to peel and apply to cartridge. Excellent, like-new condition. -$.50 min
M9. Set of 4 manuals in very poor condition: VCS Owners Manual CX2600, 2600 Ms. Pac-man, 2600 Combat, and Colecovision Blackjack. -$.25 awwatkin

VHS Movies
(Excellent like-new condition)
M10. Bill and Teds Excellent Adventure -$3.95 Rudypike
M11. Ferris Buellers Day Off -$5.50 classicgmr

3628. Re: Amiga to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34787588.1143684@news.aatech.com>
Source record: 68462

On 23 Nov 97 07:33:24, wran@thegate (sean) wrote:

>Hi folks,

> Having just recently dug out my 800XL
>and found this newsgroup. I was wondering if anybody
>could offer me any help with transfering data (tape or
>disk images) between my Amiga and my 800XL/1050 disk drive.

>What software and hardware do I need, where can I get it?
>Hopefully I'll hear from somebody.
>Please send mail to wran@thegate.demon.co.uk
>Also please excuse my recent posting (no subject), I ought
>to read the manual for software before I dive in.
>Thanks, any help will be most appreciated. S.Booth.

Do a search on aminet for Atari. There are a number of
utilities that help with transferring information between
Amigas and Atari 8-bits.

I just used the null modem approach and z-modem'd binary
files between the Atari and Amiga. I also would generate
listings to "R:" on the Atari and do a text capture on the
Amiga running a terminal program.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3629. Searching for XF 551

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <3828574b.ca00.1c70@raukamp.dame.de>
Source record: 68463

Hi!

I want to add a XE-style discdrive to my 130XE.
So anyone out there selling his XF551 to me?
--
cu -- thomas -- fonfax & mailbox (+49)4331849337
-- atariFALCON030 -- atariMSTE4 -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

3630. New Auction - Atari 8-Bit Software/Magazines/Printer/Cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971123214100.QAA28758@ladder01.news.aol.com>
Source record: 68464

December Auction

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, December 15, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Atari 8-Bit Computer Accessories
A1. Panasonic KX-P1092 Epson Compatible Dot Matrix Printer. Includes 2 ribbons (installed and extra unopened)/Operating Instructions manual (includes codes, charts, type-in BASIC examples). Without paper separator (wire rack). Supports near letter quality print. Handles friction feed or fan-fold paper. Very nice condition. Works well with Atari 850 Interface. Actual shipping added. -$19.95

min

A2. Atari 850/Centronics Printer Cable. Works with above and other dot matrix printers. -$8.95 min

A3. Atari Dealer Demo Cartridge. 16K Dealer Demo in Centipede Case. Self-running. Shows advanced capabilities. Well executed programming tricks. Begins with multicolor Atari Logo with all colors displayed at once. Includes Household management, Recordkeeping (animated pencil), Home Entertainment (shows Star Raiders with different style tie-fighter), Investment Analysis, and Service Centers (draws U.S. map). Extremely rare. -$16.95 min

A4. AtariWriter Cartridge. Includes 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$7.95 min

A5. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$8.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A6. Miner 2049er (computer style) -$2.50 min
A7. Robotron: 2084 (computer style) -$2.50 min
A8. Final Legacy (computer style) -$2.50 min
A9. Joust (computer style) -$2.50 min
A10. Missile Command (computer style) -$2.50 min
A11. Super Breakout (computer style) -$2.50 min
A12. Barnyard Blaster (XE game system style - supports light gun *see below) -$2.50 min
A13. Flight Simulator II (XE game system style) -$2.50 min
A14. Millipede (computer style) -$2.50 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A15. Star Raiders II -$5.95 min
A16. Battlezone -$5.95 min
A17. Ballblazer -$5.95 min
A18. Rescue on Fractalus! -$5.95 min
A19. Desert Falcon -$5.95 min
A20. Thunderfox -$5.95 min

Atari 8-Bit Computer - Disks
A21. Pogo Joe (flip side for C64) disk -$1 min
A22. HomePak (flip side for C64), Batteries Included disk -$1 min
A23. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A24. Party Quiz Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A25. F-15 Strike Eagle, Micropose disk -$1 min
A26. Blade of Blackpoole, Sirius disk -$1 min
A27. Twerps, Sirius disk -$1 min
A28. Spy vs. Spy and Spy vs. Spy II (Island Caper). Disk with Instructions. -$2.95 min
A29. Boulder Dash, First Star disk -$1.95 min

A30. Gruds in Space, Sirius disk -$1 min
A31. Repton, Sirius disk -$1 min
A32. Ali Baba and the Forty Thieves -$1 min
A33. Murder on the Zinderneuf, Electronic Arts. Complete in package with disk and instructions/reference card. -$2.95 min
A34. Nudmehi Replica 1+1 Backup and Utilities Program. Designed to back up all Atari software prior to 8/15/82. Includes Sector Disassembler, Sector Search, Disk Bitmap, RPM Speed Adjustment. Support for optional data disks (not included). Disk and Instructions. -$1.95 min
A35. CASDIS. Machine language program that converts Atari cassette-based programs to disk. Supports BASIC, machine language, and multi-load programs. With 28 page instruction manual. -$1.25 min
A36. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A37. Atari Word Processor Program Master Diskette -$1.95 min
A38. APX Insomnia Sound Editor with instructions -$1.95 min
A39. Ultima II Disk 2 Player Disk -$.25 min
A40. S.A.M. Software Automatic Mouth Disk, Don't Ask Computer Software -$1 min

Atari Controllers
A41. Light Gun. Works with XE system and 8-bit computers. Use with Barnyard Blaster (above). -$4.95 min
A42. Track and Field Controller (Blue with 3 buttons - 2 Run and 1 Jump/Throw). Works with 2600 and 8-bit Track and Field games. Very rare. -$12.95 min
A43. Standard Atari Paddle Controllers (pair) -$2.95 min
A44. Atari Standard Joystick (single) -$1.95 min
A45. Atari Standard Joystick (single) -$1.95 min
A46 Epyx 500XJ Joystick with Autofire -$3.95 min
A47. TAC-2 Joystick -$3.95 min

Miscellaneous
A48. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$1.95 min
A49. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A50. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A51. BCs Quest for Tires Poster. Approximately 17x23.5 inches. $.50 min
A52. Millipede (8-bit) box (crushed). $.25 min
A53. Atari Enamel Olympic Pin (see picture in Summer 84 Atari Connection) -$2.95 min

Books/Instructions
A54. Inside Atari BASIC. BASIC programming book. Key concepts (full of type-in examples). Fundamentals of Atari Graphics. GTIA Graphics, Game Controllers. 183 pages. -$2.95 min
A55. Atari 410 Program Recorder Owners Guide (full color) -$.50 min
A56. Energy Czar Computer Program Instructions (20 pages) -$.50 min
A57. Disk Operating System II Reference Manual. 100 page DOS 2 reference manual. -$1.50 min
A58. APX Ultimate Renumber Utility Instructions -$.50 min
A59. Atari Haunted House (Creative Computing) Instructions -$.50 min

A60. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$3.95 min

A61. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$4.95 min

A62. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$3.95 min

A63. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$8.95 min
A64. Atari 800 Home Computer Owners Guide. CO60057. Rev. 1 (full color). -$1.95 min
A65. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1.95 min
A66. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1.95 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1983 (Volume 3 Number 1). Electronic Information (Electronic Bulletin Boards are latest boon). Right at Home: Atari 1200 XL Home Computer. New Products: Timewise, Atari 1020 Color Printer, Telelink II, AtariWriter. The Future in Your Computer (A Revolutionary New Way To Communicate: Telecommunications). Computer Classroom - Creating a mailing list on your 410 or 1010 program recorder, type-in programs. Home Computer Photos. Creating Your Own Computer Animated Cartoons. Reviews: Mickey in the Great Outdoors. Ads: E.T., APX, AtariWriter. -$3.95 min

M2. Atari Connection (The Home Computer Magazine) Summer 1983 (Volume 3 Number 2). Listening for Extra-Terrestrials with a Home Computer. New Special Programming Section: Subroutines Galore - Music and Harmony, GTIA Power, Varnames, Farrah, and more! Why Computing Isn't Just for Boys. New XL Family Hardware Reviews. 600XL, 800XL, 1450XLD, 1025 Printer, 1030 Modem, Atari Touch Tablet, 1010 Program Recorder, and more. Software Reviews: Speed Reading, Caverns of Mars, Getaway!, Donkey Kong, Juggles House, Family Finances, Dig Dug, Paint. E.T. Fan Club Formed. Atari 1200XL 2-page ad. Type-in programs. -$3.95 min

M3. Atari Connection (The Home Computer Magazine) Fall 1983 (Volume 3 Number 3). Special Education Issue. LOGO vs. BASIC - Which is Best? Arcade Game Design. Ten Tips From the Programming Pro (Chris Crawford). Hardware Review - New Products: Remote Control Joystick, Atari Light Pen, Experimental Designs. Computer Classroom: ANTIC and GTIA, Character Set Graphics, Character Redefinition and Animation, Player/Missile Graphics, Map Mode Graphics, type-in examples. Learning to Learn with the Father of LOGO. Flying High with Superman (Info about 26-second animation in Superman III). Ads: Donkey Kong, Getaway!, AtariWriter. -$3.95 min

M4. Atari Connection (The Home Computer Magazine) Winter 1984 (Volume 3 Number 4). The Professional AtariWriter - A Complete Guide. The Fine Art of Computing

- A Learning Guide to Computer Literacy. To Copy or Not to Copy - Computer Ethics. Type In Programs - Atari Sound Synthesizer (Make Your Computer Sound Like Different Instruments), Sound Machine, more. Ads: Atari XL Computers, Ms. Pac-man, AtariWriter, BASIC XL, MAC/65. -$3.95 min

M5. Atari Connection (The Home Computer Magazine) Spring 1984 (Volume 4 Number 1). The Computer That Rolls (Dungeons and Dragons Dice Generator Type-In Program). Ten Tips From the Programming Pros (Secrets from LucasFilms Game Group). Robots Come Home (Really Friendly Machines That Speak Your Language). Tracking Your Trak-Ball with type-in programs. Dr. Wacko, Joystick Movement and Control Tutorial. Reviews: Star Wars Arcade Game, Atari Logo, Berzerk, Ms. Pac-man, Moon Patrol, Crystal Castles, Advanced Musicsystem, Oscar's Trash Race. Ads: Synapse Encounter, Dimension X, Zeppelin; AtariWriter; Top-DOS; Jungle Hunt; Pole Position. -$3.95 min

M6. Atari Connection (The Home Computer Magazine) Summer 1984 (Volume 4 Number 2). Creative Applications: Touch Tablet, AtariLab, Light Pen. The Sound of Micros. The Making of the Atari Light Pen. Body Heat: Science Comes Alive with AtariLab. 10 Hex Tips from the Programming Pros (Atari Advanced Games Group Article). Fantasy Character Generator Type-In Program. Seniors Take to Computers. Ads: Joust, Jupiter Mission, Indus GT Drive, Moon Patrol, Pole Position, Dig Dug, Dallas Quest. Reviews: Ballblazer, Rescue on Fractalus!, Firefox, Typo Attack, BASIC XL, Sky Writer. Bits and Pieces Type-In Programs. -$3.95 min

M7. Atari Explorer February 1985. The New Atari Computers (The Atari XE Series, Peripherals). The Atari 130ST and 520ST. An Introduction to MIDI. Alphabet Train type-in program. The People of the New Atari - Jack Tramiel, Leonard Tramiel, James Copland, David Harris, Gregory Pratt, and more. The Art of Computer Game Design by Chris Crawford. Atari Telecomputing. Inside Memory - Exploring Your Atari's Memory. Atari Logo type-in program. Reviews - Millipede, Track and Field. Atari Proofreader, Questron Ads. -$3.95 min

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer Summer 1985. ST Graphics (Using the ST's Graphics from Logo and the GEM VDI. Ads: AtariLab Starter Set. The Games of Summer. A Direct Line to Atari (Atari BBS online). Atari at Summer Consumer Electronics Show (Includes Something Really New - CD ROM). Pronto, the Home Information System. Learning Software. An Interview with AtariSoft. Word Processing (6 Products compared). Reviews: Video Title Editor, Blue Max 2001, Computer Ambush, Bounty Bob Strikes Back. The Horizontal Scroll (Programming Article with 5 type-in programming examples). Logo Player Missile Graphics. Strategy Tests Standout: MULE, Archon, Archon II, Dragonriders of PERN. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M12. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

Atari 2600 Manuals
1. Human Cannonball, Atari (small black) -$.75 min
2. Hunt & Score, Atari (small black) -$.75 min
3. Ice Hockey, Activision (colored) -$.75 min
4. Indy 500, Atari (small black) -$.75 min
5. Joust, Atari (colored) -$.75 min
6. Jungle Hunt, Atari (colored) -$.75 min
7. Kaboom!, Activision (colored) -$.75 min
8. Keystone Kapers, Activision (colored) -$.75 min
9. Krull, Atari (colored) -$.75 min
10. Laser Blaster, Activision (colored) -$.75 min
11. Mario Bros., Atari (colored) -$.75 min
12. Maze Craze, Atari (small black) -$.75 min
13. Megamania, Activision (colored) -$.75 min
14. Midnight Magic, Atari (b&w) -$.75 min
15. Millipede, Atari (colored) -$.75 min
16. Miner 2049er, Tigervision -$.75 min
17. Miniature Golf, Atari (small black) -$.75 min
18. Missile Command, Atari (colored) -$.75 min
19. Moon Patrol, Atari (b&w) -$.75 min
20. Ms. Pac-man, Atari (silver colored) -$.75 min
21. Night Driver, Atari (small black) -$.75 min
22. Oink!, Activision (colored) -$.75 min
23. Outlaw, Atari (small black) -$.75 min
24. Pac-Man, Atari (colored) -$.75 min
25. Peles Championship Soccer, Atari (small colored) -$.75 min
26. Phoenix, Atari (colored) -$.75 min
27. Pitfall!, Activision (colored) -$.75 min

28. Planet Patrol, Spectravideo -$.75 min
29. Plaque Attack, Activision (colored) -$.75 min
30. Raiders of the Lost Ark, Atari (colored) -$.75 min
31. Realsports Football, Atari (b&w) -$.75 min
32. Realsports Tennis, Atari (b&w) -$.75 min
33. Revenge of the Beefsteak Tomatoes, Fox -$.75 min
34. River Raid, Activision (colored) -$.75 min
35. Road Runner, Atari -$.75 min
36. Robot Tank, Activision (colored) -$.75 min
37. Seaquest, Activision (colored) -$.75 min
38. Shark Attack, Apollo -$.75 min
39. Skeet Shoot, Apollo -$.75 min
40. Skiing, Activision (colored) -$.75 min
41. Sky Diver, Atari (colored) -$.75 min
42. Sky Jinks, Activision (colored) -$.75 min
43. Slot Racers, Atari (small black) -$.75 min
44. Space Invaders, Atari (colored) -$.75 min
45. Space Invaders, Atari (small black) -$.75 min
46. Space Jockey, Vidtec -$.75 min
47. Space Shuttle Flight Manual, Activision (colored) -$.75 min
48. Space War, Atari (colored) -$.75 min
49. Spider Fighter, Activision (colored) -$.75 min
50. Squeeze Box, US Games -$.75 min
51. Stampede, Activision (colored) -$.75 min
52. Star Raiders, Atari (colored) -$.75 min
53. Star Ship, Atari (small black) -$.75 min

Game Catalogs
54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$1 min
55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 min
56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 min
57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
58. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 min
59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 min

Atari 5200 Cartridges
60. Activision Decathlon very good label -$3 min
61. Buck Rogers with very good label -$1.50 min
62. Choplifter! Complete in box with instructions. In new condition (purchased new but opened box and used once or twice). -$4 min
63. Congo Bongo with very good label -$2 min
64. James Bond 007 with very good label -$7 min
65. Joust - very good label -$1 min
66. Kaboom! - very good label -$1 min
67. River Raid - very good label -$1.50 min
68. Space Shuttle - very good label -$2 min
69. Star Raiders - very good label -$1 min
70. Star Trek with very good label -$2 min
71. Super Breakout - very good label -$.50 min
72. Super Cobra - very good label -$1 min
73. Zaxxon with very good label -$19.95 min

3631. Re: 800XL Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: Stefan Heinrich <steinrich@vossnet.de>
Message-ID: <01bcf85b$37a369e0$24c863c3@default>
Source record: 68465

> 2. I have a 130XE on the way. Will I experience the same problems with
> that as well, or did Atari rectify some of the incompatibility problems
> found in the XLs?
>
> Or am I just better off in finding an 800 and adding another Atari to
> the desk?
>
> Thanks,
> Jay
>

Try to get a file called "XLoader.com", it will copy the old 800 Rom into
the XL's upper memory (16K) and then restarts the computer.
When you put a bootdisk in the 1050 it'll boot like a 800er an also run
Fort Apocalypse an the other older games. This program
was written by a german programmer in hamburg in middle of 1984.

have fun! :-)

3632. Re: PBI Ram Expansion?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3478C921.4C9B@pacbell.net>
Source record: 68466

Steven J. Tucker wrote:
>
> If there is no ram disable line on the PBI, how do PBI ram expanders
> keep the internal dram from working the data lines? I must be
> missing something :)
>
> I'm looking over these ANTIC PBI articles and I see MPD for driving /OS high in
> the math pack region, and unused space at $d100, but no mention of
> other addresses.
>
> Does EXTSEL tell the MMU to turn off all its select lines? Wish I could
> find that schematic! Ugh.
>
> Thanks
>
> Steve

-EXTSEL, when held low, disables the memory entirely. It is totally
disconnected from the address and data lines.

Bob

+EXTENB goes high in every cycle where the system is going to use RAM.
Activate -EXTSEL (pull it minus) and use EXTENB to select your PBI RAM.
simple??

3633. Re: HD problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6iOBJOkKzHB@peter.soemtron.sb.sub.de>
Source record: 68467

In article <Re: HD problem>, af332@james.freenet.hamilton.on.ca (William Moeller) wrote:

Howdy William!

> : I bought a Harddrive for my XE at the
> : yearly meeting of the ABBUC in
> : Herten, Germany. And now I have this
> : problem:
> Hey Mathy! Why did you not come over and say "Hi"
> to me? I was there!

I was there too. Are you the guy with the nice video-'thing' ;-) ?

peter(thomas h.)
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

3634. Re: Internet Software for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19971123194902533 81@dun-4.trideja.com>
Source record: 68468

Bill R. Core <he110@cleveland.Freenet.Edu> wrote:

> Itay, I've been using Ice-T with a 28.8 modem at full 28.8,
> and it is rock solid! I have never had any problems with it.
> (Maybe Len Spencer's HyperSpeed Handler helps...) Please try

I've been out of the newsgroup for a while, so excuse me if I've missed something big, but how do you use your 28.8 modem at a full 28.8 !? IE, how did you get your serial port above 19200bps!?

Is this a feature of ICE-T ?

Thanks; Ryan.

--
Ryan Goolevitch Trideja Digital Creativity Group
ComputerHelp Resources, Inc. http://www.trideja.com/
http://www.computerhelp.ca/ SysOp of the Last Hope BBS
Phone (604) 244-8352 http://www.trideja.com/lasthope/

3635. Re: Atari BASIC books online?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-23 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <5kMe0Q9wpzID092yn@kenton.com>
Source record: 68469

In article <347582A1.5C97D287@ix.netcom.com>,
Robert S Ely <rely@ix.netcom.com> wrote:
>IrcDaemon #346 (ver. 4.02) wrote:
>>
>> Are there any e-books on Atari BASIC online somewhere?
>>
>> << ERROR MESSAGE - #852 - Please notify server >>
>
>
> Another book I'd like to see in e-format is Lon Pooles Your Atari
>Computer. Also the SpartaDOS manuals, Action! manual, MAC/65 manual
>BASIC XL and BASIC XE manuals converted to searchable data.
> The MI/O and HAPPY v7.0 manuals are already available.

I would be willing to do the Action! manuals, but I won't be able to start
until at least Jan. (What about the copyrights on these manuals?)

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

3636. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34797C7D.2AFA6AF6@ix.netcom.com>
Source record: 68382

John Chiasson wrote:
>
> I used to do a lot of Basic/Asm coding on the 800 back in the late 70's. I
> wrote several large apps including character generators for Advanced
> Dungeons and Dragons and Traveller. I also wrote a disk catalog utility and
> sector viewer.
>
> Lately, I've been curious about using the old hardware to do home
> automation. It seems that with the built in NTSC output, it would be a nice
> system for home control you could check on a spare channel.
>
> I think you could also interface one to X10 (if the timing constraints
> aren't too high).
>
>John,
Yes the X10 can be interfaced. There were kits for the Apple][and C64
at one time. You could also build your own controlled via the
joystick/paddle ports or RS232 or Parallel port. SIO would be messy
though.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3637. SUPER-PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: kelly@superpsm1.com
Message-ID: <34797d1e.0@news3.uswest.net>
Source record: 68383

PERSONAL NOTE: I would like to thank the Internet
community for the opportunity to participate in the following
money making program. This program has allowed me to
quit my full time job and pull the kids out of day care. THANKS!

********** Here's the Opportunity **********

Work from home with your PC distributing free software and
information reports worldwide via e-mail and the Internet.

Our exclusive software, PC-SUPER-MLM, will give you the
information and tools that you need to start your own
Computer Based Business as an Information & Software
Distributor.

Achieve FINANCIAL INDEPENDENCE working from home
with your computer using our proven method.

Our products are INFO-REPORTS that provide valuable
information that helps you to reach FINANCIAL
INDEPENDENCE.

Our products can be easily duplicated and distributed via
on-line. This gives us the ability to market all over the world
with virtually no distribution cost.

THE REPORTS ARE:
1) Understanding The Real Power Of MLM
2) Everything You Need To Know About The Internet
3) Marketing Your Business On-Line
4) Secrets Of The Richest People In The World
5) The Truth About Downline Building Clubs
6) The Guide To The PC-SUPER-MLM System
THE REPORTS COST $5. U.S. EACH.

BEST OF ALL, PC-SUPER-MLM is affordable to anyone,
and it is the easiest, simplest, and most powerful program
you have ever seen.

This program is a proven MONEY MAKER. Your outlay of
$30. U.S. for SIX information reports could return you a
potential $500,000 plus. Your FREE copy of PC-SUPER-MLM
has an on-line manual which will explain how this could be
achieved.

PC-SUPER-MLM can be downloaded from the following site:

http://www.superpsm1.com

Thank you,
Kelly Johnson
kelly@superpsm1.com

3638. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34797F4A.7099AB2C@ix.netcom.com>
Source record: 68384

The_Shadow@spnt.com wrote:
>
> I do a lot of programming in both Atari Basic and ML, but I
> have to tell you that while you may enjoy programming in BXL
> or BXE, if you ever intend on anyone else ever being able to
> use your programs stick to either Standard Atari Basic or
> ML. Not everyone has or is interested in purchasing
> BXL/BXE, and I found that when I wrote programs in those
> languages, I couldn't GIVE them away, let alone sell them.
> The identical programs in Atari Basic or ML sold like
> hotcakes.
>
> With a few short in-line USR routines, you could do anything
> BXL/BXE would do with standard Atari Basic, and make your
> program runnable on ANY machine without the need of a
> special language.

This is true to a point. There is a BASIC XL runtime package that CAN be given away with BXL programs. While you can't sell the runtime program, you can sell the BXL program. I just wish they (OSS or ICD) had come out with a BXE runtime.

> Since I can't run TextPro without physically unplugging a
> BXL/BXE cart, I finally just said the heck with them all
> together as did everyone else I know, since TextPro is much
> more important than the few programs that run on BXL/BXE.

Are you running T-Pro under SpartaDOS? If so, there is a program you get with in the SpartaDOS Tool Kit called OSS.COM that allows you to turn off any OSS/ICD cart. Xon or Xon2.com are used to turn them back on again. Actually OSS.COM should be able to do that as well. By turning off the cart, it essentially removes it from the system while not actually physically removing the cart.

> My experience has also been that the non-Atari routines in
> BXL/BXE are rather flaky, operating differently on different
> carts. This is not the case with in-line USR routines which
> should work smoothly on any machine.
>
> The Shadow
I haven't seen this? I have run stuff on my 800XL and 130XE that I wrote in BASIC XL and XE (assuming BXE isn't using upper 130XE RAM), and all programs worked fine. I should try some on my 800. I just acquired this unit recently. I would guess that if the ML routine was written properly, it would work on all 8-bit systems.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3639. Re: Atari BASIC books online?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3479801D.BF5AF42C@ix.netcom.com>
Source record: 68385

```
Ryan 'Gozar' Collins wrote:
>
> In article <347582A1.5C97D287@ix.netcom.com>,
> Robert S Ely <rely@ix.netcom.com> wrote:
> >IrcDaemon #346 (ver. 4.02) wrote:
> >>
> >> Are there any e-books on Atari BASIC online somewhere?
> >>
> >> << ERROR MESSAGE - #852 - Please notify server >>
> >
> >
> > Another book I'd like to see in e-format is Lon Pooles Your Atari
> >Computer. Also the SpartaDOS manuals, Action! manual, MAC/65 manual
> >BASIC XL and BASIC XE manuals converted to searchable data.
> > The MI/O and HAPPY v7.0 manuals are already available.
>
> I would be willing to do the Action! manuals, but I won't be able to start
> until at least Jan. (What about the copyrights on these manuals?)
>
> --
>
> **** Please remove one of the "gozar" in the e-mail address to reply *****
> Ryan 'Gozar' Collins gozargozar@kenton.com
> "You can count on others, but its better to use your own fingers and toes"
> http://www.kenton.com/users/gozar/index.htm
> **** Please remove one of the "gozar" in the e-mail address to reply *****

Ryan,
Good question. Action! (as well as all of the OSS/ICD 8-bit products)is
currently the property of Fine Tooned Engineering. I wonder if Mike
would mind? Has ANYONE heard from him or knows how to contact Mike?
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
```

3640. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34798eb9.10634805@news.aatech.com>
Source record: 68386

On Sat, 22 Nov 97 08:55:01 GMT, The_Shadow@spnt.com wrote:

>I do a lot of programming in both Atari Basic and ML, but I
>have to tell you that while you may enjoy programming in BXL
>or BXE, if you ever intend on anyone else ever being able to
>use your programs stick to either Standard Atari Basic or
>ML. Not everyone has or is interested in purchasing
>BXL/BXE, and I found that when I wrote programs in those
>languages, I couldn't GIVE them away, let alone sell them.
>The identical programs in Atari Basic or ML sold like
>hotcakes.

I discovered this when I submitted a bunch of games to
Compute!, ANTIC, and Analog. Nobody would touch
anything in Basic XL. But it makes me wonder why any
of them published stuff in Action.

>With a few short in-line USR routines, you could do anything
>BXL/BXE would do with standard Atari Basic, and make your
>program runnable on ANY machine without the need of a
>special language.

Well, the one thing you can't duplicate is the inherent
increase in execution speed of a Basic XL/XE program.
The same Basic program (in case anyone is not aware;
BASIC XL/XE will load Atari BASIC SAVE'd programs just
fine) runs much faster on Basic XL/XE.

>Since I can't run TextPro without physically unplugging a
>BXL/BXE cart, I finally just said the heck with them all
>together as did everyone else I know, since TextPro is much
>more important than the few programs that run on BXL/BXE.

>My experience has also been that the non-Atari routines in
>BXL/BXE are rather flaky, operating differently on different
>carts. This is not the case with in-line USR routines which
>should work smoothly on any machine.

The only thing I'm aware of is that the move function on my
BASIC XL cart behave differently between the 800 OS B (works
right there) and XL OS (works wrong there). Loading the
Translator on the XL fixes the problem. Otherwise, I've
noticed no problems with BASIC XL.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3641. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: John Chiasson <jec@NaOfSnP.AoMrg>
Message-ID: <65c3i5$hk7@sjx-ixn8.ix.netcom.com>
Source record: 68387

>If you still have it, I'd be really keen to see the Traveller char gen.
>That's one seriously good game.

I'll see if I can find the source. It was such a large program that I had to use the technique of ENTERing lines of code from disk for the different character classes.

JC

3642. WTB: Infocom games

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: julia_33@hotmail.com
Message-ID: <880389864.5241@dejanews.com>
Source record: 68388

I am interested in purchasing the following Infocom
games for the Atari computer. I will pay $5 per game
plus shipping.

A Mind Forever Voyaging
Lurking Horror
Leather Goddess of Phobos
Beyond Zork
Trinity

My email address is julia_33@hotmail.com. Let me know
where to send the money order or check and what you
are charging for shipping.

Thanks,

Julia

----------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

3643. 1200XL OS Upgrade Question.

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bcf903$aac226c0$b0f7c9c7@dangermouse>
Source record: 68389

Having run into many software incompatibility problems with my 1200XL, I decided to implement the first part of Bob Wolley's PBI upgrade to give me an updated XL/XE operting system. Note that I don't want a PBI, just the updated (debugged?) operating system.

The donor machine was a 130XE with toasted memory chips, and following the instructions I downloaded from Craig Lisowski's site, I have installed the OS chip and the updated MMU into my 1200XL.

The Atari logo screen has gone, the self-test works fine, and a number of software titles that previously failed do now work, including the Big Atari Demo. But several others still fail miserably, including a hack of Bounty Bob Strikes Back and the cartridge version of Blue Max. One or two that worked OK before now also fail, including Black Lamp. All of these worked fine on my PAL 800XL, so does this sound like an NTSC/PAL type problem, or have I screwed up something during the upgrade.

More to the point, does installing a 130XE operating system chip and MMU into my 1200XL give me a 64K 130XE or do I just have a mongrel 1200??. Is there anything more I can do to improve 800XL/130XE compatibility short of swapping my 1200 for one of the updated machines?

Any help appreciated.

Graham

---
remove the .nospam from the E-mail address to reply.

3644. Re: Emulators- WHAT AM I DOING WRONG???

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Redrum@BatesMotel.com
Message-ID: <3479c82e.14322925@news.pacbell.net>
Source record: 68390

On Sat, 22 Nov 1997 18:45:16 GMT, joeb66@IHATESPAMwwa.com (jb) wrote:

>
>
>Ok, I've downloaded, xl-it, pokey and XF25,
>
>I can bring up the ready prompt, but when I try to load my
>games002.atr file, none of them will play it.
>
>This atr file is one i got off a megaimage ftp site. Its about 1meg
>and its supposed to have starraiders in it, along with a bunch of
>other games.
>
>Is this file too large???
>Does anyone know where I could get just a starraiders image file???
>
>Thanks in advance!
>
>
>JB
>

Here's what I do. Put a copy of a Dos program in Drive 1.
Put a copy of your Games002.atr in Drive 2. Then start the emulator.
If you don't get a Dos menu right away, type DOS and you will get it.
Then, just hit '2' (for drive 2) and the whole list of games will
appear. To run a game, type 'L' (for load). Then type D2:(Name of
game). Hit enter, and the game should start!
Note- I use the Dos program 'MyDos45d.atr' for drive #1.
It's just like having an old 666 sector blank floppy disk!
I posted a copy of MyDos45d.atr in:
alt.binaries.comp.atari8bit

(Also, make sure you've UNchecked the 'Basic Cart.' option under
Setup/Environment.)

<< ERROR MESSAGE - #852 - Please notify server >>

3645. Re: Austin 80 board & w processors

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Austin Franklin <darkro9om@ix.netcom.com>
Message-ID: <01bcf90a$eb2d8770$d8ca23c7@drt1>
Source record: 68391

> I wonder how hard it would be do do an RGB output board for the
> XL/XE systems? RGB would certainly be much sharper and a lot
> more vivid than composite or split Chroma/Luma.

The XL series basically put us out of business ;-(because it didn't have any expansion slots....(and came loaded with memory too...). Our board was designed to plug into the last slot of the 800 only.

So our board would not be of any use to you.

I would guess you would have to put the entire board, and the console software, in a cartridge that would plug into the back port. I don't know the pinout of the back port, but that's not that difficult to get ahold of.... but you'd basically have to completely re-do the PC design and layout....almost start from scratch for that matter. I don't know how compatible the console software would be with the XL either...

I guess in a nut shell....not THAT easy, but I'm sure it could be done.

Austin

3646. Dir Nary PAL-NTSC Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: "fred.thompson" <fred.thompson@MCI2000.com>
Message-ID: <01bcf922$582bc8c0$f23a37a6@laptop>
Source record: 68392

I just found a text version of Nir Dary's web page about how to do his PAL-NTSC upgrade. It's a little long to post here. If you want a copy, please send me your e-mail address and I'll forward the file.

3647. Re: The PC Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Gareth Davies <xrb56@dial.pipex.com>
Message-ID: <347A0A22.52DD5F8D@dial.pipex.com>
Source record: 68393

Fair comments. Point is though that all the 8bit emus aren't that great when compared to emus for other systems: C64, MSX, MAME etc. Wonder why this is? Seems to be an almost grudging attitude by emu authors when it comes to getting things right. That's where the commercial emus come in to their own: if your selling something as shareware or whatever you have to put in that extra effort to get things right.

Gareth Davies.

3648. Re: Internet Software for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971124231800.SAA26752@ladder02.news.aol.com>
Source record: 68394

I am glad to see Mr. Itay has not lost interest in the 8 bit. Tell me where to send my registration fee!!
I wanted to register before but the thread here stated that the program wasn't supported anymore. I am sure that just like me there are plenty others that would like to register. Ice-T is one heck of a program!!!!

3649. SpartaDos X 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: "Jay N. Yepuri" <jnyepuz1@homer.louisville.edu>
Message-ID: <347A20EB.2D94@homer.louisville.edu>
Source record: 68395

Hello,

Can anybody tell me where I can get SpartaDos X 4.22, which I think is
cartridge based? I've heard (seen) on the newsgroup that it's available
from both Best Electronics and Fine Tooned Engin. Which one is it?
Also, any idea about how much it costs?

Thanks
Jay Yepuri

3650. 800XL, 1050, 1027 4sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: "Michael J. Owen" <mjo@dsc.com>
Message-ID: <347A2996.54B9@dsc.com>
Source record: 68396

Have the 800XL, 1050 dual density disk drive, 1027 LQ printer all in original boxes w/docs. Also lots of "happy drive" games, utils on 5 1/4.

If interested

mjo@dsc.com

3651. Peppers Video Game Auction update #2

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Neil Gordon <pepper@freenet.edmonton.ab.ca>
Message-ID: <Pine.A41.3.95.971124185349.79434D-100000@fn2.freenet.edmonton.ab.ca>
Source record: 68397

```
Welcome to Peppers Video Game Auction
200 items must go!

Which include:
N64 Sega Master CD-I
Saturn Import Games Atari 2600 Intellivision
Turbo Grafx/PC Engine Atari 400/800 ColecoVision
Leisure Vision/Arcadia 2001/Hanimex Aquarius Misc. Items

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

Nintendo 64 Games
------------------------------------------------------------
Killer Instinct Gold New Shrinkwrapped $30 min
Pilot Wings 64 New Shrinkwrapped $35 sillysally
Wayne Gretzky's 3D Hockey New Shrinkwrapped $30 by-tor

Saturn Import Games
------------------------------------------------------------
Sega Satellite New in Box $22 jason
(Allows you to play Import Games on your Sega Saturn)

Dragon Ball Z Complete $22 jason
Neo Generation Complete $20 mojo8
Nonomura Byoin no Hitobito Complete $20 min
Panzer Dragoon II Complete $20 jason
Sakura Wars Complete $20 kevin@st
Salior Moon Complete $30 thornburg
Tokimeki Memorial ~Forever with you~ Complete $20 mojo8

Turbo Grafx
------------------------------------------------------------
Turbo Express Color Handheld system In Box with Manual $100 rksnowman
Plays all turbo grafx game Cards. Tested and works Excellent!

Alien Crush card/case/inst $12 grizz
Bonk's Adventure card/case/inst $10 mikael.
Bravoman card $5 min
China Warrior card/case/inst $5 vb41480
Drop Off card/case/inst $5 kak1
Dungeon Explorer card/case/inst $5 selfish
Keith Courage In Alph Zones card/case/inst $5 vb41480
Military Madness card/case/inst $20 mcasey
```

Ninja Spirit card $5 min
Psycho Chaser PC Engine card/case/inst $15 menace1813
Sidearms card/case/inst $5 vb41480
Silent Debuggers card $5 wotan1
Sports TV Football card/case/inst $5 min
Victory Run card/case/inst $5 vb41480
World Class Baseball card/case/inst $5 vb41480

TurboTap (5 player adapter) $8 grizz

Sega Master Games

After Burner Complete $5 min
Alex Kidd in Miracle World Cart $5 min
Arcade Smash Hits NEW $35 gfranks
Assault City Cart/Box $6 ghost
Aztec Adventure Cart/Box $5 min
Battle Out Run Cart/Box $5 gfranks
California Games Complete $7 theylven
Choplifter Complete $5 bojay1997
Cyber Shinobi Cart/Box $11 ghost
Fantasy Zone the maze Complete $5 ghost
Gangster Town Complete $5 ccoffin
Great Golf Complete $5 krieg
Great Volleyball Complete $5 ccoffin
Lion King NEW $35 gfranks
Montezuma's Revenge Complete $10 theylven
Parlour Games Complete $5 wotan1
Populous Complete $25 min
Poseidon Wars 3-D Complete $7 theylven
Psycho Fox Complete $5 wotan1
Rastan Cart/Box $5 ccoffin
Shadow Dancer Complete $25 vgetc
Spider-Man Complete $25 min
Tennis Ace Complete $5 ghost
Time Soldiers Cart/Box $5 krieg
Walter Payton Football Complete $5 ccoffin
Sega Control Stick $5 ccoffin

Sega Master System with 2 built-in games Safari Hunt/Hang On
Laser Gun, 1 Controler, Power supply $20 min

Atari 2600 - all carts are loose -

Title: Condition:
Adventures of Tron Used $2 min
Circus Good Taiwan $10 min
Commando Used $5 min
Cosmic Commuter Used $12 englew
Desert Falcon Good $2 min
Diagnostic Test Cart New Sealed $40 rlj

Diagnostic Test Cart PAL New Sealed $40 rlj
Donkey Kong Junior Good $2 min
Double Dragon Good $6 cclark
H.E.R.O. Good $8 alfred
Kung-Fu Master Used $5 min
Lilly Adventure PAL Good Short SS $10 william.smith
Radar Good Taiwan $10 min
River Raid II Good $10 awwatkin
See Saw PAL Good Short SS $10 min
Signal Tracing Cart New Sealed $32 quin
Snoopy and the Red Baron Good $10 englew
Solaris Good $2 min
Sorcerer's Apprentice Good $7 quin
Space Adventure Good Taiwan $10 min
Star Gate Good $5 min
Trick Shot Good $2 min
Volleyball PAL Good Short SS $10 william.smith
World End PAL Good Short SS $10 min

Atari 2600 System with 20 Games, 2 Controller, Power Supply $30 min
Seaquest Missile Command Ice Hockey Phoenix Jungle Hunt
Starmaster Chopper Command Donkey Kong Combat Sky Jinks
Yars Rev. Armor Ambush Asteroids Warlords Defender
Astroblast Space Invaders Galaxian Football Outlaw

29 Atari 2600 Manuals $10 alfred
Swordquest Fireworld Ms. Pac-Man 2 Catalogs Tutankham
Realsports Football Home Run Defender Vanguard
Super Chal. Football Sky Jinks Star Raiders Asteroids
Missile Command Freeway StarMaster Circus Atari
Chopper Command Breakout Space Attack California Games
Yars Rev & Comic Astroblast Pac-man Combat
Super Breakout Pitfall Cosmic Ark Raiders Lost Ark

13 Atari 2600 Manuals $5 alfred
2 Catalogs Mouse Trap Venture River Raid
Pitfall Donkey Kong Combat Armor Ambush
Q*Bert Space Jockey Defender Asteroids

Atari 400/800/XL/XE - all loose carts -

Atari Lab Temperature Module $20 min
Miner 2049er Complete $5 alfred
Pole Position $2 min
Superman III $30 ghost
Wizard of Wor $5 min

Intellivision

Tandyvision one System (plays intellivision games)
Works Tested and works Excellent! $25 xl3r2

Demonstration Cart Loose (Blue Text) $35 ishepperd
Diner Loose with inst. $7 moffa
Slap Shot Super Pro Hockey Loose $5 jxlcad
Tutankham Loose $35 ltravis

Adv. Dungeons Dragons TOT NEW $3 min
Armor Battle Complete $3 min
Astrosmash Complete $3 min
Boxing Complete $3 min
Burgertime Complete $3 min
Carnival Complete $3 classicgmr
Donkey Kong Complete $3 min
Frog Bog Complete $3 min
Horse Racing Complete $3 min
Mouse Trap Complete $3 vinceb33
NASL Soccer Complete $3 min
NBA Bastetball Complete $3 stiltman
NHL Hockey Complete $3 min
Night Stalker Complete $3 min
Poker & Blackjack Complete $3 min
Skiing Complete $3 min
Space Armada Complete $3 min
Space Battle Complete $3 min
Space Hawk Complete $3 min
Star Strike Complete $3 min
Star Wars Empire Strikes back Complete $5 vinceb33
Sub Hunt Complete $3 min
Utopia Complete $3 min
Vectron Complete $3 deslee

10 Intellivision Manual Package $5 min
Tower of Doom NASL Soccer Donkey Kong
Space Battle Lock N Chase 2 Owner's Manuals 3 Catalogs

ColecoVision

ColecoVision System with 2 games donkey kong & donkey kong jr.
2 paddles, Power supply. Tested and Works Excellent! $25 ken

BC quest for tires fadded label $3 min
Carnival $3 min
Cosmic Avenger $3 min
Donkey Kong Jr. $3 min
Frogger $3 min
Gorf $3 murph
Lady Bug $5 grizz
Q*Bert $3 min
Rocky super Action Boxing $3 kworth
Smurf $3 min
Space Fury CBS $3 min
Sub Roc $3 min
Super Action Baseball $3 kworth

Turbo $3 min
Venture $3 min
Wargames $5 grizz

Super Action Baseball with 2 super action Controllers $20 min

Aquarius System Used

Aquarius System By Mattel Electronics Works! $25 min
with Manual, 2 Carts SNAFU, 16K Memory, 2 Controllers and Mini Expander.
Aquarius Mini Expander has broken pins in
Port 1 (pin 1) and Port 2 (pin 5)

Leisure Vision - Arcadia 2001 - Hanimex

3D Bowling #13 NEW - cart/box/inst Hanimex $10 min
Alien Invaders #8 NEW - cart/box/inst L - V $10 min
Amer. Football #14 USED - complete L - V $10 min
Baseball #15 USED - cart only Arcadia $5 min
Brain Quiz #20 USED - cart only Hanimex $10 min
Breakaway #17 USED - cart/box/inst Hanimex $10 min
Capture #19 NEW - complete Hanimex damage box $10 min
Missile War #10 USED - cart/box/inst L - V 1 overlay $10 min
Ocean Battle #11 NEW - complete Hanimex damage box $10 min
Robot Killer #3 USED - cart/box Hanimex $10 jaguar
Soccer #16 NEW - complete Hamimex $10 min
Space Attack #2 USED - cart/box L - V $10 min
Space Mission #9 NEW - complete Hanimex damage box $10 min
Space Vultures #7 USED - complete L - V $10 min
Star Chess #18 NEW - complete Hanimex $10 min

Misc Items
---
2 Y adapters (9 pins) $3 min
Track & Field Controller $5 min
Warrior 2 Controllers for Atari & Commodore New $5 min

CD-I by Philips - All Shrinkwrapped Unless stated -
****
A Revolution in Color $5 Min
Act College Search 92 $5 Min
Andrew Lloyd Webber $5 Min
Berenstain Bears on their own $8 Min
Best of Baby Songs DV $8 Min
Burn Cycle $5 scotty6004
Caesars World of Boxing DV $8 scotty6004
Cartoon Jukebox $10 Min
CD Shoot Opened $5 scotty6004
Compton's Interactive Encyclopedia Opened $3 Min
Dragon's Lair DV $10 Min
Eric Clapton DV $8 Min
Flintstones/Jetsons Timewarp $10 ltravis

Flowers of Robert Mapplethorpe $5 Min
French Impressionists $8 Min
Full Swing Opened $4 Min
Getting Ahead: Making Time $4 Min
Getting Ahead: Money At Work Opened $4 Min
Gifts to Behold $5 Min
Goal $4 Min
Golf My Way DV Opened $5 Min
Golf Tips Opened $4 Min
Grand Prix Special $5 Min
Great American Golf 1 Opened $5 Min
Great American Golf 2 $5 Min
Great British Golf $5 Min
Harvest of the Sun $5 Min
How the Camel Got His Hump $8 Min
International Tennis Open $5 Min
Jazz Guitar $5 Min
Jigsaw Opened $10 Min
Kether Opened $5 Min
Max Magic $10 Min
Mystic Midway Rest in Pieces $10 Min
Peter Gabriel all about US DV $8 Min
Rembrandt $8 Min
Sailing $8 Min
Sandy's Circus Adv. $8 Min
Space Ace DV $5 scotty6004
Tennis Our Way DV $5 Min
The 7th Guest DV $10 Min
Time-Life Astrology Opened $8 Min
Time-Life Photography $5 Min
TR-I No World Order Opened $5 Min
Wimbledon Challenge $4 Min
Zelda: The Wand of Gamelon $10 Min

Rules:
All items will go from G1 to G2 to Sold starting Dec 5/97
One update per day or until bidding slows down...
Conditional bids are accepted. Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All items are tested and work, unless stated otherwise..

Bids increaseaments are
$1 --- $1 - $20
$2 --- $20 - $40
$5 --- $40 - Up

E-Mail bids to

E-Mail pepper@freenet.edmonton.ab.ca
=-
Pepper's Videogame Homepage

http://www.freenet.edmonton.ab.ca/~pepper
=-=-=-

3652. Re: The PC Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Sean Lester <rslester@hotmail.com>
Message-ID: <65dib1$49m$1@solaris.cc.vt.edu>
Source record: 68398

Gareth Davies wrote in message <347A0A22.52DD5F8D@dial.pipex.com>...
>Fair comments. Point is though that all the 8bit emus aren't that great
>when compared to emus for other systems: C64, MSX, MAME etc. Wonder why
>this is? Seems to be an almost grudging attitude by emu authors when it
>comes to getting things right. That's where the commercial emus come in
>to their own: if your selling something as shareware or whatever you
>have to put in that extra effort to get things right.

I think I see what you are trying to say; however, some of the examples you have given are FREE. The C64 emu, as I understand it, suffers from the same restraints as the Atari 8bit emus. MAME is FREE and is GREAT!! But that's because brilliant people have been working on it! Also, I understand most of the MSX stuff is free as well, but since I don't know anything about it, I'll not say anything. :o)

I have said this before and am glad to see someone else make the same comment. It's pathetic that the free emu's are so much better than the commercial ones.

Point is, your comment about extra effort in regards to commercial emus simply doesn't hold water. The best ones are still free and it is simple greed to ask money for a crippled product!!!

If anyone wants to know what a great commercial emu is, check out Executor(an emu that emulates Macs on a PC). This is a great piece of software that reall pisses off my Mac fiends!!!

www.ardi.com

3653. Re: The PC Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Sean Lester <rslester@hotmail.com>
Message-ID: <65dk5b$lg8$1@solaris.cc.vt.edu>
Source record: 68399

Gareth Davies wrote in message <347A0A22.52DD5F8D@dial.pipex.com>...
>Fair comments. Point is though that all the 8bit emus aren't that great
>when compared to emus for other systems: C64, MSX, MAME etc. Wonder why
>this is? Seems to be an almost grudging attitude by emu authors when it
>comes to getting things right. That's where the commercial emus come in
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>have to put in that extra effort to get things right.

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www.ardi.com

3654. Re: Austin 80 board & w processors

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <347A6725.1337@pacbell.net>
Source record: 68400

Bill R. Core wrote:
>
> I wonder how hard it would be do do an RGB output board for the
> XL/XE systems? RGB would certainly be much sharper and a lot
> more vivid than composite or split Chroma/Luma.
> --
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \

RGB itself would not be so hard, but where would you get a monitor? An
old ST color monitor would work, but not a VGA or CGA from IBM.....

3655. Re: 1200XL OS Upgrade Question.

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <347A6A0C.CF2@pacbell.net>
Source record: 68401

Graham Thornton wrote:
>
> Having run into many software incompatibility problems with my 1200XL, I
> decided to implement the first part of Bob Wolley's PBI upgrade to give me
> an updated XL/XE operting system. Note that I don't want a PBI, just the
> updated (debugged?) operating system.
>
> The donor machine was a 130XE with toasted memory chips, and following the
> instructions I downloaded from Craig Lisowski's site, I have installed the
> OS chip and the updated MMU into my 1200XL.
>
> The Atari logo screen has gone, the self-test works fine, and a number of
> software titles that previously failed do now work, including the Big Atari
> Demo. But several others still fail miserably, including a hack of Bounty
> Bob Strikes Back and the cartridge version of Blue Max. One or two that
> worked OK before now also fail, including Black Lamp. All of these worked
> fine on my PAL 800XL, so does this sound like an NTSC/PAL type problem, or
> have I screwed up something during the upgrade.
>
> More to the point, does installing a 130XE operating system chip and MMU
> into my 1200XL give me a 64K 130XE or do I just have a mongrel 1200??. Is
> there anything more I can do to improve 800XL/130XE compatibility short of
> swapping my 1200 for one of the updated machines?
>
> Any help appreciated.
>
> Graham
>
> ------------------------
> remove the .nospam from the E-mail address to reply.
------
one aspect of the 1200XL is that Basic does not really exist as a ROM
when you do the upgrade. This may leave the 8K region at $A000-$BFFF
disabled as far as the hardware is concerned. The OS checks the Basic
ROM status in two different forms - and it gets screwed up sometimes.
Try at least holding OPTION down whenever you have a strange problem.
Does not explain the problem with the BlueMax cart, though.
A modified 1200XL is not a duplicate of an 800XL, I'm afraid.

Bob Woolley

3656. Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <347a6c38.43670800@news.primenet.com>
Source record: 68402

After reading a post here, I tried color artifacting using XL-IT.
Wow, what a difference. Is this just type of intentional aliasing
or what? You can't really do high frequency boost with these
multi sync monitors, so what's going on here?
TIA

3657. Re: Atari 8-bit and Zip drives

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.ee34518b7e61dba989680@news.midwest.net>
Source record: 68403

```
In article <m2btzc9f1r.fsf@caligula.srv.net>, buesch@srv.net says...
> "Jerry Glenwright" <j.glenwright@ndirect.co.uk> writes:
>
> > Does anyone have any experience of connecting an Iomega Zip drive to a
> > Classic -- either parallel or SCSI? I have one of each and I'd like to try
> > to get one or both up and running with my Atari 8-bit machines. However,
> > there's no point in re-inventing the wheel if someone has already written a
> > driver...
>
> I've heard they work fine with the Black Box scsi interface.
>
> Brent
>
>
That's the first I've heard of that... since i have both, can
anyone share anymore howto info?

--
Ron
rlaski@midwest.net
```

3658. Atari 8 bit, Amiga, Sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.ee3477498df56cf989681@news.midwest.net>
Source record: 68404

In article <963.266T1501T5605112@pianosa.demon.co.uk>,
brad@pianosa.demon.co.uk says...
> sean wrote something interesting,
>
> Hello sean,
>
> >Does anybody out there know how I can get my Amiga
> >to communicate with my 800XL and 1050 disk drive?
>
> I used to use Comms software and a null-modem connection to get stuff to and
> fro.
>
> But I suspect you mean something more like SIO2PC;
>
> I've got the info to build the cable (which requires hacking an SIO cable
> up, of course). The cable the connects to the serialport of a PC, or in our
> case, an Amiga. Sadly, the software to utilise the cable is PC only. I
> don't know for sure, but it might be possible to do a certain amount from a
> CLI on the Amiga, just by re-directing output to SER:
>
> Maybe those poeple that use SIO2PC can help out here, since I've never tried
> it.
>
> --
> _
> Regards, /_) 2:251/18.14 39:139/33.14
> / _)rad brad@pianosa.demon.co.uk Team *AMIGA*
>
> Big business, it don't like you, don't like the things you do.
> Remote Control; The Clash
>
>
Hi, I've got an Amiga 3000, and tho the sio2pc/ape software
won't work on the ami, I've got the 286 bridgeboard w/ a
serial card plugged in. APE wouldn't run on the 286 bb, but
sio2pc works fine, and the software w/ the bb will let you copy
stuff back and forth to the amiga side of the system...
i think the sio2pc cable will work as is on the ami, but someone
just needs to write the software for it... if anyone has any
technical info about what happens during a serial xfer, and how
the pc port is set up to do it, i might be able to work something
out...
--
Ron

rlaski@midwest.net

3659. Touch tablet games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Ethan <ethanm@fa.disney.com>
Message-ID: <3479D574.2781@fa.disney.com>
Source record: 68405

I have a touch tablet for my 800xl- anybody know what game went with this thing? Got any extras?

Thanks!

3660. Re: DE RE ATARI CHAPTER 5 README

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65aiv5$bu6@alexander.INS.CWRU.Edu>
Source record: 68470

re: De RRe Atari...

Mercifully my copy of De Re Atari was not at ground level when
the house flooded this summer (9.5" in the middle of the night,
in my bedroom!) I did have a few dozen disks get wet, and
some photocopied manuals, but I picked these up at a hamfest,
so it's not that big a deal. Thank goodness all my actual Atari
Books were not in the water.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3661. Re: Is there any demo scene???

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65ajdu$d51@alexander.INS.CWRU.Edu>
Source record: 68471

```
Wonder where I can find the "Intel Outside" demo on the Net?
I've been looking for it... Anybody?
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \
```

3662. Re: Internet Software for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65al2v$ic1@alexander.INS.CWRU.Edu>
Source record: 68472

Itay, I've been using Ice-T with a 28.8 modem at full 28.8,
and it is rock solid! I have never had any problems with it.
(Maybe Len Spencer's HyperSpeed Handler helps...) Please try
to find some time to add at least the macros for those of us
who registered. (for all you people out there, both of these
programs are registered with the respective authors, so if you
use either and have not registered them, then you only hold
back the progress!) Sorry to hear about your being drafted!!!
That has to suck big time!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3663. Re: Austin 80 board & w processors

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65alov$kck@alexander.INS.CWRU.Edu>
Source record: 68473

I wonder how hard it would be do do an RGB output board for the
XL/XE systems? RGB would certainly be much sharper and a lot
more vivid than composite or split Chroma/Luma.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3664. Re: DE RE ATARI CHAPTER 5 README

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65alvs$kpu@alexander.INS.CWRU.Edu>
Source record: 68474

```
At this email, I am finally caught up to CSA8!!! Time to break
out the Pepsi and celebrate! Now I can start doing some coding...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \
```

3665. Re: DE RE ATARI CHAPTER 5 README

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3478e510.29699387@news.aatech.com>
Source record: 68475

On Thu, 20 Nov 1997 22:20:56 -0800, AsciiRider <who@cares.com> wrote:

>Kenneth Jennings wrote:

>> On Wed, 19 Nov 1997 13:46:38 -0600, AsciiRider <fake_email@here.com> wrote:
>>
>>>Here is chapter 5.

>>>I hope there wasn't anybody already working on it.

>>>I seem to have deleted the work I did earlier on chapters
>>>1 2 and 3.

>>>Somebody else did 4.

>>>Somebody mentioned having this stuff on an ftp site....

>>>Are there any volunteers to make this thing into one file?
>>>Anybody want to proofread?(I think I did a better job on this chapter)
>>>Stanardize?

>> I was about to download Sections 1, 2, 3, 5 proofread, and then
>> reformat them like I did for Section 4 (65 column character
>> width, etc.) So, if you think this would be useful...???

>> I have put it into FinalWriter97 and I've got it formatted
>> with headers/footers (inside margin for 3 hole punch) to look
>> just like the pages in DeReAtari. While I can get postscript
>> out of FW to dump to a PS printer, in order to make files that
>> support duplex printing it I think I'll have to move it to
>> PageStream.

>Go for it. Want Chapter 6? Anybody else want a chapter? Anybody else
>reading this stuff? I'll take chapter 7

If you could OCR this all and send (mail) it to me to proofread and
reformat then I'll post it when I'm done cleaning it up.

Also, if anyone has a copy of the manual and can run an emulator
to get color screen dumps of all the example programs and also
the sample screens that would be most excellent (read: De Re Atari
on a web page.)

BTW, some of the material is rather dated (and occasionally
wrong and often confusing). I'm thinking of adding a
section/appendix/epilog to each section/whatever of commentaries
about the original contents. Anyone who believes they posess
a programming clue about the Atari 8-bits is encouraged to

write. Better example programs? Better explainations?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3666. Re: WTB : Starfleet I

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: mhop@snip.net
Message-ID: <3478adb0.72001621@news.snip.net>
Source record: 68476

On 22 Nov 1997 19:02:37 GMT, "Vidar Olavesen" <olavese@online.no>
wrote:

>I would like to buy an original and complete Starfleet I for the Atari
>8-bit! Any offers ? Take Atarian care
>

I believe I have it. Give me some time to dig it up.

3667. Where Find Emmulator and Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: im4youfl@aol.com
Message-ID: <19971124061800.BAA22214@ladder02.news.aol.com>
Source record: 68477

If anyone knows a sight to pick up an Atari 8-bit emmu and software, please drop me a line

thanks in advance!

im4youfl@aol.com

3668. Re: Atari BASIC books online?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Ras Thavas <lordspat@bellsouth.antispam.net>
Message-ID: <347893DA.21E1BB23@bellsouth.antispam.net>
Source record: 68478

Robert S Ely wrote:

> IrcDaemon #346 (ver. 4.02) wrote:
> >
> > Are there any e-books on Atari BASIC online somewhere?
> >
>
> Another book I'd like to see in e-format is Lon Pooles Your Atari
> Computer. Also the SpartaDOS manuals, Action! manual, MAC/65 manual
> BASIC XL and BASIC XE manuals converted to searchable data.
> The MI/O and HAPPY v7.0 manuals are already available.

Mac/65 manual is available at
ftp://closertohome.dyn.ml.org/ftp/pub/Atari_8bit/More_Atari8bit/

Somewhere in the directory... I forgot where I got it... I think there's a programming directory, and then inside that there's an assembly language one... or text, or some such... Anyway, it's in there..

Lord Spatula (aka Ras Thavas)

3669. WTB: Old CGA (XT) Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Yujin Nagasawa <ynagasaw@mail.ic.sunysb.edu>
Message-ID: <34793452.4FFB@mail.ic.sunysb.edu>
Source record: 68479

I am looking for following old CGA (XT) games;

1. Microsoft Flight Simulator v4
2. LODE RUNNER
3. LHX ATTACK CHOPPER

Please E-mail me.

Thank you in advance,
Yujin

ynagasaw@ic.sunysb.edu

3670. Re: The PC Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Ras Thavas <lordspat@bellsouth.antispam.net>
Message-ID: <34789C7C.1348E3A8@bellsouth.antispam.net>
Source record: 68480

Bob Nixon wrote:

> Well I think I've tried them all now and they all have their
> strengths and weaknesses. Here's my see, form the best to the
> worst. Strictly from an 8 bit game machine perspective.
>
> Best
> 1) XL-IT
> The best interface and hassle free disk, loader, mode (800, 800XL
> & 130XE) switching. It runs about 60-70% of the games on the
> hackers archives disks and doesn't bring down your system, when
> it crashes like at least one of the others. Sound and joystick
> support are tops. It still runs a little fast on +200MHZ PC's but
> can be tamed down by locking it to 50HZ not 60HZ.
>

Would be my emulator of choice, but that it doesn't run Jumpman (well, not really... The little guy seems to sink into the floor, due to some kind of weird P/M collision detection bug, maybe), nor does it run Autoduel (in fact, neither will Atari800, Atari800Win, nor Pokey.. only way I've gotten it to work is PC XFormer 3.6, which doesnt support artifacting & therefore causes this game to look kind of strange)

> 2) PC Xformer 3.6
>
> Except for STILL lousy sound and it's nearly as good as XL-IT
> when using the XF-SIO menu system, although you can't load bin,
> com or obj files as drives 2-8 with dos on the first drive, with
> XF-SIO yet. Then maybe I missed something. To give Derik his due,
> didn't he develop the ROM's that make all these emulators
> possible?
>

Only reason I have this one is for playing Autoduel... youu're right, the sound is terrible.. still, I won't really criticize, the guy who wrote this emulator is definitely smarter than *I* am (I wouldn't know where to begin...)

Which ROMs?

> 3) Atari800win
>
> Although still very buggy (lots of reboots with this one) on
> Win-95 OSRs, It's really the most advanced, and has the highest
> potential of the lot. It run some games that the others won't.
> Yes, the great ported 2600 classic, "Demon Attack" runs

> flawlessly on this one, where the other choke on it. However
> some 130XE games will not run at all and crashed thing to the
> point that I hard to reset the thing, more than once, I might
> add. This might be attributed to extensive use of DirectX 5.0.
> Give one some time.
>

For some reason, when I first ran this emu, it ran fine in non-windowed DirectDraw mode, until I took it out of that mode, to see if it might run faster.. now it's stuck in standard windowed mode, and on my monitor the window is about 5" by 3"! So, until I get my DirectX straightened out I won't be squinting much at this one :)

The DOS version of this emu is good, other than the lack of sound support (none whatsoever on the current PC version, though the Linux and maybe Amiga versions have it... ah, well, maybe next time...)

> 4) Rainbow
>
> Nice, but severely crippled on he shareware version. It also uses
> Direct Draw but no one going to buy it for two reasons.
> 1) It's so severely crippled (tiny window @ 1024 X 768 and no
> sound on this version but pay version supposedly DOES have sound.
> 2) TOO damned many GOOD free Atari 8 emu's. When are these guys
> gonna' learn about TEASER crippled software. If you can't REALLY
> play with it, no one will spend much time with it, or give it a
> second thought.
>

Agree

> 5) Pokey
>
> Nice but no sound support. It has a built in menu system like
> XL-IT. To be honest, I didn't spend much time with it, for the
> lack of sound.
>

this one seemed to me to be the least compatible with a real Atari... many games wouldn't run on it... I may not have the latest version though.. the idea of hooking up a real POKEY chip to the PC is neat but I don't much want to sacrifice a real Atari to build a sound device for an emulated one... would the POKEY in a 5200 work, I wonder? hrmmm...

> PS. Please feel free to flame my opinions & add some of your own.
> Get some life into this stodgy old NG.

Uhhhhh.... OK.

Lord Spatula (AKA Ras Thavas)

3671. Re: Infocom titles available!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-24 00:00:00 UTC
From: Ras Thavas <lordspat@bellsouth.antispam.net>
Message-ID: <34789ED2.D5026601@bellsouth.antispam.net>
Source record: 68481
Cross-posted to: comp.sys.atari.8bit,comp.sys.ibm.games.adventure,rec.games.video.classic

Game Lord wrote:

> Hey guys!
> I have available two Infocom adventure games. One is Infidel for the
> Atari, the other is Nord and Bert Couldn't Make Head or Tail of It for
> IBM. Both games contain the box and everything required to play (maps,
> accompanying referrals, manuals.) I am asking for best cash offers, or
> trades, which would be any classic cartridges I need. Send all $$ offers
> and/or trade lists as soon as you can. Speak with you soon. Oh, if you
> have any questions, please send them my way. Take care.
> DEDICATION and PERSISTENCE are all it takes!
>
>

Out of curiosity... are these games the ones with those "invisible ink"
hintbooks? if so.. have you checked to see if they still work? I bought
Hitch Hiker's Guide about 10 years ago, and 5 yeas later the hintbooks
didn't work.. you could read the ones somebody had already gone over with
the "invisible" marker (just barely, you could read them), but the ink
didn't seem to be there on the ones that were still unused.. or maybe my
marker was dry (or both?)

Ras Thavas (AKA Lord Spatula)

3672. Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: serguei demianov <sidemi01@homer.louisville.edu>
Message-ID: <347A82F5.7240@homer.louisville.edu>
Source record: 68406

Hello,

1. Can anyone tell me where I can get a Black Box interface, and about how much they run?

2. I've seen a lot of talk about the SIO2PC. Where can I get one of these, and how much do they cost?

Thanks,
Jay

3673. Re: Red Screen on Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <65dftseva1@news.dmv.com>
Source record: 68407

SEMSLIE (semslie@aol.com) wrote:
: I recently bought an Atari 800 and hooked it to my TV with a RF Modulator from
: Radio Shack. When I turned it on all I got was a red screen.
: Any help email semslie@aol.com

You shouldn't need a modulator since a stock 800 has a modulator built in.
The cable out the back of an 800 can hook to a TV with a switch box or
balun, no other modulator should be required. Without a cartridge
installed, the machine should enter the blue screen "memo pad" mode at
power up. With a BASIC cartridge you should get a blue screen with the
BASIC "READY" prompt.

Steve

3674. Re: Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971125045700.XAA06429@ladder02.news.aol.com>
Source record: 68408

>From: serguei demianov

>Hello,
>
>1. Can anyone tell me where I can get a Black Box interface, and about
>how much they run?

Contact Bob Puff at:

Computer Software Services
P.O. Box 17660
Rochester, New York 14617

Ordering line (716) 429-5639
The Black Box runs about $199. I got mine 2 years ago and I havent regreted it for a moment. Brings your Atari to a whole new level. I can say for Bob that he's always there for his customers, and never too busy to answer a question.

3675. FS/T: atari 8-bit items

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <880442107.30352@dejanews.com>
Source record: 68409

Atari 8-bit hardware and software, http://www.angelfire.com/tn/squirrels

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3676. Game Ideas....

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <65e78rehr1@nuke.csu.net>
Source record: 68410

As always, I've got a lot of ideas for games. :)

And here they are, for your entertainment. (Please, not betting on what games I actually finish :))

Drum roll, please:

1. "Volcano Task Force" - If you've ever seen Zuider Zee (a game where you fix dikes on an island and pump water from here to there) or heard of the movie "Volcano" (where a volcano erupts in the middle of a city), it's kind of a combination of both. :)

2. A "Barrack" clone - it's KIND of like QIX, but different. It's for the Mac. There are bouncy balls on the screen and you, a little bar which can rotate 90 degrees. You shoot lasers out of both ends and if they touch a wall, they become a wall. Areas with no balls in them become filled up, thus bringing you closer to the "threshold" at which you beat the level. I'd probably need to make this a TrakBall/Mouse supporting game...

3. "Sandwich Time" - there's only one Burger Time clone I've seen for the 8-bit. It's not bad, but it's flickery and slow and written in TBXL. I'd like to make one in Action! using sprites (maybe) and my new SIFE graphics mode (for more colors!)

4. "Sludge 2" - A spruced up version of my Pipe Dreams clone, "Sludge."

5. A "Rampage" clone...? Maybe.

6. A "Bust-A-Move" clone. Gem Drop was the first step towards this. This would prove a challenge, though!

7. I need to finish "Mah Jongg."

8. I need to finish "Aster Blast."

9. I need to finish "Sea Fight."

10. I'd KILL to do a cool fight game! :) (Nobody say ANYTHING about this! All I ever get when I mention this is Glenn Saunders saying not to bother. :))

Wish me luck!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3677. Re: Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <880453035.2773@dejanews.com>
Source record: 68411

In article <347A82F5.7240@homer.louisville.edu>,
same wrote:

> 2. I've seen a lot of talk about the SIO2PC. Where can I get one of
> these, and how much do they cost?

There's currently one on eBay.

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3678. Re: Game Ideas....

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: Dariusz Duma <dhor@iko.zakopane.top.pl>
Message-ID: <880453954.818684@baca.zakopane.top.pl>
Source record: 68412

```
well, nice ideas , but who will write them ? ;)
greetz
dhor
```

3679. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <347AC463.CB777620@ix.netcom.com>
Source record: 68413

Kenneth Jennings wrote:
>
> On Sat, 22 Nov 97 08:55:01 GMT, The_Shadow@spnt.com wrote:
>
:::::::Much stuff deleted::::::::::

>
> The only thing I'm aware of is that the move function on my
> BASIC XL cart behave differently between the 800 OS B (works
> right there) and XL OS (works wrong there). Loading the
> Translator on the XL fixes the problem. Otherwise, I've
> noticed no problems with BASIC XL.

How so? Move work as documented on my 130XE. Observe the cautions and
comments and all is well, as far as I can see. I've used it many times.

>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3680. Re: SpartaDos X 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <347AC637.66D76166@ix.netcom.com>
Source record: 68414

Jay N. Yepuri wrote:
>
> Hello,
>
> Can anybody tell me where I can get SpartaDos X 4.22, which I think is
> cartridge based? I've heard (seen) on the newsgroup that it's available
> from both Best Electronics and Fine Tooned Engin. Which one is it?
> Also, any idea about how much it costs?
>
> Thanks
> Jay Yepuri

Jay,
I haven't seen the new Best catalog, yet. I have to get a copy. FTE
hasn't been heard from in well over a year. We're hoping Mike returns to
us so produce can flow again.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3681. Re: 1200XL OS Upgrade Question.

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: "A. Karl Heller" <heller@socko.cdnow.com>
Message-ID: <65eq8o$al6@netaxs.com>
Source record: 68415

So, would a 1200XL with a 800XL OS be more or less compatible with
or without the BASIC Rom chip installed?

Karl

Bob Woolley <rwoolley@pacbell.net> wrote:
: ------
: one aspect of the 1200XL is that Basic does not really exist as a ROM
: when you do the upgrade. This may leave the 8K region at $A000-$BFFF
: disabled as far as the hardware is concerned. The OS checks the Basic
: ROM status in two different forms - and it gets screwed up sometimes.
: Try at least holding OPTION down whenever you have a strange problem.
: Does not explain the problem with the BlueMax cart, though.
: A modified 1200XL is not a duplicate of an 800XL, I'm afraid.

: Bob Woolley

3682. Wanted: External drive for Atari St

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: jregan@idirect.com
Message-ID: <jregan-2511971157490001@ns.compulink.com>
Source record: 68416

Please e-mail.
Thanks

3683. Re: Pokey stereo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2d8jodfkm.fsf@caligula.srv.net>
Source record: 68417

peter@soemtron.sb.sub.de (Thomas Havemeister) writes:

> is there a documentation availble for building such a upgrade? If yes,
> could you send it to me?

It's available at http://aegis.mcs.kent.edu/~clisowsk/index.html

There are reportedly some minor (?) differences between this and the
version published in (I think) Current Notes.

BTW, don't do Woolley's 1200XL Clearpic mod, get the Atari Classics
issue (December '93 I think) with Super Video 2.1 and do that instead.

Brent

3684. Re: PBI Ram Expansion?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <65f50i$o4l$1@usenet87.supernews.com>
Source record: 68418

In message <654j26$aso@freenet-news.carleton.ca> - ai123@FreeNet.Carleton.CA
(Steven J. Tucker) writes:
:>
:>
:>If there is no ram disable line on the PBI, how do PBI ram expanders
:> keep the internal dram from working the data lines? I must be
:> missing something :)
:>
:>I'm looking over these ANTIC PBI articles and I see MPD for driving /OS high in
:> the math pack region, and unused space at $d100, but no mention of
:> other addresses.
:>
:>Does EXTSEL tell the MMU to turn off all its select lines? Wish I could
:> find that schematic! Ugh.
:>
:>Thanks
:>
:>Steve
:>
:>--
:> * * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
:> * * * Turn your 8-bit Atari into a powerhouse with APE! * * *
:> * * * Ape Homepage: http://www.nacs.net/~classics * * *
:> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

you also need to get the 1090 pbi specs, they will most certainly help you
with
design of a pbi device. available on umich archive.
http://aegis.mcs.kent.edu/~clisowsk/8bit.html has that and many other links.

3685. Re: 1200XL OS Upgrade Question.

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bcf9cf$af094ca0$b0f7c9c7@dangermouse>
Source record: 68419

> Bob Woolley <rwoolley@pacbell.net> wrote:
> : ------
> : one aspect of the 1200XL is that Basic does not really exist as a ROM
> : when you do the upgrade. This may leave the 8K region at $A000-$BFFF
> : disabled as far as the hardware is concerned. The OS checks the Basic
> : ROM status in two different forms - and it gets screwed up sometimes.
> : Try at least holding OPTION down whenever you have a strange problem.
> : Does not explain the problem with the BlueMax cart, though.
> : A modified 1200XL is not a duplicate of an 800XL, I'm afraid.
>
> : Bob Woolley
>

It might not explain the problem.... but it does fix the problem!

I did not install the BASIC chip when I did the upgrade, since one of the reasons I like the 1200 so much is that I don't have to hold down OPTION for practically every disk I want to load. (the other of course is the keyboard)

I started wondering if my modified 1200/pseudo 800XL might think BASIC was enabled even though the chip phyisically wasn't present. Holding down OPTION fixed the problem with Blacklamp and the Blue Max cartridge. I am still having problems with Bounty Bob, but after all that is a hack so who knows where that problem may lie.

Graham

PS. Bob, thanks for the 1200XL OS and video upgrades - they are excellent!

3686. Re: Pokey stereo upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bcf9d0$d66e5500$b0f7c9c7@dangermouse>
Source record: 68420

Brent Buescher <buesch@srv.net> wrote in article
<m2d8jodfkm.fsf@caligula.srv.net>...

>
> BTW, don't do Woolley's 1200XL Clearpic mod, get the Atari Classics
> issue (December '93 I think) with Super Video 2.1 and do that instead.
>

Is the Super Video upgrade different from the revised Clearpic modification
described at http:\\www.atarihq.com\atcomp ????

The revised Clearpic requires the replacement of about ten components
(mostly resistors and capacitors) and takes about half an hour for someone
with beginner-level soldering skills like me. This is the video
modification I used and the results are amazing, but Iwould be interested
to know if there is an even better one available.

Thanks

Graham

3687. Re: SpartaDos X 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971125185600.NAA23884@ladder01.news.aol.com>
Source record: 68421

FTe is pretty much gone now as far as I know, whereas Best just released a new Atari catalog. Best is at 408-243-6950. Their catalog costs $7.50 and is well worth the price. It's the most complete Atari catalog ever with pictures, diagrams, and specs, along with what's available (and, of course, the prices). It's pretty much a good general reference book for Atari users.

Bostone1@aol.com

3688. SOMEONE SEND SOMETHING NEW, PLEASE

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: ng061040@bs47c.staffs.ac.uk
Message-ID: <65euhj$7cq$1@bs33n.staffs.ac.uk>
Source record: 68422

AS ABOVE.

3689. Re: atari being used as screen saver for tv station

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.971125080949.6818B-100000@user2.ptd.net>
Source record: 68423

On 22 Nov 1997, Bill R. Core wrote:

>
> re: anywhere the Atari can take business away from MicroSloth...
>
> That's the best way to do it! Small pockets of resistance all
> over the place that spread quietly unnoticed by the Behemoth
> that is MicroSoft. All we have to do is write something HIGHLY
> useful and then put it in a very visible place, and then make
> sure it is reliable, friendly, and cheap. Displays in stores
> would be a good example. Using more for local cable and public
> access is also what I mean. Has anyone ever written any
> semi-professional quality broadcast titling software for the A8?
> I wonder if we could get a copy of what the cable companies use,
> or is it commercial? It would be pretty cool for me, as I own

The last I knew, it was still available. It was sold
as a package if I remember correctly. Included (2) 130xe's,
(2) software cart's, (1) Indus drive, (2) modems. The cable
company in the next little town from here still uses this
set up. If your interested, I can check and see if the stuff
is still available......

Paul Clark

3690. AtariWriter80 wanted!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <36f3df79.2580.3420@raukamp.dame.de>
Source record: 68424

Hi all,
I'm searching for the AtariWriter80 (the one which uses the 80 columns on a
XEP80) for my XE. Who's willing to sell it to me?
--
cu -- thomas -- fonfax & mailbox (+49)4331849337
-- atariFALCON030 -- atariMSTE4 -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

3691. Re: Black Lamp

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <347d9b39.58401918@news.primenet.com>
Source record: 68425

bigrex@nospam.primenet.com (Bob Nixon) wrote:

Forget it. I got it working with XL-it and it's all entry. <sigh>

>This one is just teasing on the intro. Has anyone gotten this one
>to run on any of the Emulators? It's about 500 disk sectors, or
>quite large.

3692. Ice-T Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <h5YAXnT.tandrews16@delphi.com>
Source record: 68426

I must have a bad copy of Ice-T 2.71. I d/led it from Genie about a year ago before I left there for Delphi, and only now am I getting to try it. I can't get it to work at all. Seems to be a bug in the keyboard handler or something. Everywhere I go to use the keyboard for anything other than maneuvering through menus, I get a steady stream of "j"s, like this: jjjjjj. Try to change the path and the blank fills in with j's. Samething when trying to enter filenames and on the term screen itself. If I hit a key, that character shows up but is quickly is drowned in j's.

I'm using a 320k Ramboed 130XE with an Indus drive and an XF551, and a 14.4k modem through an 850. (no, I'm not trying to run the modem any higher than 9600) It didn't matter whether I had Mydos configured with a RAMdisk or not, same thing.

Am I doing something wrong? If not, where can I get new copy of Ice-T 2.71? Delphi doesn't have one and I haven't progressed to the point where I can download through the Internet. That's what I wanted Ice-T for...

TJ

3693. Re: 1200XL OS Upgrade Question.

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <347BC1D0.5C45@pacbell.net>
Source record: 68427

A. Karl Heller wrote:
>
> So, would a 1200XL with a 800XL OS be more or less compatible with
> or without the BASIC Rom chip installed?
>
> Karl

Adding the BASIC ROM would make it more compatible.....

Bob

3694. Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: bo.schreurs@stackbbs.xs4all.nl
Message-ID: <880571331@stackbbs.xs4all.nl>
Source record: 68428

-=> Quoting Sidemi01@homer.louisville to All <=-

Si> Hello,
Hi

Si> 1. Can anyone tell me where I can get a Black Box interface, and
Si> about how much they run?
Computer Software Services (CSS) sells them. It runs about $199

Si> 2. I've seen a lot of talk about the SIO2PC. Where can I get one of
Si> these, and how much do they cost?
You can order one from the ABBUC, it runs about $30 w/o shipping.

Si> Thanks,
Si> Jay
You're welcome,
Bo.

___ Blue Wave/386 v2.30

3695. 2 computer Interface

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <880587557@stackbbs.xs4all.nl>
Source record: 68429

Howdy folks

I finally found the time and the courage to try out the "Zwei Rechner Interface" I soldered together a couple of month ago. It's an interface designed by Thomas Grasel from Germany (tgrasel AT cware DOT de) which let's you connect TWO 8 bit Atari's to one chain of SIO devices. The chain is electronically switched to the computer that get's one the bus first. 10 seconds after this computer has last accessed the line, the line becomes available to the second computer.

This is really COOL dude(tte)s!!!

Now I can have two computers switched on at the same time, without having to plug and unplug those SIO-cables.

And it cost only DM 60 (U$D 30) for the kit, or DM 90 (U$D 45) for the "plug and play" model.

So I tried:

RockMan by Mirage Software (c)1995
Sexy Six by SikorSoft (c)1995
Draconus by Zeppelin Games (c)1988
And even a very nice and very Xrated demo which I guess I found on The Last Hope BBS, called Sexuale.

Worked great. And I even found out that my XEGS doesn't have the Graphics 9 bug.

BTW RockMan is a platform game, just like Draconus (which is the only English piece of software, the rest is Polish), Sexy Six is a version of MasterMind (you're supposed to get rewarded with the picture of a nice woman, but I haven't played it much

yet.).

The demo has "some" Polish text, but
with these kind of pictures, who
cares? (Maybe the pope :-))

CU Mathy Van Nisselroy

PS nisse-ma AT reze-1 DOT rz DOT
rwth-aachen DOT de is the address to
use, not the Dutch address.

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3696. Auction lists

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-25 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <880587558@stackbbs.xs4all.nl>
Source record: 68430

Howdy folks

Don't you hate all these auction
lists? And the people posting them
probably never look into this base.
(including mr. Ben Smith, even though
his is not an auction list).

As of today, all auction list might
be send back to there posters if I
feel like it. Wanna join me. Just
send the %&#@ back.

CU Mathy Van Nisselroy

nisse-ma AT reze-1 DOT rz DOT
rwth-aachen DOT de

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

3697. Re: What's the Best 8bit Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: kitkimes@aol.com
Message-ID: <19971126003701.TAA25963@ladder01.news.aol.com>
Source record: 68332

Tom Rosso wrote:

>the best thing is definitely the real thing. i've played around with
>several emulators. some worked okay, and some didn't work at all. then
>i pulled out my 800xl for the first time in 8 years. the best.

While I agree with this statement, it doesn't answer the question. I have two perfectly good 8bit Atari's that are packed away. They aren't easy to get out and I don't have anyplace to set them up anyway. It should certainly be possible to create an emulator that would run decently on a modern pentium PC. Its been six months or more since I've had time to read this newsgroup and I find it disappointing that emulators haven't made much, if any, progress in that time.

Kit Kimes
Oswego, IL
KitKimes@aol.com or kkimes@lucent.com

3698. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: Richard Atkinson <rga24@hermes.cam.ac.uk>
Message-ID: <347B7627.1CAC@hermes.cam.ac.uk>
Source record: 68333

Bob Nixon wrote:
>
> After reading a post here, I tried color artifacting using XL-IT.
> Wow, what a difference. Is this just type of intentional aliasing
> or what? You can't really do high frequency boost with these
> multi sync monitors, so what's going on here?
> TIA

OK, here's the complete story on "artifacting" from a student who's studied color (colour) TV systems in length:

1st point.

Artifacting on Atari 8-bits ONLY works on NTSC machines. It is JUST NOT AVAILABLE on PAL machines.

This is because on NTSC machines, the dot frequency is twice the color sub-carrier frequency. It is possible to generate psuedo color information simply by placing alternating dark/light dots on the screen. On PAL machines, the dot frequency is slightly lower than twice the colour frequency (I think it's something like 8/5 times) so alternating dots do NOT get interpreted as colour information by the decoder.

2nd point.

Artifacting only works in Composite Video connections.

To clarify this, RF is (to me) a subset of Composite, and both of them exhibit artifacting. S-Video DOES NOT show artifacting; an NTSC display with artifacted images looks much like a PAL one would - just fine vertical stripes. It is possible to achieve artifacting in "S-Video" by substiting Composite for Chrominance, but then you get even nastier luminance interference than in Composite, and the fine vertical stripes remain superimposed over the now-coloured areas. In short, the only good way to view artifacted images properly is in Composite (unfortunately)

3rd point.

Artifacting has NOTHING to do with the dot frequency being high.

It's all due to the dot frequency being directly related to the color frequency (on NTSC machines, as stated). No TV sees 3.58MHz as being particularly high; it's certainly not as if the alternating pattern coincides with particular triad dots or something. The artifacted areas get filtered out by the 3.58MHz notch filter in an NTSC decoder and end up in the chrominance channel with all the "proper" chrominance information, not in the luminance channel where there were actually

generated.

4th point.

Only 2 (TWO) new colors are available using artifacting.

These correspond to dark/light and light/dark dot patterns. The two colors, whatever they are, are each other's complement. Believe it or not, I've NEVER ACTUALLY SEEN artifacting work, since I don't have access to an NTSC atari and monitor yet. This entire email is based on my knowledge of atari hardware and the PAL & NTSC tv systems. Note that since the artifacted color information is superimposed on top of "real" chrominance dots, the two "new" colors depend on what background color the screen is using (GR.0 or GR.8 of course)

5th point.

Artifacting only works in GR.0 or GR.8

Of course, the proper mode names to quote are the Antic graphics modes, but since I don't have any *decent* atari books I can't quote them here. Anyway, the reason artifacting only works in these modes is because these are the only ones where the dots are small enough to simulate chrominance information - ie. in all other modes the dot frequency is the same as the color frequency, half of it or even a quarter of it. Only double the color frequency works, because you need two pixels for each cycle of the color subcarrier.

6th point.

Artifacted colors should not vary between TV's

This is because the color depends on the phase of the artifacting "waveform", and that is a function of the GTIA chip timing. It may vary between revisions of GTIA, and between GTIA and CTIA - again I haven't seen it so I can't really comment. However, I'm sure that if they do vary it's not by much, so it ought to be possible for emulator coders to emulate them closely. Anyone reading this far who is writing an emulator is welcome to mail me for my thoughts on how the exact filtering-out of artifacting should be emulated.

Anyone reading this far deserves a medal, but thanks for your time. Any comments?

>richard<

3699. Re: Glactic Trader

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65g0bg$92s@alexander.INS.CWRU.Edu>
Source record: 68334

re: 2600 games ...

I know this is off-topic, but did anyone ever do this weird
trick with Adventure? As soon as you get the goblet to the
yellow castle and win the game, the game makes a sound to let
you know that you won. As it makes the sound, hit Reset.
It'll play a really ODD set of notes! In fact, I did that
so often, that that's how I remember what the game does when
it ends! It never harmed either VCS or cartridge, as both are
still in excellent shape...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3700. Re: lone raider-does anyone remember it?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65g0rt$aat@alexander.INS.CWRU.Edu>
Source record: 68335

re: microShlock...

WinDoze (18)95 is so large and complex that it's getting to the
point that all possible combinations of commands and actions
are getting impossible to test. And guess what, boys and girls?
It's only gonna get worse in the FUTURE! Maybe now you know why
it's possible to boot from a CD-ROM on a PC. Windows is going
to have to be used like that someday! I understand that an
average installation of '95 is about 200MB!!!! Is that wasteful,
or what!?!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3701. Re: New on the group (intro)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65g1un$dja@alexander.INS.CWRU.Edu>
Source record: 68336

re: New to the group...

Welcome to the current Atari8 scene! Hopefully, you're rekindling
your interest in the Atari 8-bit! (that is, if you ever _LOST_
it! ;)) Some of us are actually using their Atari8s to access
this. I am, and not only that, but I surf the Web with it as
well.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3702. Re: Zip drive work with 800 - 825?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: ssilicon@lse.fullfeed.com
Message-ID: <347b90fe.180296375@nntp.lse.fullfeed.com>
Source record: 68337

On 20 Nov 1997 18:43:01 -0700, bigrex@nospam.primenet.com (Bob Nixon)
wrote:

>Is there any way to get Atari 8 bit's to work with a Dos
>formatted Parallel Zip drive, using either a aux printer port
>interface or an 825?

Why worry about the format part? If the drive can be successfully
interfaced with the Atari8, then presumable it could be formated by
the atari... but who knows. Also, since 16MB is smaller than 100MB,
the disks would have to be partitioned. Lots of issues here.

*** Please make sure responses are also sent via email.

3703. Re: Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: Austin Franklin <darkroo9m@ix.netcom.com>
Message-ID: <01bcfa22$f9358e80$d8ca23c7@drt1>
Source record: 68338

What is it the 'Black Box' does?

Thanks,

Austin Franklin
darkroom@ix.netcom.com

Euskara <euskara@aol.com> wrote in article
<19971125045700.XAA06429@ladder02.news.aol.com>...
> >From: serguei demianov
>
> >Hello,
> >
> >1. Can anyone tell me where I can get a Black Box interface, and about
> >how much they run?
>
> Contact Bob Puff at:
>
> Computer Software Services
> P.O. Box 17660
> Rochester, New York 14617
>
> Ordering line (716) 429-5639
> The Black Box runs about $199. I got mine 2 years ago and I havent
regreted it
> for a moment. Brings your Atari to a whole new level. I can say for Bob
that
> he's always there for his customers, and never too busy to answer a
question.
>

3704. Re: Austin 80 board & w processors

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: Austin Franklin <darkroo9m@ix.netcom.com>
Message-ID: <01bcfa24$e58d9880$d8ca23c7@drt1>
Source record: 68339

> > I wonder how hard it would be do do an RGB output board for the
> > XL/XE systems? RGB would certainly be much sharper and a lot
> > more vivid than composite or split Chroma/Luma.
> -----
> RGB itself would not be so hard,

I guess that depends on your definition of hard ;-) It's not that easy to do...it's quite a lot of circuitry to convert from Chroma/Luma to RGB... Unless I'm missing something here....but Chroma/Luma is an analog signal...and you'd have to A/D it, separate it into RGB, and re-generate synch signals etc.

> but where would you get a monitor? An
> old ST color monitor would work, but not a VGA or CGA from IBM.....

As long as it's digital (not analog....as VGA is...) RGB...all you need is one that would support 80x25 characters, and I believe the characters were 7x9, so 7x80 or 560 x (9x25) or 225. 560x225... and I don't remember the frequencies...but it wasn't that bad. Basically, the way we generated RGB was with additional attribute bits. Remember blinking characters? Well, that was just an attribute bit...so we just added 4 additional ones, R, G, B and I (intensity). There was also a cursor attribute bit, and inverse video. The frequency was the same as for the composite output, as it was the exact same output, just digital, and with the additional attributes...

Austin

3705. Re: Synapse on the net

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: kitkimes@aol.com
Message-ID: <19971126051100.AAA25084@ladder02.news.aol.com>
Source record: 68340

J.F. Goodwin wrote:

>However, shame on you, you forgot to mention Shamus and Shamus II!

Both great games, but my two favorites were "Spare Change" and "The Great American Cross Country Road Race".

I have never played too much with any of the emulators and wonder if either of these games are available in the .atr or whatever format. I have both of the original games.

Kit Kimes
Oswego, IL
KitKimes@aol.com or kkimes@lucent.com

3706. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <65gpub$s15$1@triglav.iwaynet.net>
Source record: 68341

On 1997-11-20 dklugh@iwaynet.net said:
>WOULD like to see a S: device that would support different screens
>and windowed area. (there's already a W: windowed device handler on
>umich) Different device numbers (e.g. "S2:") could be used to
>address different windows and screens.Or better yet,device numbers
>could address screens while "filenames" could address windows.
>And "windows" could be scrollable regions (ala PC BIOS scrolling)
>and/or horizontal areas that could each be a different graphics
>mode.(and palette) So "S2:1:3" would address screen 2,BAND 1,window

(Sorry it took me so long to catch this)
Filenames are used to access already existing files but we wouldn't want
windows hanging around after we close the S: device.So filenames would be
useless.(plus you can only have 8 files opened at a time)
SO forget about that "S2:1:3" stuff;you'd probably use AUX3 or something to
choose what screen/window/band to talk to.

Net-Tamer V 1.09 - Test Drive

3707. Re: Sparta DOS X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <65gpuh$s15$2@triglav.iwaynet.net>
Source record: 68342

On 1997-11-20 danver@halcyon.com said:
>I think this cart is available from Best Electronics. (408) 243-6950
>No price is listed in their catalog though, looks like you have to
>call for it. Sounds cool though... instant loading, and uses only
>4K of Ram, in addition to instant access to utilities like ARC.

I think it took up more than 4k of RAM!
It uses most of the 14k of shadow RAM (under the OS ROM).
I think that the disk buffers alone took up 4k.
(providing you used all 16;it just seemed to waste memory to take up less)
You'd think that they could get it to run straight from the cartridge.
It gives you a 8k window.Austin's 80-column interface only had 256(?) bytes at
a time to work with.

Net-Tamer V 1.09 - Test Drive

3708. Re: SpartaDos X 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <65gpum$s15$3@triglav.iwaynet.net>
Source record: 68343

On 1997-11-25 bostone1@aol.com(Bostone1) said:
>FTe is pretty much gone now as far as I know, whereas Best just
>released a new Atari catalog. Best is at 408-243-6950. Their

Well they released their products to the public domain,right?!?
(or sold them to someone else)

>catalog costs $7.50 and is well worth the price. It's the most
>complete Atari catalog ever with pictures, diagrams, and specs,
>along with what's available (and, of course, the prices). It's
>pretty much a good general reference book for Atari users.

I always loved colecting Atari (VCS & HCS) catalogues.When I was a tot I
coveted those scarlet 2600 manuals.
(even to-day;the older ones help you out if you don't have a manual)

Net-Tamer V 1.09 - Test Drive

3709. Re: atari being used as screen saver

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <65gpuq$s15$4@triglav.iwaynet.net>
Source record: 68344

On 1997-11-22 he110@cleveland.Freenet.Edu(BillR.Core) said:
>re: Atari8 on cable TV...
>I was at an Aunt & Uncle's house, flipping thru the cable
>channels, and I stopped at the local-events channel. There I saw
>a screen that I thought could have been easily generated on
>an 8-bit Atari. Multiple-DLI bands of color and different
>size text in different bands. I guess my suspicions have been
>confirmed! _WOW_!!! That is _REALLY_ Cool!!!!

Remember that the Commodore also has something akin to a inter-line interupt.
These can be used to mix text and graphics modes.
(this is what the Commodore 128's BASIC does)
Even without interupts the Commodore can change the palette for every
4 (colour-clock) by 8 (scan-line) block.(the size of a 40-col character)

But multi-sized text is the domain of the Atari.
(though multiple graphics modes have nothing to do with DLIs)

Net-Tamer V 1.09 - Test Drive

3710. Re: Bounty Bob Strikes Back (Miner II)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <65gput$s15$5@triglav.iwaynet.net>
Source record: 68345

On 1997-11-08 itrek@mindspring.com said:
>I have the same problem. I won't run on an 800 XE from APE, an 810,
>or and Indus GT.

I ran it with my 800XL and APE's PC Mirror from MyDOS.

Net-Tamer V 1.09 - Test Drive

3711. Re: Austin 80 board & w processors

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <65gpv6$s15$8@triglav.iwaynet.net>
Source record: 68346

On 1997-11-23 dark3room@ix.netcom.com said:
>Thomas J. Andrews <tandrews16@delphi.com> wrote in article
><h7VCXs+.tandrews16@delphi.com>...
>> My mom wants to play around with word processing with just the
>equipment I
>> have around here, so I have her set up with my battle-scarred 800
>and Textpro.
>> I think she'd prefer 80 columns, so I'm wondering...Austin, do
>you have any idea

Well if she just wants to print in 80-columns then she can make each logical
line two physical lines long.That's what I used to do when writing to my
beloved using Textpro.It'll come out as 80-columns on the printer.
That is,only use a RETURN charcter every other line.
You can also put a "set 80-columns" code into the beginning of the file.

>> if your 80 column board would work with Textpro?

I assume that only programmes that use the CIO (the "OS"),like BASIC,will work
with Austin's upgrade.IT wouldn't matter anyway;if Austin's upgrade somehow
"scaned" video memory to know what to put up on the screen all the characters
from TextPro would appear on the left side of the screen.
(puting aside the possibility of puting two 40-column lines side-by-side on
each 80-column line,of course)
Of course you can use TextPro's "print" command to send the file out the "E:"
device so that you can preview the file in 80-columns.Otherwise you're stuck
with GR.8 80-column text editors.Someone needs to make a fast 80-column
text editor that works like Ice-T's 80-column display.
(it's fast!)

Speaking of TextPro;my new X2 USR Sporster modem doesn't let me use Y-MODEM.
TeleMate gave me files with garbage at the end (ala X-modem 1k) and Telix gave
me a file with the Y-MODEM 128-byte header prepended to it.I tried to edit the
header out on my PC but none of the text editors would function corectly.
(limits on line-length and ASCII-code content)
I had to SIO2PC it over to my Atari to use TextPro to edit it.
(shades of my Oasis days)
It was going that way anyway;it was a Atari file.

Net-Tamer V 1.09 - Test Drive

3712. Re: Emulators- WHAT AM I DOING WRONG???

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <65gpv0$s15$6@triglav.iwaynet.net>
Source record: 68347

On 1997-11-24 Redrum@BatesMotel.com(JohnnyRedrum) said:
>Here's what I do. Put a copy of a Dos program in Drive 1.
>Put a copy of your Games002.atr in Drive 2. Then start the
>emulator. If you don't get a Dos menu right away, type DOS and you
>will get it. Then, just hit '2' (for drive 2) and the whole list
>of games will appear. To run a game, type 'L' (for load). Then
>type D2:(Name of game). Hit enter, and the game should start!

But if you have to type "DOS" to get the DOS menu then you have BASIC enabled
so many games won't work.You have to boot without DOS so that the menu comes up
automaticly.

>Note- I use the Dos program 'MyDos45d.atr' for drive #1.
>It's just like having an old 666 sector blank floppy disk!

There's no such thing as a 666 sector disk.The smallest is 720.
(except for RAM disks)

Net-Tamer V 1.09 - Test Drive

3713. Re: ATR Disk Image 130k

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <65gpv8$s15$9@triglav.iwaynet.net>
Source record: 68348

On 1997-11-20 3472E0CA.7B8ABC3A@ix.netcom.com said:
>On Wed, 19 Nov 1997, Robert S Ely wrote:
>[...]
>> structure. Is the directory located, starting at sector 6? If so,
>>it is Sparta. If it is at 360, it is an AtariDOS incarnation,
>>probably MyDOS. If it's someplace else, who knows?
>I don't think it is sparta. SpartaDos FS is quite different from
>AtariDOS 2.0/2.5 FS. This images look to be DOS 2.0 compatible,
>(VTOC and DIRECTORY are located in sectors 360,361... respectivly,
>or maybe it is 361,362...- I am not sure) except that directory
>takes only 4 instead of 8 sectors.

The VTOC is in #360.In MYDOS,if the disk is too big
(read "anything but single density or RAM disk")
for one VTOC sector to keep track of then it uses #359 to keep track of the
excess,then #358 and so forth.DOS 2.5 uses #1024 in place of #359.
361-368 are the directory sectors.

Well what are the other 4 dir-sectors filled with?
If they've never contained files before (that have since been deleted) then
they would contain zeros.

>AFAIK MyDos uses also 8 sectors per directory, so it has to be some
>other dos.
>SuperDos, BiboDos, DosXL, AtariDOS 3.0 ?

DOS XL uses normal DOS 2 disks.

Net-Tamer V 1.09 - Test Drive

3714. Re: Browse Atari 8-bit disks on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <65gpv3$s15$7@triglav.iwaynet.net>
Source record: 68349

>On 1997-11-16 afinney@prinsol.com said:
>>Could you post the FAQ? I tried to connect to rtfm.mit.edu with no
>>success....

Now that I think about it,I haven't seen the FAQ posted in a long time.
I also haven't seen any mail from the INFO-ATARI8 mailing list.
A bad omen,to be sure.

Net-Tamer V 1.09 - Test Drive

3715. The INFO-ATARI8 mailing list is gone!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <65gpvb$s15$10@triglav.iwaynet.net>
Source record: 68350

IS the INFO-ATARI8 mailing list just gone or is no one posting?
I was getting mail all the time and now there hasn't been a "peep" for a long time.

Net-Tamer V 1.09 - Test Drive

3716. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_880536722@rtfm.mit.edu>
Source record: 68351
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

3717. Re: Zip drive work with 800 - 825?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <347C184C.497CE234@ix.netcom.com>
Source record: 68352

Jon D. Melbo wrote:
>
> On 20 Nov 1997 18:43:01 -0700, bigrex@nospam.primenet.com (Bob Nixon)
> wrote:
>
> >Is there any way to get Atari 8 bit's to work with a Dos
> >formatted Parallel Zip drive, using either a aux printer port
> >interface or an 825?
>
> Why worry about the format part? If the drive can be successfully
> interfaced with the Atari8, then presumable it could be formated by
> the atari... but who knows. Also, since 16MB is smaller than 100MB,
> the disks would have to be partitioned. Lots of issues here.
>
> *** Please make sure responses are also sent via email.

Jon,
The ZIP disks can't be formatted by the user. I've tried. You just erase everything. A driver would have to have a way to read/write/update MS-DOS or MAC format. Since MS-DOS format is more similar to the Atari disk formats. This would be the preferable format to work with. I suppose it would be best to attach a SCSI ZIP drive to a Black Box instead of an MI/O since there is an MS-DOS mod for accessing MS-DOS format disks for it. The ZIP drive is seen as a rather large floppy drive not a hard drive. This may or may not be a good thing. For the BB with the MS-DOS mod, this may be a benefit. I'm no guru on the BB. I own an MI/O. I'd prefer a BB, but this is wat I have and I got it cheap. I'd like to hear from anyone that has actually gotten a Zip drive (any interface and format) to interface and actually work with the 8-bit. I also want to know what you did to accomplish this feat. AND. If you've written a driver or other software to utilize it, could you please document and share this info and programs?
Inquiring minds want to know!!!
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3718. Re: Sparta DOS X Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <347C1AC3.59FC6D91@ix.netcom.com>
Source record: 68353

dklugh@iwaynet.net wrote:
>
> On 1997-11-20 danver@halcyon.com said:
> >I think this cart is available from Best Electronics. (408) 243-6950
> >No price is listed in their catalog though, looks like you have to
> >call for it. Sounds cool though... instant loading, and uses only
> >4K of Ram, in addition to instant access to utilities like ARC.
>
> I think it took up more than 4k of RAM!
> It uses most of the 14k of shadow RAM (under the OS ROM).
> I think that the disk buffers alone took up 4k.
> (providing you used all 16;it just seemed to waste memory to take up less)
> You'd think that they could get it to run straight from the cartridge.
> It gives you a 8k window.Austin's 80-column interface only had 256(?) bytes at
> a time to work with.
>
> Net-Tamer V 1.09 - Test Drive

dklugh,
All DOSes for the 8-bit must provide a minimum of info to the computer's OS (at least the Page zero pointers). I suppose that if that info was all that was needed, the rest could actually be able to run from the cart. There would have to be a very small hunk of program to do the bank switching and routine pointing into the open bank to access the actual routines, but that could be very small as well. The only things left would be system vars for configurations (config.sys and some stuff from Autoexec.bat) that would have to be stored and protected. Lastly would be buffers and open file pointers and disk access pointers. The pointers would only take up 3-4 bytes per file and/or drive and at least one page per buffer. Hmmm... looks like even at a minimum we're talking close to 4K. I guess ther's no getting around it.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3719. Atari 8-Bit Dealer Demo/Printer/Printer Cable/Assembler Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971126134200.IAA19666@ladder01.news.aol.com>
Source record: 68354

December Auction - Update 2

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, December 15, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Atari 8-Bit Computer Accessories
A1. Panasonic KX-P1092 Epson Compatible Dot Matrix Printer. Includes 2 ribbons (installed and extra unopened)/Operating Instructions manual (includes codes, charts, type-in BASIC examples). Without paper separator (wire rack). Supports near letter quality print. Handles friction feed or fan-fold paper. Very nice condition. Works well with Atari 850 Interface. Actual shipping added. -$19.95

min

A2. Atari 850/Centronics Printer Cable. Works with above and other dot matrix printers. -$8.95 min

A3. Atari Dealer Demo Cartridge. 16K Dealer Demo in Centipede Case. Self-running. Shows advanced capabilities. Well executed programming tricks. Begins with multicolor Atari Logo with all colors displayed at once. Includes Household management, Recordkeeping (animated pencil), Home Entertainment (shows Star Raiders with different style tie-fighter), Investment Analysis, and Service Centers (draws U.S. map). Extremely rare. -$19 grabben

A4. AtariWriter Cartridge. Includes 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$7.95 min

A5. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$8.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A6. Miner 2049er (computer style) -$2.50 grabben
A7. Robotron: 2084 (computer style) -$2.50 steg
A8. Final Legacy (computer style) -$2.50 min
A9. Joust (computer style) -$2.50 min
A10. Missile Command (computer style) -$2.50 min
A11. Super Breakout (computer style) -$2.50 min
A12. Barnyard Blaster (XE game system style - supports light gun *see Item A41 below) -$2.50 min
A13. Flight Simulator II (XE game system style) -$2.50 steg
A14. Millipede (computer style) -$2.50 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A15. Star Raiders II -$5.95 min
A16. Battlezone -$5.95 min
A17. Ballblazer -$5.95 min
A18. Rescue on Fractalus! -$5.95 steg
A19. Desert Falcon -$5.95 min
A20. Thunderfox -$5.95 min

Atari 8-Bit Computer - Disks
A21. Pogo Joe (flip side for C64) disk -$1 min
A22. HomePak (flip side for C64), Batteries Included disk -$1 min
A23. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A24. Party Quiz Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A25. F-15 Strike Eagle, Micropose disk -$1 min
A26. Blade of Blackpoole, Sirius disk -$1 min
A27. Twerps, Sirius disk -$1 min
A28. Spy vs. Spy and Spy vs. Spy II (Island Caper). Disk with Instructions. -$2.95 min
A29. Boulder Dash, First Star disk -$1.95 min

A30. Gruds in Space, Sirius disk -$1 min
A31. Repton, Sirius disk -$1 min
A32. Ali Baba and the Forty Thieves -$1 min
A33. Murder on the Zinderneuf, Electronic Arts. Complete in package with disk and instructions/reference card. -$2.95 min
A34. Nudmehi Replica 1+1 Backup and Utilities Program. Designed to back up all Atari software prior to 8/15/82. Includes Sector Disassembler, Sector Search, Disk Bitmap, RPM Speed Adjustment. Support for optional data disks (not included). Disk and Instructions. -$1.95 min
A35. CASDIS. Machine language program that converts Atari cassette-based programs to disk. Supports BASIC, machine language, and multi-load programs. With 28 page instruction manual. -$1.25 min
A36. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A37. Atari Word Processor Program Master Diskette -$1.95 min
A38. APX Insomnia Sound Editor with instructions -$1.95 min
A39. Ultima II Disk 2 Player Disk -$.25 min
A40. S.A.M. Software Automatic Mouth Disk, Don't Ask Computer Software -$1 min

Atari Controllers
A41. Light Gun. Works with XE system and 8-bit computers. Use with Barnyard Blaster (above). -$4.95 steg
A42. Track and Field Controller (Blue with 3 buttons - 2 Run and 1 Jump/Throw). Works with 2600 and 8-bit Track and Field games. Very rare. -$12.95 min
A43. Standard Atari Paddle Controllers (pair) -$2.95 min
A44. Atari Standard Joystick (single) -$1.95 min
A45. Atari Standard Joystick (single) -$1.95 min
A46 Epyx 500XJ Joystick with Autofire -$3.95 min
A47. TAC-2 Joystick -$3.95 min

Miscellaneous
A48. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$1.95 min
A49. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A50. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A51. BCs Quest for Tires Poster. Approximately 17x23.5 inches. $.50 min
A52. Millipede (8-bit) box (crushed). $.25 min
A53. Atari Enamel Olympic Pin (see picture in Summer 84 Atari Connection) -$2.95 grabben

Books/Instructions
A54. Inside Atari BASIC. BASIC programming book. Key concepts (full of type-in examples). Fundamentals of Atari Graphics. GTIA Graphics, Game Controllers. 183 pages. -$2.95 min
A55. Atari 410 Program Recorder Owners Guide (full color) -$.50 steg
A56. Energy Czar Computer Program Instructions (20 pages) -$.50 min
A57. Disk Operating System II Reference Manual. 100 page DOS 2 reference manual. -$1.50 min
A58. APX Ultimate Renumber Utility Instructions -$.50 min
A59. Atari Haunted House (Creative Computing) Instructions -$.50 steg

A60. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$3.95 min

A61. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$4.95 min

A62. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$3.95 min

A63. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$8.95 min
A64. Atari 800 Home Computer Owners Guide. CO60057. Rev. 1 (full color). -$1.95 min
A65. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1.95 min
A66. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1.95 min

Atari 2600 Manuals
1. Human Cannonball, Atari (small black) -$.75 min
2. Hunt & Score, Atari (small black) -$.75 min
3. Ice Hockey, Activision (colored) -$.75 min
4. Indy 500, Atari (small black) -$.75 min
5. Joust, Atari (colored) -$.75 min
6. Jungle Hunt, Atari (colored) -$.75 min
7. Kaboom!, Activision (colored) -$.75 min
8. Keystone Kapers, Activision (colored) -$.75 min
9. Krull, Atari (colored) -$.75 min
10. Laser Blaster, Activision (colored) -$.75 min
11. Mario Bros., Atari (colored) -$.75 min
12. Maze Craze, Atari (small black) -$.75 min
13. Megamania, Activision (colored) -$.75 min
14. Midnight Magic, Atari (b&w) -$.75 dgeller
15. Millipede, Atari (colored) -$.75 min
16. Miner 2049er, Tigervision -$2 jeremy
17. Miniature Golf, Atari (small black) -$.75 min
18. Missile Command, Atari (colored) -$.75 min
19. Moon Patrol, Atari (b&w) -$.75 min
20. Ms. Pac-man, Atari (silver colored) -$.75 min
21. Night Driver, Atari (small black) -$.75 min
22. Oink!, Activision (colored) -$.75 min
23. Outlaw, Atari (small black) -$.75 min
24. Pac-Man, Atari (colored) -$.75 min
25. Peles Championship Soccer, Atari (small colored) -$.75 dgeller
26. Phoenix, Atari (colored) -$.75 min
27. Pitfall!, Activision (colored) -$.75 min
28. Planet Patrol, Spectravideo -$.75 min
29. Plaque Attack, Activision (colored) -$.75 min
30. Raiders of the Lost Ark, Atari (colored) -$.75 min

31. Realsports Football, Atari (b&w) -$.75 min
32. Realsports Tennis, Atari (b&w) -$.75 min
33. Revenge of the Beefsteak Tomatoes, Fox -$.75 min
34. River Raid, Activision (colored) -$.75 min
35. Road Runner, Atari -$.75 dgeller
36. Robot Tank, Activision (colored) -$.75 min
37. Seaquest, Activision (colored) -$.75 min
38. Shark Attack, Apollo -$.75 min
39. Skeet Shoot, Apollo -$.75 min
40. Skiing, Activision (colored) -$.75 min
41. Sky Diver, Atari (colored) -$.75 min
42. Sky Jinks, Activision (colored) -$.75 min
43. Slot Racers, Atari (small black) -$.75 min
44. Space Invaders, Atari (colored) -$.75 min
45. Space Invaders, Atari (small black) -$.75 min
46. Space Jockey, Vidtec -$.75 min
47. Space Shuttle Flight Manual, Activision (colored) -$.75 min
48. Space War, Atari (colored) -$.75 min
49. Spider Fighter, Activision (colored) -$.75 min
50. Squeeze Box, US Games -$.75 min
51. Stampede, Activision (colored) -$.75 min
52. Star Raiders, Atari (colored) -$.75 min
53. Star Ship, Atari (small black) -$.75 dgeller

Game Catalogs
54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$1 dgeller
55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller
57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
58. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller

Atari 5200 Cartridges
60. Activision Decathlon very good label -$3 min
61. Buck Rogers with very good label -$1.50 min
62. Choplifter! Complete in box with instructions. In new condition (purchased new but opened box and used once or twice). -$4 min
63. Congo Bongo with very good label -$2 min
64. James Bond 007 with very good label -$7 min
65. Joust - very good label -$1 min
66. Kaboom! - very good label -$1 min
67. River Raid - very good label -$1.50 min
68. Space Shuttle - very good label -$2 min
69. Star Raiders - very good label -$1 min
70. Star Trek with very good label -$2 min
71. Super Breakout - very good label -$1 min
72. Super Cobra - very good label -$1 min
73. Zaxxon with very good label -$19.95 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1983 (Volume 3 Number 1). Electronic Information (Electronic Bulletin Boards are latest boon). Right at Home: Atari 1200 XL Home Computer. New Products: Timewise, Atari 1020 Color Printer, Telelink II, AtariWriter. The Future in Your Computer (A Revolutionary New Way To Communicate: Telecommunications). Computer Classroom - Creating a mailing list on your 410 or 1010 program recorder, type-in programs. Home Computer Photos. Creating Your Own Computer Animated Cartoons. Reviews: Mickey in the Great Outdoors. Ads: E.T., APX, AtariWriter. -$5 Brian Wiklem

M2. Atari Connection (The Home Computer Magazine) Summer 1983 (Volume 3 Number 2). Listening for Extra-Terrestrials with a Home Computer. New Special Programming Section: Subroutines Galore - Music and Harmony, GTIA Power, Varnames, Farrah, and more! Why Computing Isn't Just for Boys. New XL Family Hardware Reviews. 600XL, 800XL, 1450XLD, 1025 Printer, 1030 Modem, Atari Touch Tablet, 1010 Program Recorder, and more. Software Reviews: Speed Reading, Caverns of Mars, Getaway!, Donkey Kong, Juggles House, Family Finances, Dig Dug, Paint. E.T. Fan Club Formed. Atari 1200XL 2-page ad. Type-in programs. -$5 Brian Wiklem

M3. Atari Connection (The Home Computer Magazine) Fall 1983 (Volume 3 Number 3). Special Education Issue. LOGO vs. BASIC - Which is Best? Arcade Game Design. Ten Tips From the Programming Pro (Chris Crawford). Hardware Review - New Products: Remote Control Joystick, Atari Light Pen, Experimental Designs. Computer Classroom: ANTIC and GTIA, Character Set Graphics, Character Redefinition and Animation, Player/Missile Graphics, Map Mode Graphics, type-in examples. Learning to Learn with the Father of LOGO. Flying High with Superman (Info about 26-second animation in Superman III). Ads: Donkey Kong, Getaway!, AtariWriter. -$5 Brian Wiklem

M4. Atari Connection (The Home Computer Magazine) Winter 1984 (Volume 3 Number 4). The Professional AtariWriter - A Complete Guide. The Fine Art of Computing - A Learning Guide to Computer Literacy. To Copy or Not to Copy - Computer Ethics. Type In Programs - Atari Sound Synthesizer (Make Your Computer Sound Like Different Instruments), Sound Machine, more. Ads: Atari XL Computers, Ms. Pac-man, AtariWriter, BASIC XL, MAC/65. -$5 Brian Wiklem

M5. Atari Connection (The Home Computer Magazine) Spring 1984 (Volume 4 Number 1). The Computer That Rolls (Dungeons and Dragons Dice Generator Type-In Program). Ten Tips From the Programming Pros (Secrets from LucasFilms Game Group). Robots Come Home (Really Friendly Machines That Speak Your Language). Tracking Your Trak-Ball with type-in programs. Dr. Wacko, Joystick Movement and Control Tutorial. Reviews: Star Wars Arcade Game, Atari Logo, Berzerk, Ms. Pac-man, Moon Patrol, Crystal Castles, Advanced Musicsystem, Oscar's Trash Race. Ads: Synapse Encounter, Dimension X, Zeppelin; AtariWriter; Top-DOS; Jungle Hunt; Pole Position. -$5 Brian Wiklem

M6. Atari Connection (The Home Computer Magazine) Summer 1984 (Volume 4 Number 2). Creative Applications: Touch Tablet, AtariLab, Light Pen. The Sound of Micros. The Making of the Atari Light Pen. Body Heat: Science Comes Alive with AtariLab. 10 Hex Tips from the Programming Pros (Atari Advanced Games Group Article). Fantasy Character Generator Type-In Program. Seniors Take to Computers. Ads: Joust, Jupiter Mission, Indus GT Drive, Moon Patrol, Pole

Position, Dig Dug, Dallas Quest. Reviews: Ballblazer, Rescue on Fractalus!, Firefox, Typo Attack, BASIC XL, Sky Writer. Bits and Pieces Type-In Programs. -$5 Brian Wiklem

M7. Atari Explorer February 1985. The New Atari Computers (The Atari XE Series, Peripherals). The Atari 130ST and 520ST. An Introduction to MIDI. Alphabet Train type-in program. The People of the New Atari - Jack Tramiel, Leonard Tramiel, James Copland, David Harris, Gregory Pratt, and more. The Art of Computer Game Design by Chris Crawford. Atari Telecomputing. Inside Memory - Exploring Your Atari's Memory. Atari Logo type-in program. Reviews - Millipede, Track and Field. Atari Proofreader, Questron Ads. -$3.95 min

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer Summer 1985. ST Graphics (Using the ST's Graphics from Logo and the GEM VDI. Ads: AtariLab Starter Set. The Games of Summer. A Direct Line to Atari (Atari BBS online). Atari at Summer Consumer Electronics Show (Includes Something Really New - CD ROM). Pronto, the Home Information System. Learning Software. An Interview with AtariSoft. Word Processing (6 Products compared). Reviews: Video Title Editor, Blue Max 2001, Computer Ambush, Bounty Bob Strikes Back. The Horizontal Scroll (Programming Article with 5 type-in programming examples). Logo Player Missile Graphics. Strategy Tests Standout: MULE, Archon, Archon II, Dragonriders of PERN. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M12. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle

Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe,
Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

3720. Re: 800XL BASIC ROM, was Re: 1200XL OS Upgrade Question.

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bcfa74$e5a557e0$b0f7c9c7@dangermouse>
Source record: 68355

Richard Atkinson <rga24@hermes.cam.ac.uk> wrote in article
<347B6A51.4F2A@hermes.cam.ac.uk>...

>
> I wonder how the OS handles having F keys and LEDS connected to the
> other PORTB lines - or have you disabled them all? :(
>

Looks to me like Atari left in the code to handle the F-keys and the LEDs.

The F-keys still work just the same, providing cursor movement, pause,
alternate
character set etc, and the LEDs still flash during the memory self-test.
The 800XL/130XE self-test even includes the 1200 keyboard layout so I can
test the function keys.

Graham.

3721. Re: Atari BASIC books online?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.ee5f7311bf9eba4989682@news.midwest.net>
Source record: 68356

```
In article <347582A1.5C97D287@ix.netcom.com>,
rely@ix.netcom.com says...
> IrcDaemon #346 (ver. 4.02) wrote:
> >
> > Are there any e-books on Atari BASIC online somewhere?
> >
> > << ERROR MESSAGE - #852 - Please notify server >>
>
>
> Someone has been working on De Re Atari in installments. I hope this is
> being collected into one large archive file or at least into chapter
> archives. Ian Chadwick was suppose to be converting Mapping the Atari
> into a data form, but that was mentioned over a year ago and I haven't
> heard anything since. There was a big mess as to what format it should
> be presented in. He might have gotten disgusted at all this and dumped
> the project. I certainly hope not.
> Ian, if you are still listening, could you provide an update?
> Another book I'd like to see in e-format is Lon Pooles Your Atari
> Computer. Also the SpartaDOS manuals, Action! manual, MAC/65 manual
> BASIC XL and BASIC XE manuals converted to searchable data.
> The MI/O and HAPPY v7.0 manuals are already available.
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
>
I've seen the Mac/65 manual posted somewhere as a
text file, i printed one up... Where did you find
the MIO and the Happy manuals?

--
Ron
rlaski@midwest.net
```

3722. FS: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.880560316@manatee>
Source record: 68357
Cross-posted to: comp.sys.atari.8bit,chi.forsale

I have the following Atari stuff forsale. Please make an offer.
I'm willing to separate, but I'd prefer a bulk buy. Buyer pays
all shipping (I live in the Chicago, IL area).

Thanks.

2 410 Cassette Drives
1 Xetec Graphix AT Printer Interface
1 Supra MPP Printer Interface
1 ICD P/R Connection
1 BASIC Cartridge
1 Star Raiders Cartridge
1 AtariWriter Cartridge
1 Centipede Cartridge
1 Music Composer Cartridge
2 Atari BASIC Manuals
1 Atari BASIC Book

Mario

****
* ____ ____ ___ *
* __/__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com __/ __/ _O_/ *
* |/\| Work: (847) 632-2323 Moe Larry Curly *
* 9am to 6pm Central Time *
* *
****

3723. Re: Ice-T Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bcfa89$cab8bf20$42c2accf@asharkis.erols.com>
Source record: 68358

Thomas J. Andrews <tandrews16@delphi.com> wrote in article
<h5YAXnT.tandrews16@delphi.com>...
> I must have a bad copy of Ice-T 2.71.

It's probably not a bad copy, but a handler/dos combination problem. I tried many before I was successful, and darned if I can remember what finally worked! However, if you would like 2.72, I'm pretty sure it's at UMICH. I use the PC for most on-line activities, which kind of spoiled me, but I know that with a little playing you can eliminate that "screaming j" problem.

3724. FS: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: "R. A. Casper" <racasper@albany.net>
Message-ID: <347C14B5.356C@albany.net>
Source record: 68359

Hello,

Just a quick note here to let you know that I have a list of
things for sale at the following web page, and one of them is
an Atari 800 computer.

http://www.albany.net/~racasper/in15.htm

Thanks,
Robert Casper

3725. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <347C360A.6370@reading.ac.uk>
Source record: 68360

Richard Atkinson wrote:
> OK, here's the complete story on "artifacting" from a student who's
> studied color (colour) TV systems in length:

And I read it all too. But -

> 1st point.
>
> Artifacting on Atari 8-bits ONLY works on NTSC machines. It is JUST NOT
> AVAILABLE on PAL machines.

I'm not going to disagree with any of the technical information
you mentioned, because I can't. However, it is possible to
get an effect similar to NTSC Artifacting on a PAL system. I
wrote an article and a game using it for Page 6/New Atari User
some years ago.

The effect is weaker, and you need to turn the TV Colour up to
see it. The patterns are not as simple either: stripes DO work
but they need to skip a line (or so) every two stripes.
Checkered patterns which skip columns also work. In this way
I could get green, red, yellow and violet.

Another problem which cropped up - don't ask me why - was
that sometimes the colours would switch between boot-ups.
The only way I got around this was by permitting the user to
horizontally scroll the entire screen by one colour clock if
the colours weren't right.

This may or may not be connected to NTSC Artifacting. I'd be
interested to find out the truth.

- Joel

3726. Will anyone sell me some 8bit disk games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: Gareth Davies <xrb56@dial.pipex.com>
Message-ID: <347C7097.FCCF66CE@dial.pipex.com>
Source record: 68361

"Pirates" or originals will do. Please?

Gareth Davies.

3727. Re: Atari 8 bit, Amiga, Sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971126193000.OAA15322@ladder02.news.aol.com>
Source record: 68362

I love this. Regarding hooking up an SIO2PC cable to an Amiga, Ron says, "but someone just needs to write the software for it..." What a great kidder, that Ron. I'm sure Ron is using the word "just" in a sort of tongue-in-cheek way. Of course we all know that writing good software is not a trivial task and requires many hours of work, and we all appreciate the people who choose to do it. We show appreciation by always paying the shareware costs requested when we find that we like to use the software. That's why shareware authors are so rich! :)

Bob Stone

Bostone1@aol.com

3728. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971126193000.OAA17018@ladder01.news.aol.com>
Source record: 68363

Wow, what a great reply to a good question. Richard Atkinson's reply should be included in the FAQs.
Even though simulating artifacting could be tough for all possible combinations of pixels, it's great if it can be simulated for the simple black and white pixels that give rise to purple and green (and orange and any others?), like in the Apple ports (Conan, for example). Does XLit do this?

Bostone

Bostone1@aol.com

3729. 1050-Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: Orlando Rem&#65533;dios <orlando@systemio.de>
Message-ID: <347C820C.214FE735@systemio.de>
Source record: 68364
Cross-posted to: comp.sys.atari.8bit,mjo@dsc.com

Hi. I'm interested in purchasing the 1050 Disk-Drive. If you can decide to sell it to europe (sure it may cost something to ship it, but i'm willing to pay the costs) just mail to me.

Greetings
Orlando

3730. Re: ATR Disk Image 130k

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: mw@sunrise.pg.gda.pl
Message-ID: <qlSEmqmGdmDD-pn2-s3pjTUXsHiO7@marwoj>
Source record: 68365

On Wed, 26 Nov 1997 09:26:00, dklugh@iwaynet.net wrote:

[...]
> Well what are the other 4 dir-sectors filled with?
> If they've never contained files before (that have since been deleted) then
> they would contain zeros.
[...]

Well, in fact the sectors are used by a file and the information in VTOC
concerning the number of available sectors says that on the disc $02C8
sectors
are available.
For MyDos it would be $02C4 and $02C3 for Dos2.5. So the image had to be
written with another strange Dos, that uses 5 additional sectors:
720, and 4 dir-sectors for SD and DD discs.

I know nothing about SuperDos and BiboDos. Could it be one of them?

Marek Wojciechowski

-- mw@altis.chem.pg.gda.pl ---

3731. Re: Synapse on the net

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <347C3710.1AF@reading.ac.uk>
Source record: 68366

Kit Kimes wrote:
>
> J.F. Goodwin wrote:
>
> >However, shame on you, you forgot to mention Shamus and Shamus II!
>
> Both great games, but my two favorites were "Spare Change" and "The Great
> American Cross Country Road Race".

Isn't 'Spare Change' by Broderbund and TGACCRR by Activision?

(Incidentally, I agree that those two were good games)

- Joel

3732. spartados x

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: John J Boyle <magrep@globalnet.co.uk>
Message-ID: <65ib73lmf1@heliodor.xara.net>
Source record: 68367

can any body lend/sell me a manual for spartados x.

3733. dterm

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: John J Boyle <magrep@globalnet.co.uk>
Message-ID: <65ib82lmv1@heliodor.xara.net>
Source record: 68368

can any body help with setting up defaults

3734. Re: Black Box?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971126232901.SAA07624@ladder02.news.aol.com>
Source record: 68369

>>Subject: Re: Black Box?
>From: "Austin Franklin"

>What is it the 'Black Box' does?
>
>Thanks,

The Black Box is an add-on Board for your 8-Bit that plugs into the PBI port
of the XL or the ECI and cartridge ports of the XE.
Its four primary function are:

1) Rs-232 serial modem port supporting hardware flow control can go up to 19.2
2)Parallel Printer port. Interfaces to most Centronics printers. Allows
buffering of data to be printed and graphics and text dumps from screen to
printer at the touch of a button.
3)SASI/SCSI hard disk port. Can have up to 96 partitions of up to 16 Mb per
Hard drive. Uses full sector on 512 byte sector drives.
Can also have a partition be 720 sectors and sector copy programs so that they
will boot at HD speed.
Compatible w/ MIO formatted drives by simply setting a DIP switch.
4)Operating system enhancements- 6502 monitor. Speeds operation to floppy
drives if they are capable of high speed mode

In addition there is an add-on for the Black Box called the floppy board that
lets you plug in HD floppies like a 3.5" 1.44 mB to back up your hard drive or
store programs on these disks. I think of them as miniature Hard Drives

3735. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <347c0fab.40151932@news.aatech.com>
Source record: 68370

On Tue, 25 Nov 1997 07:28:19 -0500, Robert S Ely <rely@ix.netcom.com> wrote:

>Kenneth Jennings wrote:

>> On Sat, 22 Nov 97 08:55:01 GMT, The_Shadow@spnt.com wrote:

>> The only thing I'm aware of is that the move function on my
>> BASIC XL cart behave differently between the 800 OS B (works
>> right there) and XL OS (works wrong there). Loading the
>> Translator on the XL fixes the problem. Otherwise, I've
>> noticed no problems with BASIC XL.

> How so? Move work as documented on my 130XE. Observe the cautions and
>comments and all is well, as far as I can see. I've used it many times.

I used the move command to scroll a text window in a couple of
programs. It works on the Atari 800. It doesn't work on my
800XL. The window becomes more and more garbled... It looks
similar to what happens when the narrow playfield bit is set
but the OS keeps working with 40 bytes per line. The cartridge
version is 1.02

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3736. Re: atari being used as screen saver

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <347c1111.40510065@news.aatech.com>
Source record: 68371

On 26 Nov 1997 09:25:46 GMT, dklugh@iwaynet.net wrote:

>On 1997-11-22 he110@cleveland.Freenet.Edu(BillR.Core) said:

> >re: Atari8 on cable TV...
> >I was at an Aunt & Uncle's house, flipping thru the cable
> >channels, and I stopped at the local-events channel. There I saw
> >a screen that I thought could have been easily generated on
> >an 8-bit Atari. Multiple-DLI bands of color and different
> >size text in different bands. I guess my suspicions have been
> >confirmed! _WOW_!!! That is _REALLY_ Cool!!!!

>Remember that the Commodore also has something akin to a inter-line interupt.
>These can be used to mix text and graphics modes.
>(this is what the Commodore 128's BASIC does)

Using that interrupt is the only way to mix modes on the 64.
2 text, and 2 graphics modes AFAI recall. Whooo-peee.

>Even without interupts the Commodore can change the palette for every
>4 (colour-clock) by 8 (scan-line) block.(the size of a 40-col character)

It doesn't change the "palette", since there is no color indirection
involved with this. And the programmer has a choice of 16 marvelous
colors, most of which are darker/lighter shades of each other.

Not to mention that the weird timing on the display creates
bizarre, unpredictable color artifacts.

And this thing was released how many years after the Atari 800?

>But multi-sized text is the domain of the Atari.
>(though multiple graphics modes have nothing to do with DLIs)

So is gradient shaded text thanks to a 128 color palette and
DLIs.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3737. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <347c1457.41348354@news.aatech.com>
Source record: 68372

On Wed, 26 Nov 1997 01:06:47 +0000, Richard Atkinson <rga24@hermes.cam.ac.uk> wrote:

>Bob Nixon wrote:
>>
>> After reading a post here, I tried color artifacting using XL-IT.
>> Wow, what a difference. Is this just type of intentional aliasing
>> or what? You can't really do high frequency boost with these
>> multi sync monitors, so what's going on here?
>> TIA
>
>OK, here's the complete story on "artifacting" from a student who's
>studied color (colour) TV systems in length:
[snip all mostly correct artifacting stuff]

>Artifacting only works in GR.0 or GR.8

>Of course, the proper mode names to quote are the Antic graphics modes,
>but since I don't have any *decent* atari books I can't quote them here.

Antic modes 2, 3, and F.

[snip]

>Artifacted colors should not vary between TV's

Well, since NTSC means Never Twice Same Color the artifact colors
you see depend on where the tint knob is turned. :-)

>This is because the color depends on the phase of the artifacting
>"waveform", and that is a function of the GTIA chip timing. It may vary
>between revisions of GTIA, and between GTIA and CTIA - again I haven't
>seen it so I can't really comment.

AFAIK, the way the 800XL's monitor is set up right now I get blue and
brownish-red. Without changing the monitor settings a CTIA machine
will show a slightly different shade of blue (purpleish?) and green.
If I turn the tint to get green/blue on the GTIA machine, the colors
on CTIA will be blue/brown-red. The timing difference between the
chips is a 1/2 color clock shift.

The "white" color from an even+odd pixel is slightly different than
an odd+even pixel. Clever dithering can make a lot of new "colors".
I did a BASIC program once that experimented with mode F (Gr.8)
dithering... Must be on one of those DS DD floppies and my XF551 is
toast.

>Anyone reading this far deserves a medal, but thanks for your time. Any
>comments?

You may send my medal by Federal Express next-day delivery, please.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3738. 800XL BASIC ROM, was Re: 1200XL OS Upgrade Question.

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-26 00:00:00 UTC
From: Richard Atkinson <rga24@hermes.cam.ac.uk>
Message-ID: <347B6A51.4F2A@hermes.cam.ac.uk>
Source record: 68431

> I did not install the BASIC chip when I did the upgrade, since one of the
> reasons I like the 1200 so much is that I don't have to hold down OPTION
> for practically every disk I want to load. (the other of course is the
> keyboard)

This is why I want to remove BASIC from my 800xl; I _always_ forget to
hold down OPTION and it's getting annoying. I have an 800 as well and I
suppose I don't get used to holding down OPTION because I don't have to
on that - but my 800xl's keyboard does RULE so much over the 800's.....

(note: in fact I have 3 800xl's, all with different keyboards - one
terrible, one good-ish and one GRATE!)

> I started wondering if my modified 1200/pseudo 800XL might think BASIC was
> enabled even though the chip phyisically wasn't present. Holding down
> OPTION fixed the problem with Blacklamp and the Blue Max cartridge. I am
> still having problems with Bounty Bob, but after all that is a hack so who
> knows where that problem may lie.

I wonder how the OS handles having F keys and LEDS connected to the
other PORTB lines - or have you disabled them all? :(

>richard<

3739. FS/T SNES RPGs for computer games

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: tommage@aol.com
Message-ID: <19971127183800.NAA04276@ladder01.news.aol.com>
Source record: 68282

SNES games for sale or trade:

Lufia 2 box and instructions
Final Fantasy 3 box and instructions
Final Fantasy 2 box
Tecmo Secret of the Stars box and instructions
Ultima False Prophet box and instructions
MIght and Magic 3 box and instructions
Mario RPG box and instructions
Romance of the 3 Kingdoms 4 (brand new)
Kirby's Avalanche (brand new)

Genesis Dune Battle for Arrakis box and instructions

Looking for Ultima computer games 1 and 2 for ANY computer. Also the boxed version of the Ultima 1-6CD. Maybe Ultimas 3 and 4 for IBM if complete originals. SNES Black Gate and Harvest Moon. Only Ultima computer games needed at this point.

Thanks,
Tom

3740. Re: Auction lists

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <347dccc5.2409175@news.aatech.com>
Source record: 68283

On Tue, 25 Nov 1997 00:10:00 GMT, mathy.van_nisselroy@stackbbs.xs4all.nl (Mathy Van.nisselroy)
wrote:

>Howdy folks
>
>Don't you hate all these auction
>lists?

Ditto.

>As of today, all auction list might
>be send back to there posters if I
>feel like it. Wanna join me. Just
>send the %&#@ back.

Isn't there a comp.sys.atari.marketplace or
somewhere where they can do their thing?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3741. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <347dce20.2756467@news.aatech.com>
Source record: 68284

I posted a reply yesterday and it looks like the news
server did something bad with it. Maybe it is being
held hostage.. so, here it is again.

On Wed, 26 Nov 1997 01:06:47 +0000, Richard Atkinson <rga24@hermes.cam.ac.uk> wrote:

>Bob Nixon wrote:

>> After reading a post here, I tried color artifacting using XL-IT.
>> Wow, what a difference. Is this just type of intentional aliasing
>> or what? You can't really do high frequency boost with these
>> multi sync monitors, so what's going on here?

>OK, here's the complete story on "artifacting" from a student who's
>studied color (colour) TV systems in length:
>
>1st point.
>
>Artifacting on Atari 8-bits ONLY works on NTSC machines. It is JUST NOT
>AVAILABLE on PAL machines.

[...A lot of basically correct info snipped...]

>Only 2 (TWO) new colors are available using artifacting.
>
>These correspond to dark/light and light/dark dot patterns. The two
>colors, whatever they are, are each other's complement.

Well, when you put an even + odd pixel together you get a slightly
different shade of white than an odd + even pixel. I wrote a
program in BASIC a long time ago (must be on one of these DS DD
floppies and my XF551 is dead) which made all kinds of dither
pattern to simulate quite a lot of interesting color in this 2
color mode.

>5th point.
>
>Artifacting only works in GR.0 or GR.8
>
>Of course, the proper mode names to quote are the Antic graphics modes,
>but since I don't have any *decent* atari books I can't quote them here.

Antic modes 2, 3, and F

>6th point.
>
>Artifacted colors should not vary between TV's

>
>This is because the color depends on the phase of the artifacting
>"waveform", and that is a function of the GTIA chip timing. It may vary
>between revisions of GTIA, and between GTIA and CTIA - again I haven't
>seen it so I can't really comment.

Remember NTSC means Never Twice the Same Color, so the colors you
see are dependent on where the tint knob is turned on your TV.
On my composite monitor the GTIA 800XL makes green and purple-blue.
(We're assuming black background and "white" pixels for this.)
Without changing the TV adjustments, a CTIA machine will produce
reddish-brown and blue (but not the same blue as GTIA's blue
artifact color.) If you play with the tint you can make a GTIA
look like a CTIA and a CTIA look like GTIA. The difference is
due to a half color clock shift in timing between the two chips.

>Anyone reading this far deserves a medal, but thanks for your time. Any
>comments?

You may send my medal by Federal Express, thanks.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3742. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <347dd0c1.3429035@news.aatech.com>
Source record: 68285

The news server dumped my reponse in the big net bit
bucket, so here it is again:

On Tue, 25 Nov 1997 07:28:19 -0500, Robert S Ely <rely@ix.netcom.com> wrote:

>Kenneth Jennings wrote:

>> The only thing I'm aware of is that the move function on my
>> BASIC XL cart behave differently between the 800 OS B (works
>> right there) and XL OS (works wrong there). Loading the
>> Translator on the XL fixes the problem. Otherwise, I've
>> noticed no problems with BASIC XL.

>How so? Move work as documented on my 130XE. Observe the cautions and
>comments and all is well, as far as I can see. I've used it many times.

I used the move command to coarse scroll text windows on a custom
display. It work fine on the 800. On the 800 XL it didn't work
right. It looked like a mode 0 display looks when you set the
screen width to narrow -- the OS works at 40 bytes per line while
ANTIC uses 32. The result is that each line is shifted a few
characters farther right than the one above it. I have no reason
why the XL does this, but it works right on the non XL OS.

Now, the move command does work when I moved character sets and
P/M graphics around. The screen scrolling depends on the
documented behavior of copying overlapping memory locations. I
don't know why that should change between OS versions.

If I ever get a round tuit I'll convert the games I did over
to assembly... the programs were 75% data for P/M graphics,
redefined character sets, new display lists, DLIs, VBIs,
blah blah.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3743. XF551 behavior

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <347dd33a.4061954@news.aatech.com>
Source record: 68286

I have my busted XF551 in the office for the hardware technicians
to play with and we need to know how the XF551 is supposed to
work.

We have two power supplies and can't figure out which one is
supposed to be the right one. They both say they put out the
right voltage, but the XF551 behaves differently with them.
With the first power supply the XF 551 spins for a while
after being turned on. With the other power supply the motor
basically only bumps a little and the light comes on for half
a second at most.

I know the 810 spins for a while when turned on. But I thought
the XF551 is supposed to be different.

Anyway, the drive doesn't appear to work at all. When it is
connected to the Atari there's just a very low level short
buzzing noises and then a lot of silence. No boot error
messages or anything. Since I bought it a few years ago I
think it has had maybe 80 hours of use. Really impressive
MTBF, but it is tramiel hardware after all.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3744. Re: Game Ideas....

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcfb74$a2339980$e7374382@hawks-pentium>
Source record: 68287

Hi, William! We want to help, but you never seem to send us the graphics
for the Aster Blast so we can start ;-) (Please do) Take Atarian care

William Kendrick <kendrick@zippy.sonoma.edu> wrote in article
<65jf5sckl1@nuke.csu.net>...
> Dariusz Duma (dhor@iko.zakopane.top.pl) wrote:
> : well, nice ideas , but who will write them ? ;)
> : greetz
>
> >I< plan to try!
>
> Anyone want to help!? :)
>
> -bill!
> kendrick@zippy.sonoma.edu
> http://zippy.sonoma.edu/kendrick/
>

3745. Re: 800XL BASIC ROM, was 1200XL OS Upgrade Question.

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EKBK9C.MuE@iglou.com>
Source record: 68288

On 1997-11-26 rga24@hermes.cam.ac.uk said:
>I wonder how the OS handles having F keys and LEDS connected to the
>other PORTB lines - or have you disabled them all? :(
>>richard<
I don't know about the LEDs, but the F keys were connected to Pokey like the regular keyboard keys, and they are shown on the 800XL keyboard test screen. In fact, I think some people used to wire their own F-keys into 800XLs.

Bill Marcum

Net-Tamer V 1.09.2 - Test Drive

3746. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <65kof2$bsd@login.freenet.columbus.oh.us>
Source record: 68289

Glenn Saunders (krishna@primenet.com) wrote:
: The mortal dklugh wrote:
: : Actually I prefer the Atari OS.The RESET button is great for breaking out of

: Apples and oranges. The Atari OS is really just a program loader and an
: interface to the I/O ports and the graphics and sound hardware. It's not
: an OS in the modern sense of the word, i.e. task and memory management.

Well what else would you have?
It seems pretty full featured to me.

Since the Atari doesn't multitask that's all you really need.
And you can allocate memory.It's just that it has to be contigous.
(except that you can allocate a second block of memory from above video
memory)
When you change graphics modes the OS automaticly allocates enough memory
from the (current) top of memory.And resident programmes like device
handlers allocate memory from the bottom.

That's all you really need when there's only one "foreground" programme.
(and UNIX programmes most usually only use one big chunk of memory since
that's how malloc(3) works (it uses brk(2)))

: : I'm not sure what you mean by this but Atari OS doesn't have a
: : "programe-loader" function to it.(except to boot a disk or other device)
: : Neither does DOS.It's all user-level as far as loading programmes go.

: You are fighting over semantics.

Well,no,all it has is a "boot the first few sectors" function that happens
when you turn it on.(or cold-start)
The first few (variable number of) sectors contain the boot programme for
DOS or the game.(the same for tapes)
You could theoreticly put a whole file game in the boot-loader but it would
be a waste of space.
--
The Doctor

3747. FS: Atari 800 and 800XL with lots of software and other extras...

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: eakle@sirius.com
Message-ID: <65ko0o$5os$1@news1.sirius.com>
Source record: 68290

```
Atari 800 with floppy disk drive & power supply.
Original styrofoam case.
Lots of software on floppy disk.
Box of books and manuals on the 800.
Cartridge games: PacMan, Centipede, Star Raiders, Basic, plus
lots more (over 10).
Also an Atari 800XL in original box.

Everything works great. Moving. Must sell.

Make offer for everything to:

eakle@sirius.com, El Cerrito, Calif.

or call: (510) 236-8781, ask for Peter.

(note: buyer must pay shipping charges)
```

3748. Re: Seriously! ANY comments on Gem Drop?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <347de8f1.9622269@news.aatech.com>
Source record: 68291

On 27 Nov 1997 16:24:50 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Glenn Saunders (krishna@primenet.com) wrote:
>: The mortal dklugh wrote:

[snip]

>:: I'm not sure what you mean by this but Atari OS doesn't have a
>:: "programe-loader" function to it.(except to boot a disk or other device)
>:: Neither does DOS. It's all user-level as far as loading programmes go.

>: You are fighting over semantics.

>Well,no,all it has is a "boot the first few sectors" function that happens
>when you turn it on.(or cold-start)
>The first few (variable number of) sectors contain the boot programme for
>DOS or the game.(the same for tapes)
>You could theoreticly put a whole file game in the boot-loader but it would
>be a waste of space.

DOS does have a "program loader" function. And there is a file
format defined for these directly executable programs too.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3749. Re: Atari BASIC books online?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <65kpsj$e27@login.freenet.columbus.oh.us>
Source record: 68292

Robert S Ely (rely@ix.netcom.com) wrote:
: IrcDaemon #346 (ver. 4.02) wrote:
: >
: > Are there any e-books on Atari BASIC online somewhere?
: >
: > << ERROR MESSAGE - #852 - Please notify server >>

: Someone has been working on De Re Atari in installments. I hope this is
: being collected into one large archive file or at least into chapter
: archives. Ian Chadwick was suppose to be converting Mapping the Atari
: into a data form, but that was mentioned over a year ago and I haven't
: heard anything since. There was a big mess as to what format it should
: be presented in. He might have gotten disgusted at all this and dumped
: the project. I certainly hope not.

Here's a idea,how about a TEXT file?!?
Sheesh.I've never understood what the big comotion was about.He can put it
in whatever weird format he wants as long as it's also available in a real
text file.Un-formated,of course.That is,with RETURNs only where blank
lines (or the right side of tables) are.
(I always used to print stuff out in 132-columns.I used a Atari text
re-formatter programme.But it always messed up a table or ten)
It seems pretty obvious to me.Why people want to make something so simple
so complex is beyond me.
: Ian, if you are still listening, could you provide an update?

I'm sure that he's simply busy getting it done.Obviously people are going
to speak up when people talk about puting it up in a format ususable to
the intended target.He understands that.And even if he didn't I doubt that
he would give up just because of that.

: Another book I'd like to see in e-format is Lon Pooles Your Atari
: Computer. Also the SpartaDOS manuals, Action! manual, MAC/65 manual
: BASIC XL and BASIC XE manuals converted to searchable data.
: The MI/O and HAPPY v7.0 manuals are already available.

"e-format"?

How about the Black Box manuals.They're pretty slim.
--
The Doctor

3750. Re: Black Lamp

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <65kq1j$e6r@login.freenet.columbus.oh.us>
Source record: 68293

Bob Nixon (bigrex@nospam.primenet.com) wrote:
: bigrex@nospam.primenet.com (Bob Nixon) wrote:

: Forget it. I got it working with XL-it and it's all entry. <sigh>

I've played the game numerous times.Where did you you get your copy?
(I got mine off of a BBS long ago)
It is NOT a demo.
--
The Doctor

3751. Re: WTB: Old CGA (XT) Games

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <65kurb$a8n$1@triglav.iwaynet.net>
Source record: 68294

On 1997-11-24 ynagasaw@mail.ic.sunysb.edu said:
>I am looking for following old CGA (XT) games;
>1. Microsoft Flight Simulator v4
>2. LODE RUNNER
>3. LHX ATTACK CHOPPER

There's nothing like this on the Atari except for Lode Runner.
(and a older version of Flight Simulator)
You can get Lode Runner from ftp.hackerz.com.
(but you need something that can handle spaces in directory names)

And CGA has nothing to do with the PC/XT.The video card is seperate.You could
have VGA on your PC-2.

Net-Tamer V 1.09 - Test Drive

3752. Re: Internet Software for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <65kuri$a8n$2@triglav.iwaynet.net>
Source record: 68295

On 1997-11-23 dont@spam.me.com said:
>Ack! I have been awakened from the dead by this..
>dklugh@iwaynet.net wrote in message <64esp2naj1@triglav.iwaynet.
>net>... >
>>On 1997-11-07 phantomm@eastky.net said:
>> >Greeting Atari 8-bit users,
>> >Just wondering if there is currently any Internet Software for
>>the >Atari 8-bit computers. That will allow E-Mail, News, or
>>FTP using a >modem with a Multi I/O (MIO), BlackBox or similar
>>hardware with a >PPP only ISP?
>>My advice is to get a real ISP account.Not a cheap comercial
>>imitation. What kind of UNIX account dis-allows command shell
>access? >
>>You can use Ice-T or FlickerTerm-80.Kermit-65 is the best since it
>can keep up
>>with the fastest modem (using XON/XOFF) and supports Kermit.
>What??! Kermit can't keep up with my miserable 2400 baud modem
>without losing most of the characters. Ice-T is fast enough to not
>even NEED any kind of flow control below 19.2kbaud or so. It also
>supports Zmodem. 'nuff said.

You must not have flow control on that modem.Remember that if the BBS is using
a buffered modem (one with error corection) that BBS-side flow control won't
work.Kermit WILL keep up if your modem or the BBS support flow control.
Of course for your 2400 you should use Ice-T.But for 9600
(I could never get 19200 to work on my P:R:Connection)
Kermit can keep up with my 14400bps modem.Ice-T has problems at high speeds.
But Kermit can download so it's good if you need to download many small files.
(otherwise you'll have to exit and run BobTerm or A-Tar-Zee modem each time)

>>Both Ice-T and Kermit-65 use the normal DEC (ANSI?) character set.
>>(unlike PC BBSes)
>Not true! Ice-T fully supports the PC character set (as well as the
>ANSI one), and I've used it quite often to successfully access
>modern PC-based BBSes.
>(I should know, I wrote the damn software.)

You must be talking about the 130XE version of Ice-T.
All other Atari systems must use the 48k version so that's what I talk about.
You should add the ability to load other character sets to your old version of
Ice-T.Great term programme.But XON/XOFF flow control would've been nice.
Nice use of the atari's special capabilities!

Net-Tamer V 1.09 - Test Drive

3753. Help Need 7 cities of gold disk copy or factory disk!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: Bubba Biff Barney <usedgame@telepath.com>
Message-ID: <01bcfb8b$6d52cc60$63c1e4cd@default>
Source record: 68296

My 7 Cities of Gold disk went south need to buy a new or copy disk email
at usedgame@telepath.com thanks

3754. Re: Atari CX85 controller

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: "m.j.beau" <mj*beau@texas.net>
Message-ID: <347E02BF.55A1@texas.net>
Source record: 68297
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

R.D. Amos wrote:
>
> I have a brand new Atari CX-85 (I think) controller. It is a
> keypad, and it is the colour of the old 400s and 800s. Can anyone tell me
> its history or games that used it. It plugs in the joystick port.
> Thanks.
>
> Ryan Amos Lifetime Student McMaster University

I have a CX-85 Numerical Keypad available for trade, boxed with User's Guide. It comes with the following:

CX85 Numerical Keypad
CX8131 Data Entry Diskette
CX8132 Data Base Diskette
CX8133 Reporting Diskette
CX8134 Simple Data Base Diskette (Benson)
User's Guide - spiral bound, 140 pages

To answer your question, it is to be used with (as per the box) such programs as:
- Stock Charting
- The Home Filing Manager
- Stock Analysis
- Mortgage & Loan Analysis
- Bond Analysis
- Telelink I
- Graph It
- Mailing List
- Statistics I

Requires:
- Atari 800 Computer with 48K RAM
- Atari 810 Disk Drive

I would offer mine in trade for Atari 8-bit carts, or Vectrex games, possibly other video gaming stuffs. If no offers come in, I will have it on eBay in a week or so to the high cash bidder. Hope this info helped to answer your question.

-- sig file --
Check out my current eBay auctions:

http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewListedItems&userid=mjbeau@texas.net&sort=3&since=-1

---> SPAM-BLOCK engaged; for REPLY mail please
remove the '*' from mj*beau@texas.net

3755. Re: Black Lamp

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <347e3418.11694284@news.primenet.com>
Source record: 68298

dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Bob Nixon (bigrex@nospam.primenet.com) wrote:
>: bigrex@nospam.primenet.com (Bob Nixon) wrote:
>
>: Forget it. I got it working with XL-it and it's all entry. <sigh>

From the huge Jellystone (hackers) archives games015.atr and it
not a demo.

>I've played the game numerous times.Where did you you get your copy?
>(I got mine off of a BBS long ago)
>It is NOT a demo.
>--
> The Doctor

3756. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <347f34e8.11902392@news.primenet.com>
Source record: 68299

bostone1@aol.com (Bostone1) wrote:

Richards post is NOT showing up on my news server, for some
reason and yes, XT-IT does artifacting. You should have left it
in the text, unless I'm missing something.

>Wow, what a great reply to a good question. Richard Atkinson's reply should be
>included in the FAQs.
>Even though simulating artifacting could be tough for all possible combinations
>of pixels, it's great if it can be simulated for the simple black and white
>pixels that give rise to purple and green (and orange and any others?), like in
>the Apple ports (Conan, for example). Does XLit do this?
>
>Bostone
>
>Bostone1@aol.com
>

3757. Re: Ice-T Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.971127231859.22206A-100000@user2.ptd.net>
Source record: 68300

On Tue, 25 Nov 1997, Thomas J. Andrews wrote:

> I must have a bad copy of Ice-T 2.71. I d/led it from Genie about a year
> ago before I left there for Delphi, and only now am I getting to try it. I
> can't get it to work at all. Seems to be a bug in the keyboard handler or
> something. Everywhere I go to use the keyboard for anything other than
> maneuvering through menus, I get a steady stream of "j"s, like this:
> jjjjjj. Try to change the path and the blank fills in with j's. Samething

Simply go to the options menu and select "simple" keyclick.....
your screaming j's will stop. Suggestion, get v2.72 of Ice-t, the
print screen bug was fixed......

Paul Clark

3758. Re: 80 Columns Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <348035ab.12096830@news.primenet.com>
Source record: 68301

ab616@chebucto.ns.ca (Tony Cianfaglione) wrote:

>
> Is there a way to get an 80 column display from a 130XE? Our local
>freenet offers Lynx connection to the Internet but the computers must be
>able to attain 80 column display.

Flicker term 80 does software. I have an Omnimon chip in my 256K
XE that has an 80 column mode and fairly good word processor it
came with but I haven't used it in years. I've seen flicker term
in lots of Atari archive sites.

>Thanks...

3759. Reinhard's Rarities Auction 11-27-97

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <65jtpggmb1@mark.ucdavis.edu>
Source record: 68302
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600,rec.games.video.atari,comp.sys.atari.8bit

Happy Thanksgiving Everyone,

Welcome to yet another Reinhard's Rarities Auction!
I have the following stuff available in my current auction.
I'm looking to trade for Atari 2600 and Atari 400/800 carts ONLY!

You can find a list of what I already have on my Atari 2600 pages at:

http://www.pribish.com/atari.html

I'm looking for Atari 2600 and Atari 400/800 stuff not on my list,
so please e-mail me with any trade offers. There are only a few
rules to help speed this along...

1) Don't bid unless you plan to buy
2) I reserve the right to trade or pull any item

Increments: $1: Amounts from $1 to $20
$2: Amounts from $21 to $40
$3: Amounts from $41 to $60
$5: Amounts over $60

I'd prefer payment of a U.S. Postal Money Order, available at the post
office for 85 cents, and will ship the day or day after the M.O. arrives.
Items will be sent 2 weeks after payment by check to ensure the check
clears. Buyer pays shipping, which is $3 flat for any number of carts,
shipped within Canada/US. The shipping on systems, controllers, etc. or
for winners in overseas destinations will be the exact shipping cost.

This auction will run until Monday, December 8, 1997 and
switch to an e-mail only 24-hour Once-Twice-Sold format.

Thanks, Reinhard

* *

ATARI 2600

Airlock (Data Age) 2 min
Alien (20th Century Fox) 2 min
Alpha Beam with Ernie (Atari) 3 min
Acid Drop (PAL)(Salu)(Mint w/Box,Manual) 10 min
Beany Bopper (20th Century Fox) 3 min
Beat 'Em & Eat 'Em (shrinkwrapped)(Mystique) 10 min
Big Bird's Egg Catch (Atari) 3 min
Bridge (Activision)(Manual) 3 min
Checkers (Activision) 3 min

Cookie Monster Munch (Atari) 3 min
Crackpots (Activision) 4 min
Crash Dive (20th Century Fox) 5 min
Crypts of Chaos (20th Century Fox) 5 min
Deadly Duck (20th Century Fox) 5 min
Dishaster (Zimag) 10 min
Double Dragon (Activision) 3 min
Encounter at L-5 (Data Age) 2 min
Entombed (U.S. Games) 4 min
Fantastic Voyage (20th Century Fox) 4 min
Flash Gordon (20th Century Fox) 4 min
Frankenstein's Monster (Data Age) 5 min
Front Line (Coleco) 5 min
Ghost Manor/Spike's Peak (Xonox) 5 min
Ghostbusters (Activision) 3 min
Ghostbusters II (PAL)(Salu)(Mint w/Box,Manual) 10 min
Gyruss (Parker Brothers) 5 min
H.E.R.O. (Activision) 4 min
James Bond 007 (Parker Brothers) 10 min
Jawbreaker (Tigervision) 10 min
Karate (Froggo) 3 min
Klax (Atari)(PAL, shrinkwrapped) 15 min
Lost Luggage (Apollo) 3 min
M.A.D. (US Games) 3 min
Marine Wars (Konami) 10 min
Master Builder (Spectravideo)(PAL) 20 min
Miner 2049'er (Tigervision) 5 min
Mogul Maniac (Amiga)(with Joyboard Controller!) 20 min
Moonsweeper (Imagic) 4 min
My Golf (PAL)(Salu)(Mint w/Box,Manual) 10 min
Name This Game (US Games) 4 min
Pac-Kong (PAL)(Starsoft) 5 min
Piece O' Cake (no end label)(US Games) 4 min
Pitfall II (Activision) 3 min
Planet Patrol (torn end label) 2 min
Pooyan (Konami) 5 min
Porky's (20th Century Fox) 4 min
Pressure Cooker (Activision) 3 min
Private Eye (Activision) 4 min
Quick Step (Imagic) 4 min
Raquetball (Apollo) 3 min
River Raid II (Activision) 5 min
River Raid II (Activision)(Mint w/Box,Manual) 10 min
Seaquest (Activision) 2 min
Skate Boardin' (Absolute) 3 min
Skin Diver (bare cart, no labels)(Sancho) 5 min
Sorceror (Mythicon) 3 min
Space Canyon (Panda) 15 min
Space Cavern (red label)(Apollo) 3 min
Squeeze Box (U.S. Games) 3 min

Star Fox (Mythicon) 3 min
Star Wars: The Arcade Game (Parker Brothers) 15 min
Strategy X (torn front, no end label)(Konami) 4 min
Super-Ferrari (PAL)(Starsoft) 5 min
Tapeworm (Spectravision) 4 min
Tapeworm (torn end label)(Spectravision) 2 min
Tapper (Sega) 10 min
Taz (Atari) 5 min
Tomcat F-14 Flight SImulator (Absolute) 5 min
Track & Field (with 2 T&F controllers!)(Atari) 20 min
Wustenschlacht (PAL)(Starsoft) 5 min
Zaxxon (Coleco) 2 min

ATARI 5200

Astrochase (Parker Brothers) 3 min
Blueprint (CBS) 4 min
Dreadnaught Factor (Activision) 4 min
Gyruss (Parker Brothers) 4 min
Keystone Kapers (Activision) 4 min
Mr. Do!'s Castle (Parker Brothers) 5 min
Pengo (Atari) 3 min
Popeye (Parker Brothers) 2 min
Q-Bert (Parker Brothers) 2 min
Rescue on Fractalus (sealed)(Lucas Films) 5 min
River Raid (Activision) 3 min
Space Shuttle (Activision) 3 min

ATARI 7800

F-18 Hornet (Absolute) 3 min
Kung-Fu Master (Absolute) 3 min

ATARI 400/800 (carts)

Alphabet Zoo (Spinnaker)(no label) 2 min
Astrochase (Parker Brothers) 4 min
Atariwriter (Atari) 3 min
Claim Jumper (Synapse) 3 min
Demon Attack (Imagic) 2 min
Eastern Front (Atari) 3 min
Frogger (Parker Brothers) 3 min
James Bond 007 (Parker Brothers) 5 min
K-Razy Kritters (CBS) 3 min
Kindercomp (Spinnaker) 2 min
Letter Perfect (LJK Enterprises) 3 min
One-On-One (Atari XEGS, works on 400/800) 3 min
Pitstop (Epyx)(Manual) 3 min
Protector II (Synapse)(Manual) 3 min
Smart Terminal (MPP) 2 min
Star Trek: S.O.S. (Sega) 4 min

ATARI 400/800 (disks)

Ultima IV - All contents Mint: A/B Program/Town Disk,
History of Britannia, Book of Magic, Cloth Map,
Player Reference Card, Clue Book insert, Registration Card,
& Metal Ankh. The Britannia scenery disk may not be original
(no label) but it plays fine. Box in excellent shape 5 min

Temple of Apshai - All contents Mint: Instruction Manual,
Disk (includes Upper Reaches of Apshai on back),
Upper Reaches Manual, Command Card, Epyx Catalog,
Epyx Warranty/Registration Card. Box in excellent shape.
Also includes an Atari Basic Programming cartridge
which is needed to operate this game 3 min

Flight Simulator II - Near Mint contents: Disk, Pilot's Operating
Handbook and Airplane Flight Manual, Flight Physics & Aircraft
Control Manual, AT-FS2 Flight Reference Card, Ver. 1.5 Release
Notes & SubLogic Registration Card. Also includes the Scenery
Disk (1. Chicago 2. Los Angeles 3. Seattle 4. New York)
and Mint condition reference charts for all 4 cities. 3 min

ATARI JAGUAR

Alien vs. Predator 4 min
Evolution: Dino Dudes (manual) 4 min

COLECOVISION

Artillery Duel (Xonox) 5 min
BC's Quest for Tires II: Grog's Revenge 4 min
Buck Rogers (Sega)(manual) 3 min
Centipede (Atarisoft) 4 min
Centipede (Atarisoft)(no end label) 3 min
Defender (Atarisoft) 3 min
Flipper Slipper (Spectravideo) 4 min
Frenzy 3 min
Galaxian (Atarisoft) 5 min
Gorf (CBS version!) 5 min
Mr. Do!'s Castle (Parker Brothers) 10 min
One on One (Micro Fun) 3 min
Pitfall (Activision) 3 min
Pitfall II (Activision) 3 min
Pitstop (Epyx) 3 min
Sammy Lightfoot (Sierra On-Line) 4 min
Sir Lancelot (Xonox) 10 min
Spectron (Spectravideo) 5 min
Squish 'Em Sam (Interphase) 3 min
Star Wars: The Arcade Game (Parker Brothers) 5 min
Super Cobra 3 min
Tarzan 3 min
Telly Turtle 3 min

Zaxxon (CBS version!) 5 min

INTELLIVISION

Burger Time (shrinkwrapped) 2 min
Buzz Bombers (Box, Manual, Overlays) 3 min
Carnival 2 min
Demon Attack 2 min
Donkey Kong 2 min
Donkey Kong Jr. 3 min
Dragonfire (Overlays) 3 min
Dreadnaught Factor 3 min
Frogger (manual) 2 min
Happy Trails 2 min
Learning Fun I (white label) 2 min
Masters of the Universe: He-Man (Manual) 3 min
Motocross (white label)(Manual) 3 min
NFL Football (Shrinkwrapped) 2 min
Nova Blast 2 min
Pitfall (M,2O) 2 min
Q-Bert 2 min
River Raid 2 min
Safecracker 3 min
Shark! Shark! (Manual, 2 Overlays) 3 min
Slap Shot Super Pro Hockey (w. label)(Box, Manual) 6 min
Slap Shot Super Pro Hockey (white label) 4 min
Stampede 2 min
Swords & Serpents 3 min
Thunder Castle (white label)(Box, Manual) 6 min
Thunder Castle (white label) 4 min
Tower of Doom (white label)(Box, Manual) 6 min
Tower of Doom (white label) 4 min
Tropical Trouble 3 min
World Championship Baseball (white label) 4 min

NINTENDO

Alien Syndrome (Tengen) 3 min
Bases Loaded (Jaleco) 3 min
Battle Chess (Data East) 5 min
Bump 'n' Jump (Vic Tokai) 5 min
Captain Comic (Color Dreams) 3 min
Clash at Demonhead (Vic Tokai)(Manual) 3 min
Deathbots (American Video Entertainment) 3 min
Donkey Kong (Nintendo) 5 min
Dragon Warrior (Enix Corporation) 3 min
Dragon Warrior III (Enix Corporation)(box) 5 min
Firehawk (Camerica) 3 min
Fist of the North Star (Taxan) 3 min
Gauntlet (Tengen) 3 min
Jeopardy! (Game Tek) 5 min

Joshua & the Battle of Jericho (Wisdom Tree) 5 min
Journey to Silius (Sunsoft) 3 min
Joust (Hal America) 3 min
King of Kings - The Early Years (Wisdom Tree) 5 min
Krazy Kreatures (American Video Entertainment) 3 min
Lee Travino's Fighting Golf (SNK) 3 min
Lode Runner (Broderbund) 3 min
Low G Man (Taxan) 3 min
M.U.L.E. (Mindscape) 3 min
Master Chu and the Drunkard Hu (Color Dreams) 3 min
P'Radikus Conflict (Color Dreams)(Manual) 3 min
Pac-Man (Tengen) 5 min
Pinbot (Nintendo) 3 min
Q-Bert (Ultra Games) 3 min
Raid 2020 (Color Dreams) 3 min
Ring King (Data East) 3 min
Robo Warrior (Jaleco) 3 min
Silent Assault (Color Dreams)(Box, Copy of Man.) 3 min
Skull & Crossbones (Tengen)(Box, Manual) 3 min
Spelunker (Broderbund) 3 min
Spy Hunter (Sunsoft) 5 min
Super Mario Brothers 3 (Nintendo)(Manual) 3 min
Super Pitfall (Activision) 3 min
Tecmo World Wrestling (Tecmo) 3 min
Tiles of Fate (American Video Entertainment) 3 min
TIme Lord (Milton Bradley) 3 min
Uninvited (Kemco/Seika)(Box, Manual) 3 min
Ultimate Basketball (Sammy)(Box, Manual) 3 min
Wheel of Fortune Junior Edition (Game Tek) 3 min
WrestleMania Challenge (LJN, Ltd.) 3 min

SEGA MASTER SYSTEM

Alien Syndrome (box, manual) 3 min
Bomber Raid (Activision)(box) 3 min
Cyborg Hunter (Activision)(box) 3 min
Arcade Smash Hits (Virgin Games)
(box & manual in 8 different languages, cart all MINT)
(includes Centipede, Missile Command and Breakout) 5 min

APF SYSTEM

Catena (untested, cart & labels in great shape) 2 min

MACINTOSH

Myst CD-ROM (with manual) 4 min

VECTREX

Berzerk (box, overlay) 5 min

COMMODORE 64

Donkey Kong (Atarisoft) 2 min
Fraction Fever (Spinnaker) 2 min
Galaxian (Atarisoft) 2 min
Star Trek: SoS (Sega)(end label torn off) 2 min
Star Wars: The Arcade Game (Parker Brothers) 4 min
Zenji (Activision) 3 min

ODYSSEY 2 CART PACKAGE #1.............................. 7 min
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(All these are untested but are in good shape)

Computer Intro
Keyboard Creations
Volleyball
Alien Invaders-Plus (box)
Speedway/Spin Out/Crypt-O-Logic (box,manual)
Quest for the Rings
Baseball
Football
Thunderball
K.C. Munchkin
Sub Chase/Armored Encounter

ODYSSEY 2 CART PACKAGE #2.............................. 2 min
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(All these are untested but are in good shape)

Alien Invaders-Plus!
Speedway/Spin Out/Crypt-O-Logic
K.C. Munchkin
Sub Chase/Armored Encounter

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ARCADIA SUPERCHARGER PACKAGE #1........................ 20 min
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Boxed Phaser Patrol 1 which includes both the
Phaser Patrol cassette (with insert) and the
actual Supercharger unit itself, plus:

Commie Mutants from Space 2 (box,cassette & liner)
Fireball 3 (box,cassette & liner)
Escape From the Mindmaster 5 (cassette & liner)
Dragonstomper 6 (cassette & liner)
Killer Satellites 7 (cassette & liner)

ARCADIA SUPERCHARGER PACKAGE #2....................... 10 min
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Arcadia Supercharger unit with the following games:

Phaser Patrol 1 (cassette & liner)
Commie Mutants from Space 2 (cassette & liner)

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ODYSSEY 2 CATALOG/MANUAL PACKAGE:..... 2 min

Five different Odyssey 2 catalogs, version #'s:
EL3313-1 EL 3328-1 EL3358-3 EL 3380-1 EL 3380-2

Manuals for Armored Encounter/Sub Chase, I've got your Number,
Pachinko and Take The Money and Run

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Cloth Map ONLY to Ultima V 1 min

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Manual Package #1: 101 Atari 2600 manuals..... 20 min

3-D Tic-Tac-Toe, Air-Sea Battle, Asteroids, Asteroids (Sears),
Backgammon, Barnstorming, Basketball, Berzerk, Blackjack, Bowling,
Boxing, Breakout, Casino, Centipede, Championship Soccer, Circus Atari,
Codebreaker, Combat (2 styles), Decathlon, Defender, Demon Attack, Demons
to Diamonds, Desert Falcon, Dodge 'Em, Donkey Kong (Coleco), Dragster,
E.T., Enduro, Fire Fighter, Football, Frogger, Galaxian, Golf, Grand
Prix, Hangman, Haunted House, Home Run, Human Cannonball, Indy 500,
Joust, Jungle Hunt, Kaboom!, Keystone Kapers, Laser Blast, Lost Luggage,
Maze Craze, Megamania, Midnight Magic, Missile Command, Moon Patrol, Ms.
Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Phoenix , Pitfall, Pole
Position, Q-Bert, Raiders of the Lost Ark, Realsports Baseball,
Realsports Tennis, River Raid, Seaquest, Sky Diver, Slot Racers, Space
Invaders (2 styles), Space War, Stampede, Star Raiders, Star Raiders
(Sears), Star Ship, Star Wars: The Empire Strikes Back, Starmaster,
Street Racer, Super Breakout, Super Breakout (Sears), Super Challenge
Baseball, Super Challenge Football, Superman, Surround, Swordquest
(Earthworld), Swordquest (Fireworld), Tutankham, Vanguard, Venture
(Coleco), Video Checkers, Video Chess, Video Olympics, Video Pinball,
Warlords, Winter Games, Yar's Revenge.

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A)
43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C)
45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

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Manual Package #2: 71 Atari 2600 manuals.....15 min

Air-Sea Battle, Asteroids, Barnstorming, Basketball, Berzerk, Blackjack,
Bowling, Boxing, Breakout, Casino, Centipede, Circus Atari, Combat (2
styles), Cosmic Ark, Defender, Demon Attack, Dodge 'Em, Donkey Kong
(Coleco), E.T., Enduro, Football, Frogger, Grand Prix, Haunted House,
Home Run, Indy 500, Jungle Hunt, Kaboom!, Laser Blast, Maze Craze,
Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw,
Pac-Man, Pitfall, Pole Position, Raiders of the Lost Ark, Realsports
Baseball, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2

styles), Space War, Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Super Breakout (Sears), Superman, Surround, Swordquest (Earthworld), Tutankham, Venture (Coleco), Video Chess, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A) 43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

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Manual Package #3: 46 Atari 2600 manuals..... 10 min

Air-Sea Battle, Asteroids, Basketball, Berzerk, Bowling, Breakout, Casino, Circus Atari, Combat, Defender, Demon Attack, Donkey Kong (Coleco), Enduro, Football, Frogger, Indy 500, Kaboom!, Laser Blast, Maze Craze, Missile Command, Ms. Pac-Man, Night Driver, Outlaw, Pac-Man, Pitfall, Pole Position, Realsports Baseball, River Raid, Sky Diver, Space Invaders (2 styles), Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Superman, Surround, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

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Manual Package #4: 32 Atari 2600 manuals..... 5 min

Asteroids, Berzerk, Breakout, Casino, Circus Atari, Combat, Defender, Football, Frogger, Indy 500, Laser Blast, Missile Command, Night Driver, Outlaw, Pac-Man, Pitfall, Realsports Baseball, River Raid, Space Invaders (2 styles), Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

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Manual Package #5: 13 ColecoVision manuals..... 3 min

Cabbage Patch Kids: AITP, Cosmic Avanger (2), Donkey Kong, Mousetrap (2), Mr. Do!, Slither, Turbo, Victory, War Games, Roller Controller manual and Driving Controller manual

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Manual Package #6: 10 Nintendo NES manuals..... 3 min

All-Pro Basketball, Baseball Stars, Gyruss, Jack Nicklaus Golf, Jeopardy 25th Anniversary Edition, Kings of the Beach, Simon's Quest, Super Off-Road, Tecmo Bowl, Wheel of Fortune

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Atari 2600 catalogs, etc..... 5 min

Atari game catalogs: 1983 Atari Stars silver game catalog,
42 game Atari catalog (81-Rev. A), 43 game Atari catalog (81-Rev. B),
43 game Atari catalog (81-Rev. C) and 45 game Atari catalog (82-Rev. D)
49 game Atari catalog (82-Rev. E) -- Coleco 1982 game catalog
Activision game Catalogs: 1981 small black/red catalog, Winter 1982 Red
catalog, Winter/Spring 1983 blue catalog, Fall/Winter 1983 blue catalog
Imagic 1982 Rev. A silver catalog, Imagic 1982 Rev. D black catalog
M-Network 1982 catalog, Parker Bros. 1982 silver catalog,
Parker Bros. 1983 catalog (includes McDonalds, Incredible Hulk,
and Lord of the Rings artwork and previews for the 2600!)

Original 6-switch CX2600 Owner's Manual, 4-switch CX2600A
Owner's Manual, Atari 2600 Jr. Owner's Manual, Atari Remote Control
Wireless Joysticks Installation Instructions, Atari Centipede Bug-Off
Contest entry form, Yar's Revenge: The Qotile Ultimatum Comic Book
Atari Force #1 Comic book in near Mint condition.

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The ATARI CONNECTION Volume 2, Number 2, Summer 1982,
in NEAR MINT Condition with all inserts intact. 2 min

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COLECOVISION PACKAGE..... 50 min

ColecoVision with power supply, 2 standard controllers,
owner's manual, in the original styrofoam inner packaging,
(no outer box), plus the following 31 ColecoVision games:

B.C.'s Quest for Tires B.C.'s Quest for Tires II: Grog's Revenge
Buck Rogers: Planet of Zoom Cabbage Patch Kids: AITP (manual)
Carnival Centipede (Atarisoft)
Defender (Atarisoft) Donkey Kong (manual)
Donkey Kong Jr. (manual) Frenzy
Front Line Heist , The (Microfun)
Ladybug Looping (manual)
Omega Race (manual) Pepper II (manual)
Pitfall Pitfall II
Pitstop (Epyx) Popeye
Q-Bert Rocky Super Action Boxing (manual)
Space Panic Squish 'Em Sam (Interphase)
Star Wars: Arcade (Prkr Bros) Super Action Baseball
Super Action Football Time Pilot (manual)
Venture (manual) Zaxxon (manual)
Smurf: RIGC (manual)

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INTELLIVISION PACKAGE..... 50 min

Modified boxed Intellivision which has a 9-pin customized
detachable left controller, and 1-piece plastic joysticks
replacing the plastic directional pads on both controllers.
Includes a Master Component owner's manual, Intellivision
game catalog (1982), Imagic game catalogs from '82 & '83,
an Intellivoice module and the following 44 games:

Advanced Dungeons & Dragons (M,2O) Astrosmash (M,o2O)
Auto Racing (white label)(M) Baseball (white label)(M,2O)
Burgertime (M,2O) Carnival
Checkers Demon Attack
Donkey Kong (M) Dragonfire (2O)
Electric Co. Word Fun (2O) Football (w.label)(M,2O,playbook)
Frog Bog (M,2O) Frogger (M)
Golf Happy Trails
Hockey (white label)(M,2O) Las Vegas Poker & B.J. (B,M,2O)
Lock 'n' Chase (white label)(M,2O) Loco-Motion (M,2O)
Masters of the Universe: He-Man Mission X
NASL Soccer (B,M,2O) NBA Basketball (B,M,2O)
Night Stalker (white label)(M,2O) PItfall
Safecracker Skiing (white label)
Slap Shot Super Pro Hockey (w. label) Snafu (M,2O)
Space Armada (M,2O) Space Battle (M,2O)
Space Hawk (2O) Space Spartans (1O)
Stampede Star Strike (M,2O)
Sub Hunt (B,M,2O) Swords & Serpents
Tennis (M,2O) Thunder Castle (white label)
Triple Action (Shrinkwrapped) Tron Maze-A-Tron (M,1O)
Utopia (white label)(M,2O) World Championship Baseball (wl)

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(#1) ATARI 5200 PACKAGE..... 50 min

Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 30 games:

Berzerk (M) Pac-Man (M,2O)
Centipede (M,2O) Pengo (M)
Choplifter Pole Position (M)
Countermeasure (M,2O) Popeye (box)
Defender (M,2O) Q-Bert
Dig Dug (M) Qix (M,2O)
Football (M, 2 Playbooks) Rescue on Fractalus (Sealed)
Frogger (M,2O) Soccer (M,2O)
Galaxian (M,2O) Space Dungeon
Joust Space Invaders (M,1O)

Jungle Hunt Star Raiders (M,2O)
Kangaroo (M) Super Cobra
Missile Command (M,2O) Tennis (M)
Moon Patrol Super Breakout (M,2O)
Ms. Pac-Man (M) Vanguard

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(#2) ATARI 5200 PACKAGE.............................. 25 min

Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 17 games:

Centipede (M,1O) Pac-Man (M)
Countermeasure Pole Position (M)
Defender (M) Popeye
Dig Dug Qix
Football (Red & Blue Playbooks) Soccer (1O)
Galaxian (2O) Space Invaders (M,1O)
Kangaroo (M) Star Raiders (M,2O)
Missile Command (M,2O) Super Breakout (M,2O)
Ms. Pac-Man

* *

Atari 5200 Trak-Ball controller, mint condition in original
box, has original styrofoam/cardboard inserts, manual, and
even the red tape holding the ball in place! 10 min

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(#1) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 10 min

* *

(#2) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 10 min

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(#1) ATARI 7800 PACKAGE.............................. 20 min

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 8 Atari 7800 games:

Asteroids Centipede
Dig Dug Food Fight
Galaga Ms. Pac-Man
One-On-One Pole Position II

* *

(#2) ATARI 7800 PACKAGE.............................. 12 min

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 4 Atari 7800 games:

Asteroids Centipede
Dig Dug Galaga

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TEXAS INSTRUMENTS 99/44A PACKAGE..................... 10 min

Texas Instruments 99/44a computer with power supply,
rf adapter, pair of Amiga Power Stick palm-sized joystick
controllers (2nd player controller works but is flaky)
and the following 11 cartridge programs (2 dups):

Donkey Kong (Atarisoft)
Home Financial Decisions (box and manual)
Household Budget Management (2 copies, both w/box and manual)
Music Maker (box and manual)
Parsec (box and manual)(2nd loose copy)
Personal Real Estate (box and manual)
Personal Record Keeping (box and manual)
Securities Analysis (box and manual)
Terminal Emulator II (box and manual)

* *

FAMICOM PACKAGE..................................... 20 min

Famicom (Japanese NES) system complete with
original power supply, two controllers, rf switchbox,
light gun, and the following 3 games:

Duck Hunt Wild Gunman Hogan's Alley

* *

EMERSON ARCADIA 2001 PACKAGE......................... 20 min

Emerson Arcadia 2001 system with power supply,
2 hardwired controllers, and the following 4 games:

American Football (torn label) Escape
Space Raiders Tanks A Lot

* *

TURBO GRAFX16 PACKAGE................................ 20 min

Turbo GrafX16 system with power supply, rf cable,
5 player adapter, 3 controllers, and these 2 HuCards games:

Keith Courage in Alpha Zones (w/ case & manual)
Double Dungeons (w/ case & manual)

* *

SEGA GENESIS PACKAGE..... 40 min

Sega Genesis system in original box & styrofoam, w/ power supply,
rf cable, owner's manual, (2) standard 3-button controllers &
(1) Megafire 3-button controller . Also includes Arcade Power Stick
controller in original styrofoam & box with manual, & these 13 games:

Alien Storm Altered Beast (box, manual)
Cool Spot Evander Holyfield's Boxing
Gaiares (box, manual) Gauntlet IV (box, manual)
Hardball John Madden Football (box, manual)
Jurassic Park (box, manual) NBA Jam (box, manual)
Sports Talk Baseball (box, ml) Streets of Rage (box, manual)
Super Monaco GP (box, manual)

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ATARI 800 PACKAGE..... 75 min

(Note: Everything from here until the end of the list is included
in the Atari 800 package. Everything weighs about 80 lbs.,
so please take the shipping into account before you bid -
I will only ship this system within the U.S. - thanks)

Atari 800 Computer w/ 48K RAM, power supply
Atari 800 Operator's Manual
The Atari 800 Home Computer Owner's Guide

(2) Atari 810 Disk Drives with power supplies
The Atari 810 Disk Drive Owner's Guide
Disk Operating System II Reference Manual
Dos 3: An Intro to the Atari Disk Operating System

Atari 410 Program Recorder
Atari 410 Program Recorder Operator's Manual
The Atari 410 Program Recorder Owner's Guide
(Includes built-in power supply and connecting cable)

Atari 850 Interface Module w/ power supply (untested, powers up fine)
(1) Spare Atari 850 Interface Module (untested, powers up fine)
Atari 850 Interface Module Technical Manual
Atari 850 Interface Module Operator's Manual

(4) connecting cables to connect everything above

Atari Touch-tablet (untested)
Koala Pad (untested)

2 Atari joystick controllers, pair of paddle controllers
2 Wico Command Control trackballs

2 Wico bat-style joystick controllers

CASSETTE PROGRAMS

Conversational French (All 5 Cassettes, manual, plastic binder)
Conversational German (All 5 Cassettes, manual, plastic binder)
Conversational Italian (All 5 Cassettes, manual, plastic binder)
Conversational Spanish (All 5 Cassettes, manual, plastic binder)

An Invitation to Programming 3: Introduction to Sound and Graphics
(includes both cassettes, box and manual)

(22) CARTRIDGES:

Assembler Editor Computing Language (with User's manual and Errata)
Asteroids (with manual)
AtariWriter Word Processor (with manual and quick reference card)
Basic Computing Language (with Reference Manual)
Centipede
Defender (with manual)
Dig Dug
Donkey Kong (with manual)
Frogger (Parker Brothers)(with manual)
Galaxian
Joust
Jungle Hunt
Missile Command (with manual)
Ms. Pac-Man
Music Composer
Pac-Man (with manual)
Pilot Programming Language
Pole Position
Qix
Space Invaders (with manual)
Star Raiders (with manual)
Super Breakout

(18) ORIGINAL DISKS WITH MANUALS

Arcade Album #1: Spy's Demise, The Spy Strikes Back
and Thunderbombs all on one disk
Andromeda Mission: Asteroid
Apple Panic Music Box
Blue Max Slime
Bridge Master Space Chase
Cytron masters Space Eggs
Dimension X Wayout
DodgeRacer Zaxxon
Downhill (APX) Zork I
Jaw Breaker

BOOKS AND OTHER DOCUMENTATION

Atari Home Computer product catalog
Atari Home Computers: The Next Generation catalog

Programmer's Card (Laminated guide to hardware registers, OS shadow,
Antic modes, IOCB structure, Useful OS Equates, etc.)

Inside Atari Basic - 183 ppg. (Carris, 1983, Reston Publishing)

Atari Basic: A Self-Teaching Guide - 332 ppg.
(Albrecht, Finkel & Brown, 1979, Wiley & Sons)

Atari Sound and Graphics: A Self-Teaching Guide - 234 ppg.
(Moore, Lower & Albrecht, 1982, Wiley & Sons)

The Atari Assembler - 270 ppg. (Inman & Inman, 1981, Reston Publishing)

6502 Assembly Language Programming - 606 ppg.
(Leventhal, 1979, McGraw-Hill)

6502 Assembly Language Subroutines - 550 ppg.
(Leventhal & Saville, 1982, McGraw-Hill)

Machine Language for Beginners - 350 ppg.
(Mansfield, 1983, Small System Services, Inc.)

Mapping the Atari - 194 ppg. (Chadwick, 1983, Small System Services,
Inc.)

Master Memory Map for Atari 400/800 Computers - 30 ppg.
(Sherer, 1982, Educational Software, Inc.)

Atari Pilot for Beginners - 229 ppg.
(Conlan & Deliman, 1983, Reston Publishing)

The Elementary Atari - 287 ppg. (Sanders, 1983, Datamost, Inc.)

Your Atari Computer: A Guide to Atari 4/800 Personal Computers - 458 ppg.
(Pool, McNiff & Cook, 1982, McGraw-Hill)

Inside Atari DOS - 120 ppg. (Wilkinson, 1982, Small System Services,
Inc.)

Compute!'s First Book of Atari - 184 ppg.
(1981, Small System Services, Inc.)

Compute!'s Second Book of Atari - 250 ppg.
(1982, Small System Services, Inc.)

Compute!'s First Book of Atari Graphics - 248 ppg.
(1982, Small System Services, Inc.)

The RS-232 Solution - 194 ppg. (Cambell, 1984, Sybex, Inc.)
(Guidebook showing how to connect systems to RS-232 peripherals)

The Complete Handbook of Personal Computer Communications - 546 ppg.
(Glossbrenner, 1985, St. Martin's Press)

Games For Your Atari - 125 ppg. (Bunn, 1983, Virgin Books)

Atari Program Exchange - Program Submission Materials
Atari Program Exchange - Program Author's Handbook
Atari Program Exchange - Manuals Only:
Atari Program-Text Editor, Basic Program Compressor
(Masher), Deep Blue C Compiler, Deep Blue Secrets,
Disk Fixer (Fix) - Rev. 2.0, Extended Fig-Forth,
Forth Turtle Graphics Plus, Fun-Forth, Ion Roadway,
Load 'n Go, Salmon Run, Speed-O-Disk, Typo Attack

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Prog/Speed/Death Metal Drummer	imaginations" - Neil Peart

3760. Reinhard's Rarities Auction 11-27-97

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <65k4mc$o8i$1@mark.ucdavis.edu>
Source record: 68303
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600,rec.games.video.atari,comp.sys.atari.8bit

Happy Thanksgiving Everyone,

Welcome to yet another Reinhard's Rarities Auction!
I have the following stuff available in my current auction.
I'm looking to trade for Atari 2600 and Atari 400/800 carts ONLY!

You can find a list of what I already have on my Atari 2600 pages at:

www.pribish.com/atari.html

I'm looking for Atari 2600 and Atari 400/800 stuff not on my list,
so please e-mail me with any trade offers. There are only a few
rules to help speed this along...

1) Don't bid unless you plan to buy
2) I reserve the right to trade or pull any item

Increments: $1: Amounts from $1 to $20
$2: Amounts from $21 to $40
$3: Amounts from $41 to $60
$5: Amounts over $60

I'd prefer payment of a U.S. Postal Money Order, available at the post
office for 85 cents, and will ship the day or day after the M.O. arrives.
Items will be sent 2 weeks after payment by check to ensure the check
clears. Buyer pays shipping, which is $3 flat for any number of carts,
shipped within Canada/US. The shipping on systems, controllers, etc. or
for winners in overseas destinations will be the exact shipping cost.

This auction will run until Monday, December 8, 1997 and
switch to an e-mail only 24-hour Once-Twice-Sold format.

You can get an up-to-the-minute auction update before you bid at:

www.pribish.com/auction.txt

Thanks, Reinhard

* *

ATARI 2600

Airlock (Data Age) 2 min
Alien (20th Century Fox) 2 min
Alpha Beam with Ernie (Atari) 3 min
Acid Drop (PAL)(Salu)(Mint w/Box,Manual) 10 min
Beany Bopper (20th Century Fox) 3 min

Beat 'Em & Eat 'Em (shrinkwrapped)(Mystique) 10 min
Big Bird's Egg Catch (Atari) 3 min
Bridge (Activision)(Manual) 3 min
Checkers (Activision) 3 min
Cookie Monster Munch (Atari) 3 min
Crackpots (Activision) 4 min
Crash Dive (20th Century Fox) 5 min
Crypts of Chaos (20th Century Fox) 5 min
Deadly Duck (20th Century Fox) 5 min
Dishaster (Zimag) 10 min
Double Dragon (Activision) 3 min
Encounter at L-5 (Data Age) 2 min
Entombed (U.S. Games) 4 min
Fantastic Voyage (20th Century Fox) 4 min
Flash Gordon (20th Century Fox) 4 min
Frankenstein's Monster (Data Age) 5 min
Front Line (Coleco) 5 min
Ghost Manor/Spike's Peak (Xonox) 5 min
Ghostbusters (Activision) 3 min
Ghostbusters II (PAL)(Salu)(Mint w/Box,Manual) 10 min
Gyruss (Parker Brothers) 5 min
H.E.R.O. (Activision) 4 min
James Bond 007 (Parker Brothers) 10 min
Jawbreaker (Tigervision) 10 min
Karate (Froggo) 3 min
Klax (Atari)(PAL, shrinkwrapped) 15 min
Lost Luggage (Apollo) 3 min
M.A.D. (US Games) 3 min
Marine Wars (Konami) 10 min
Master Builder (Spectravideo)(PAL) 20 min
Miner 2049'er (Tigervision) 5 min
Mogul Maniac (Amiga)(with Joyboard Controller!) 20 min
Moonsweeper (Imagic) 4 min
My Golf (PAL)(Salu)(Mint w/Box,Manual) 10 min
Name This Game (US Games) 4 min
Pac-Kong (PAL)(Starsoft) 5 min
Piece O' Cake (no end label)(US Games) 4 min
Pitfall II (Activision) 3 min
Planet Patrol (torn end label) 2 min
Pooyan (Konami) 5 min
Porky's (20th Century Fox) 4 min
Pressure Cooker (Activision) 3 min
Private Eye (Activision) 4 min
Quick Step (Imagic) 4 min
Raquetball (Apollo) 3 min
River Raid II (Activision) 5 min
River Raid II (Activision)(Mint w/Box,Manual) 10 min
Seaquest (Activision) 2 min
Skate Boardin' (Absolute) 3 min
Skin Diver (bare cart, no labels)(Sancho) 5 min

Sorceror (Mythicon) 3 min
Space Canyon (Panda) 15 min
Space Cavern (red label)(Apollo) 3 min
Squeeze Box (U.S. Games) 3 min
Star Fox (Mythicon) 3 min
Star Wars: The Arcade Game (Parker Brothers) 15 min
Strategy X (torn front, no end label)(Konami) 4 min
Super-Ferrari (PAL)(Starsoft) 5 min
Tapeworm (Spectravision) 4 min
Tapeworm (torn end label)(Spectravision) 2 min
Tapper (Sega) 10 min
Taz (Atari) 5 min
Tomcat F-14 Flight SImulator (Absolute) 5 min
Track & Field (with 2 T&F controllers!)(Atari) 20 min
Wustenschlacht (PAL)(Starsoft) 5 min
Zaxxon (Coleco) 2 min

ATARI 5200

Astrochase (Parker Brothers) 3 min
Blueprint (CBS) 4 min
Dreadnaught Factor (Activision) 4 min
Gyruss (Parker Brothers) 4 min
Keystone Kapers (Activision) 4 min
Mr. Do!'s Castle (Parker Brothers) 5 min
Pengo (Atari) 3 min
Popeye (Parker Brothers) 2 min
Q-Bert (Parker Brothers) 2 min
Rescue on Fractalus (sealed)(Lucas Films) 5 min
River Raid (Activision) 3 min
Space Shuttle (Activision) 3 min

ATARI 7800

F-18 Hornet (Absolute) 3 min
Kung-Fu Master (Absolute) 3 min

ATARI 400/800 (carts)

Alphabet Zoo (Spinnaker)(no label) 2 min
Astrochase (Parker Brothers) 4 min
Atariwriter (Atari) 3 min
Claim Jumper (Synapse) 3 min
Demon Attack (Imagic) 2 min
Eastern Front (Atari) 3 min
Frogger (Parker Brothers) 3 min
James Bond 007 (Parker Brothers) 5 min
K-Razy Kritters (CBS) 3 min
Kindercomp (Spinnaker) 2 min
Letter Perfect (LJK Enterprises) 3 min
One-On-One (Atari XEGS, works on 400/800) 3 min

Pitstop (Epyx)(Manual) 3 min
Protector II (Synapse)(Manual) 3 min
Smart Terminal (MPP) 2 min
Star Trek: S.O.S. (Sega) 4 min

ATARI 400/800 (disks)

Ultima IV - All contents Mint: A/B Program/Town Disk,
History of Britannia, Book of Magic, Cloth Map,
Player Reference Card, Clue Book insert, Registration Card,
& Metal Ankh. The Britannia scenery disk may not be original
(no label) but it plays fine. Box in excellent shape 5 min

Temple of Apshai - All contents Mint: Instruction Manual,
Disk (includes Upper Reaches of Apshai on back),
Upper Reaches Manual, Command Card, Epyx Catalog,
Epyx Warranty/Registration Card. Box in excellent shape.
Also includes an Atari Basic Programming cartridge
which is needed to operate this game 3 min

Flight Simulator II - Near Mint contents: Disk, Pilot's Operating
Handbook and Airplane Flight Manual, Flight Physics & Aircraft
Control Manual, AT-FS2 Flight Reference Card, Ver. 1.5 Release
Notes & SubLogic Registration Card. Also includes the Scenery
Disk (1. Chicago 2. Los Angeles 3. Seattle 4. New York)
and Mint condition reference charts for all 4 cities. 3 min

ATARI JAGUAR

Alien vs. Predator 4 min
Evolution: Dino Dudes (manual) 4 min

COLECOVISION

Artillery Duel (Xonox) 5 min
BC's Quest for Tires II: Grog's Revenge 4 min
Buck Rogers (Sega)(manual) 3 min
Centipede (Atarisoft) 4 min
Centipede (Atarisoft)(no end label) 3 min
Defender (Atarisoft) 3 min
Flipper Slipper (Spectravideo) 4 min
Frenzy 3 min
Galaxian (Atarisoft) 5 min
Gorf (CBS version!) 5 min
Mr. Do!'s Castle (Parker Brothers) 10 min
One on One (Micro Fun) 3 min
Pitfall (Activision) 3 min
Pitfall II (Activision) 3 min
Pitstop (Epyx) 3 min
Sammy Lightfoot (Sierra On-Line) 4 min
Sir Lancelot (Xonox) 10 min
Spectron (Spectravideo) 5 min

Squish 'Em Sam (Interphase) 3 min
Star Wars: The Arcade Game (Parker Brothers) 5 min
Super Cobra 3 min
Tarzan 3 min
Telly Turtle 3 min
Zaxxon (CBS version!) 5 min

INTELLIVISION

Burger Time (shrinkwrapped) 2 min
Buzz Bombers (Box, Manual, Overlays) 3 min
Carnival 2 min
Demon Attack 2 min
Donkey Kong 2 min
Donkey Kong Jr. 3 min
Dragonfire (Overlays) 3 min
Dreadnaught Factor 3 min
Frogger (manual) 2 min
Happy Trails 2 min
Learning Fun I (white label) 2 min
Masters of the Universe: He-Man (Manual) 3 min
Motocross (white label)(Manual) 3 min
NFL Football (Shrinkwrapped) 2 min
Nova Blast 2 min
Pitfall (M,2O) 2 min
Q-Bert 2 min
River Raid 2 min
Safecracker 3 min
Shark! Shark! (Manual, 2 Overlays) 3 min
Slap Shot Super Pro Hockey (w. label)(Box, Manual) 6 min
Slap Shot Super Pro Hockey (white label) 4 min
Stampede 2 min
Swords & Serpents 3 min
Thunder Castle (white label)(Box, Manual) 6 min
Thunder Castle (white label) 4 min
Tower of Doom (white label)(Box, Manual) 6 min
Tower of Doom (white label) 4 min
Tropical Trouble 3 min
World Championship Baseball (white label) 4 min

NINTENDO

Alien Syndrome (Tengen) 3 min
Bases Loaded (Jaleco) 3 min
Battle Chess (Data East) 5 min
Bump 'n' Jump (Vic Tokai) 5 min
Captain Comic (Color Dreams) 3 min
Clash at Demonhead (Vic Tokai)(Manual) 3 min
Deathbots (American Video Entertainment) 3 min
Donkey Kong (Nintendo) 5 min
Dragon Warrior (Enix Corporation) 3 min

Dragon Warrior III (Enix Corporation)(box) 5 min
Firehawk (Camerica) 3 min
Fist of the North Star (Taxan) 3 min
Gauntlet (Tengen) 3 min
Jeopardy! (Game Tek) 5 min
Joshua & the Battle of Jericho (Wisdom Tree) 5 min
Journey to Silius (Sunsoft) 3 min
Joust (Hal America) 3 min
King of Kings - The Early Years (Wisdom Tree) 5 min
Krazy Kreatures (American Video Entertainment) 3 min
Lee Travino's Fighting Golf (SNK) 3 min
Lode Runner (Broderbund) 3 min
Low G Man (Taxan) 3 min
M.U.L.E. (Mindscape) 3 min
Master Chu and the Drunkard Hu (Color Dreams) 3 min
P'Radikus Conflict (Color Dreams)(Manual) 3 min
Pac-Man (Tengen) 5 min
Pinbot (Nintendo) 3 min
Q-Bert (Ultra Games) 3 min
Raid 2020 (Color Dreams) 3 min
Ring King (Data East) 3 min
Robo Warrior (Jaleco) 3 min
Silent Assault (Color Dreams)(Box, Copy of Man.) 3 min
Skull & Crossbones (Tengen)(Box, Manual) 3 min
Spelunker (Broderbund) 3 min
Spy Hunter (Sunsoft) 5 min
Super Mario Brothers 3 (Nintendo)(Manual) 3 min
Super Pitfall (Activision) 3 min
Tecmo World Wrestling (Tecmo) 3 min
Tiles of Fate (American Video Entertainment) 3 min
TIme Lord (Milton Bradley) 3 min
Uninvited (Kemco/Seika)(Box, Manual) 3 min
Ultimate Basketball (Sammy)(Box, Manual) 3 min
Wheel of Fortune Junior Edition (Game Tek) 3 min
WrestleMania Challenge (LJN, Ltd.) 3 min

SEGA MASTER SYSTEM

Alien Syndrome (box, manual) 3 min
Bomber Raid (Activision)(box) 3 min
Cyborg Hunter (Activision)(box) 3 min
Arcade Smash Hits (Virgin Games)
(box & manual in 8 different languages, cart all MINT)
(includes Centipede, Missile Command and Breakout) 5 min

APF SYSTEM

Catena (untested, cart & labels in great shape) 2 min

MACINTOSH

Myst CD-ROM (with manual) 4 min

VECTREX

Berzerk (box, overlay) 5 min

COMMODORE 64

Donkey Kong (Atarisoft) 2 min
Fraction Fever (Spinnaker) 2 min
Galaxian (Atarisoft) 2 min
Star Trek: SoS (Sega)(end label torn off) 2 min
Star Wars: The Arcade Game (Parker Brothers) 4 min
Zenji (Activision) 3 min

ODYSSEY 2 CART PACKAGE #1.............................. 7 min
----
(All these are untested but are in good shape)

Computer Intro
Keyboard Creations
Volleyball
Alien Invaders-Plus (box)
Speedway/Spin Out/Crypt-O-Logic (box,manual)
Quest for the Rings
Baseball
Football
Thunderball
K.C. Munchkin
Sub Chase/Armored Encounter

ODYSSEY 2 CART PACKAGE #2.............................. 2 min
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(All these are untested but are in good shape)

Alien Invaders-Plus!
Speedway/Spin Out/Crypt-O-Logic
K.C. Munchkin
Sub Chase/Armored Encounter

* *

ARCADIA SUPERCHARGER PACKAGE #1....................... 20 min
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Boxed Phaser Patrol 1 which includes both the
Phaser Patrol cassette (with insert) and the
actual Supercharger unit itself, plus:

Commie Mutants from Space 2 (box,cassette & liner)
Fireball 3 (box,cassette & liner)
Escape From the Mindmaster 5 (cassette & liner)
Dragonstomper 6 (cassette & liner)
Killer Satellites 7 (cassette & liner)

ARCADIA SUPERCHARGER PACKAGE #2..... 10 min

Arcadia Supercharger unit with the following games:

Phaser Patrol 1 (cassette & liner)
Commie Mutants from Space 2 (cassette & liner)

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ODYSSEY 2 CATALOG/MANUAL PACKAGE:..... 2 min

Five different Odyssey 2 catalogs, version #'s:
EL3313-1 EL 3328-1 EL3358-3 EL 3380-1 EL 3380-2

Manuals for Armored Encounter/Sub Chase, I've got your Number,
Pachinko and Take The Money and Run

* *

Cloth Map ONLY to Ultima V 1 min

* *

Manual Package #1: 101 Atari 2600 manuals..... 20 min

3-D Tic-Tac-Toe, Air-Sea Battle, Asteroids, Asteroids (Sears), Backgammon, Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout, Casino, Centipede, Championship Soccer, Circus Atari, Codebreaker, Combat (2 styles), Decathlon, Defender, Demon Attack, Demons to Diamonds, Desert Falcon, Dodge 'Em, Donkey Kong (Coleco), Dragster, E.T., Enduro, Fire Fighter, Football, Frogger, Galaxian, Golf, Grand Prix, Hangman, Haunted House, Home Run, Human Cannonball, Indy 500, Joust, Jungle Hunt, Kaboom!, Keystone Kapers, Laser Blast, Lost Luggage, Maze Craze, Megamania, Midnight Magic, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Phoenix , Pitfall, Pole Position, Q-Bert, Raiders of the Lost Ark, Realsports Baseball, Realsports Tennis, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space War, Stampede, Star Raiders, Star Raiders (Sears), Star Ship, Star Wars: The Empire Strikes Back, Starmaster, Street Racer, Super Breakout, Super Breakout (Sears), Super Challenge Baseball, Super Challenge Football, Superman, Surround, Swordquest (Earthworld), Swordquest (Fireworld), Tutankham, Vanguard, Venture (Coleco), Video Checkers, Video Chess, Video Olympics, Video Pinball, Warlords, Winter Games, Yar's Revenge.

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A)
43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C)
45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #2: 71 Atari 2600 manuals.....15 min

Air-Sea Battle, Asteroids, Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout, Casino, Centipede, Circus Atari, Combat (2 styles), Cosmic Ark, Defender, Demon Attack, Dodge 'Em, Donkey Kong

(Coleco), E.T., Enduro, Football, Frogger, Grand Prix, Haunted House, Home Run, Indy 500, Jungle Hunt, Kaboom!, Laser Blast, Maze Craze, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Pitfall, Pole Position, Raiders of the Lost Ark, Realsports Baseball, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space War, Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Super Breakout (Sears), Superman, Surround, Swordquest (Earthworld), Tutankham, Venture (Coleco), Video Chess, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A) 43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #3: 46 Atari 2600 manuals..... 10 min

Air-Sea Battle, Asteroids, Basketball, Berzerk, Bowling, Breakout, Casino, Circus Atari, Combat, Defender, Demon Attack, Donkey Kong (Coleco), Enduro, Football, Frogger, Indy 500, Kaboom!, Laser Blast, Maze Craze, Missile Command, Ms. Pac-Man, Night Driver, Outlaw, Pac-Man, Pitfall, Pole Position, Realsports Baseball, River Raid, Sky Diver, Space Invaders (2 styles), Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Superman, Surround, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #4: 32 Atari 2600 manuals..... 5 min

Asteroids, Berzerk, Breakout, Casino, Circus Atari, Combat, Defender, Football, Frogger, Indy 500, Laser Blast, Missile Command, Night Driver, Outlaw, Pac-Man, Pitfall, Realsports Baseball, River Raid, Space Invaders (2 styles), Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

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Manual Package #5: 13 ColecoVision manuals..... 3 min

Cabbage Patch Kids: AITP, Cosmic Avanger (2), Donkey Kong, Mousetrap (2), Mr. Do!, Slither, Turbo, Victory, War Games, Roller Controller manual and Driving Controller manual

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Manual Package #6: 10 Nintendo NES manuals..... 3 min

All-Pro Basketball, Baseball Stars, Gyruss, Jack Nicklaus Golf, Jeopardy
25th Anniversary Edition, Kings of the Beach, Simon's Quest, Super
Off-Road, Tecmo Bowl, Wheel of Fortune

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Atari 2600 catalogs, etc..... 5 min

Atari game catalogs: 1983 Atari Stars silver game catalog,
42 game Atari catalog (81-Rev. A), 43 game Atari catalog (81-Rev. B),
43 game Atari catalog (81-Rev. C) and 45 game Atari catalog (82-Rev. D)
49 game Atari catalog (82-Rev. E) -- Coleco 1982 game catalog
Activision game Catalogs: 1981 small black/red catalog, Winter 1982 Red
catalog, Winter/Spring 1983 blue catalog, Fall/Winter 1983 blue catalog
Imagic 1982 Rev. A silver catalog, Imagic 1982 Rev. D black catalog
M-Network 1982 catalog, Parker Bros. 1982 silver catalog,
Parker Bros. 1983 catalog (includes McDonalds, Incredible Hulk,
and Lord of the Rings artwork and previews for the 2600!)

Original 6-switch CX2600 Owner's Manual, 4-switch CX2600A
Owner's Manual, Atari 2600 Jr. Owner's Manual, Atari Remote Control
Wireless Joysticks Installation Instructions, Atari Centipede Bug-Off
Contest entry form, Yar's Revenge: The Qotile Ultimatum Comic Book
Atari Force #1 Comic book in near Mint condition.

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The ATARI CONNECTION Volume 2, Number 2, Summer 1982,
in NEAR MINT Condition with all inserts intact. 2 min

* *

COLECOVISION PACKAGE..... 50 min

ColecoVision with power supply, 2 standard controllers,
owner's manual, in the original styrofoam inner packaging,
(no outer box), plus the following 31 ColecoVision games:

B.C.'s Quest for Tires B.C.'s Quest for Tires II: Grog's Revenge
Buck Rogers: Planet of Zoom Cabbage Patch Kids: AITP (manual)
Carnival Centipede (Atarisoft)
Defender (Atarisoft) Donkey Kong (manual)
Donkey Kong Jr. (manual) Frenzy
Front Line Heist , The (Microfun)
Ladybug Looping (manual)
Omega Race (manual) Pepper II (manual)
Pitfall Pitfall II
Pitstop (Epyx) Popeye
Q-Bert Rocky Super Action Boxing (manual)
Space Panic Squish 'Em Sam (Interphase)
Star Wars: Arcade (Prkr Bros) Super Action Baseball
Super Action Football Time Pilot (manual)

Venture (manual) Zaxxon (manual)
Smurf: RIGC (manual)

* *

INTELLIVISION PACKAGE..... 50 min

Modified boxed Intellivision which has a 9-pin customized
detachable left controller, and 1-piece plastic joysticks
replacing the plastic directional pads on both controllers.
Includes a Master Component owner's manual, Intellivision
game catalog (1982), Imagic game catalogs from '82 & '83,
an Intellivoice module and the following 44 games:

Advanced Dungeons & Dragons (M,2O) Astrosmash (M,o2O)
Auto Racing (white label)(M) Baseball (white label)(M,2O)
Burgertime (M,2O) Carnival
Checkers Demon Attack
Donkey Kong (M) Dragonfire (2O)
Electric Co. Word Fun (2O) Football (w. label)(M,2O,playbook)
Frog Bog (M,2O) Frogger (M)
Golf Happy Trails
Hockey (white label)(M,2O) Las Vegas Poker & B.J. (B,M,2O)
Lock 'n' Chase (white label)(M,2O) Loco-Motion (M,2O)
Masters of the Universe: He-Man Mission X
NASL Soccer (B,M,2O) NBA Basketball (B,M,2O)
Night Stalker (white label)(M,2O) PItfall
Safecracker Skiing (white label)
Slap Shot Super Pro Hockey (w. label) Snafu (M,2O)
Space Armada (M,2O) Space Battle (M,2O)
Space Hawk (2O) Space Spartans (1O)
Stampede Star Strike (M,2O)
Sub Hunt (B,M,2O) Swords & Serpents
Tennis (M,2O) Thunder Castle (white label)
Triple Action (Shrinkwrapped) Tron Maze-A-Tron (M,1O)
Utopia (white label)(M,2O) World Championship Baseball (wl)

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(#1) ATARI 5200 PACKAGE..... 50 min

Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 30 games:

Berzerk (M) Pac-Man (M,2O)
Centipede (M,2O) Pengo (M)
Choplifter Pole Position (M)
Countermeasure (M,2O) Popeye (box)
Defender (M,2O) Q-Bert

Dig Dug (M) Qix (M,2O)
Football (M, 2 Playbooks) Rescue on Fractalus (Sealed)
Frogger (M,2O) Soccer (M,2O)
Galaxian (M,2O) Space Dungeon
Joust Space Invaders (M,1O)
Jungle Hunt Star Raiders (M,2O)
Kangaroo (M) Super Cobra
Missile Command (M,2O) Tennis (M)
Moon Patrol Super Breakout (M,2O)
Ms. Pac-Man (M) Vanguard

* *

(#2) ATARI 5200 PACKAGE.............................. 25 min

Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 17 games:

Centipede (M,1O) Pac-Man (M)
Countermeasure Pole Position (M)
Defender (M) Popeye
Dig Dug Qix
Football (Red & Blue Playbooks) Soccer (1O)
Galaxian (2O) Space Invaders (M,1O)
Kangaroo (M) Star Raiders (M,2O)
Missile Command (M,2O) Super Breakout (M,2O)
Ms. Pac-Man

* *

Atari 5200 Trak-Ball controller, mint condition in original
box, has original styrofoam/cardboard inserts, manual, and
even the red tape holding the ball in place! 10 min

* *

(#1) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 10 min

* *

(#2) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 10 min

* *

(#1) ATARI 7800 PACKAGE.............................. 20 min

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 8 Atari 7800 games:

Asteroids Centipede
Dig Dug Food Fight
Galaga Ms. Pac-Man
One-On-One Pole Position II

* *

(#2) ATARI 7800 PACKAGE.............................. 12 min

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 4 Atari 7800 games:

Asteroids Centipede
Dig Dug Galaga

* *

TEXAS INSTRUMENTS 99/44A PACKAGE..................... 10 min

Texas Instruments 99/44a computer with power supply,
rf adapter, pair of Amiga Power Stick palm-sized joystick
controllers (2nd player controller works but is flaky)
and the following 11 cartridge programs (2 dups):

Donkey Kong (Atarisoft)
Home Financial Decisions (box and manual)
Household Budget Management (2 copies, both w/box and manual)
Music Maker (box and manual)
Parsec (box and manual)(2nd loose copy)
Personal Real Estate (box and manual)
Personal Record Keeping (box and manual)
Securities Analysis (box and manual)
Terminal Emulator II (box and manual)

* *

FAMICOM PACKAGE..................................... 20 min

Famicom (Japanese NES) system complete with
original power supply, two controllers, rf switchbox,
light gun, and the following 3 games:

Duck Hunt Wild Gunman Hogan's Alley

* *

EMERSON ARCADIA 2001 PACKAGE......................... 20 min

Emerson Arcadia 2001 system with power supply,
2 hardwired controllers, and the following 4 games:

American Football (torn label) Escape
Space Raiders Tanks A Lot

* *

TURBO GRAFX16 PACKAGE..... 20 min

Turbo GrafX16 system with power supply, rf cable,
5 player adapter, 3 controllers, and these 2 HuCards games:

Keith Courage in Alpha Zones (w/ case & manual)
Double Dungeons (w/ case & manual)

* *

SEGA GENESIS PACKAGE..... 40 min

Sega Genesis system in original box & styrofoam, w/ power supply,
rf cable, owner's manual, (2) standard 3-button controllers &
(1) Megafire 3-button controller . Also includes Arcade Power Stick
controller in original styrofoam & box with manual, & these 13 games:

Alien Storm Altered Beast (box, manual)
Cool Spot Evander Holyfield's Boxing
Gaiares (box, manual) Gauntlet IV (box, manual)
Hardball John Madden Football (box, manual)
Jurassic Park (box, manual) NBA Jam (box, manual)
Sports Talk Baseball (box, ml) Streets of Rage (box, manual)
Super Monaco GP (box, manual)

* *

ATARI 800 PACKAGE..... 75 min

(Note: Everything from here until the end of the list is included
in the Atari 800 package. Everything weighs about 80 lbs.,
so please take the shipping into account before you bid -
I will only ship this system within the U.S. - thanks)

Atari 800 Computer w/ 48K RAM, power supply
Atari 800 Operator's Manual
The Atari 800 Home Computer Owner's Guide

(2) Atari 810 Disk Drives with power supplies
The Atari 810 Disk Drive Owner's Guide
Disk Operating System II Reference Manual
Dos 3: An Intro to the Atari Disk Operating System

Atari 410 Program Recorder
Atari 410 Program Recorder Operator's Manual
The Atari 410 Program Recorder Owner's Guide
(Includes built-in power supply and connecting cable)

Atari 850 Interface Module w/ power supply (untested, powers up fine)
(1) Spare Atari 850 Interface Module (untested, powers up fine)
Atari 850 Interface Module Technical Manual
Atari 850 Interface Module Operator's Manual

(4) connecting cables to connect everything above

Atari Touch-tablet (untested)
Koala Pad (untested)

2 Atari joystick controllers, pair of paddle controllers
2 Wico Command Control trackballs
2 Wico bat-style joystick controllers

CASSETTE PROGRAMS

Conversational French (All 5 Cassettes, manual, plastic binder)
Conversational German (All 5 Cassettes, manual, plastic binder)
Conversational Italian (All 5 Cassettes, manual, plastic binder)
Conversational Spanish (All 5 Cassettes, manual, plastic binder)

An Invitation to Programming 3: Introduction to Sound and Graphics
(includes both cassettes, box and manual)

(22) CARTRIDGES:

Assembler Editor Computing Language (with User's manual and Errata)
Asteroids (with manual)
AtariWriter Word Processor (with manual and quick reference card)
Basic Computing Language (with Reference Manual)
Centipede
Defender (with manual)
Dig Dug
Donkey Kong (with manual)
Frogger (Parker Brothers)(with manual)
Galaxian
Joust
Jungle Hunt
Missile Command (with manual)
Ms. Pac-Man
Music Composer
Pac-Man (with manual)
Pilot Programming Language
Pole Position
Qix
Space Invaders (with manual)
Star Raiders (with manual)
Super Breakout

(18) ORIGINAL DISKS WITH MANUALS

Arcade Album #1: Spy's Demise, The Spy Strikes Back
and Thunderbombs all on one disk
Andromeda Mission: Asteroid
Apple Panic Music Box
Blue Max Slime
Bridge Master Space Chase
Cytron masters Space Eggs
Dimension X Wayout
DodgeRacer Zaxxon

Downhill (APX) Zork I
Jaw Breaker

BOOKS AND OTHER DOCUMENTATION

Atari Home Computer product catalog
Atari Home Computers: The Next Generation catalog

Programmer's Card (Laminated guide to hardware registers, OS shadow,
Antic modes, IOCB structure, Useful OS Equates, etc.)

Inside Atari Basic - 183 ppg. (Carris, 1983, Reston Publishing)

Atari Basic: A Self-Teaching Guide - 332 ppg.
(Albrecht, Finkel & Brown, 1979, Wiley & Sons)

Atari Sound and Graphics: A Self-Teaching Guide - 234 ppg.
(Moore, Lower & Albrecht, 1982, Wiley & Sons)

The Atari Assembler - 270 ppg. (Inman & Inman, 1981, Reston Publishing)

6502 Assembly Language Programming - 606 ppg.
(Leventhal, 1979, McGraw-Hill)

6502 Assembly Language Subroutines - 550 ppg.
(Leventhal & Saville, 1982, McGraw-Hill)

Machine Language for Beginners - 350 ppg.
(Mansfield, 1983, Small System Services, Inc.)

Mapping the Atari - 194 ppg. (Chadwick, 1983, Small System Services, Inc.)

Master Memory Map for Atari 400/800 Computers - 30 ppg.
(Sherer, 1982, Educational Software, Inc.)

Atari Pilot for Beginners - 229 ppg.
(Conlan & Deliman, 1983, Reston Publishing)

The Elementary Atari - 287 ppg. (Sanders, 1983, Datamost, Inc.)

Your Atari Computer: A Guide to Atari 4/800 Personal Computers - 458 ppg.
(Pool, McNiff & Cook, 1982, McGraw-Hill)

Inside Atari DOS - 120 ppg. (Wilkinson, 1982, Small System Services, Inc.)

Compute!'s First Book of Atari - 184 ppg.
(1981, Small System Services, Inc.)

Compute!'s Second Book of Atari - 250 ppg.
(1982, Small System Services, Inc.)

Compute!'s First Book of Atari Graphics - 248 ppg.
(1982, Small System Services, Inc.)

The RS-232 Solution - 194 ppg. (Cambell, 1984, Sybex, Inc.)
(Guidebook showing how to connect systems to RS-232 peripherals)

The Complete Handbook of Personal Computer Communications - 546 ppg.
(Glossbrenner, 1985, St. Martin's Press)

Games For Your Atari - 125 ppg. (Bunn, 1983, Virgin Books)

Atari Program Exchange - Program Submission Materials
Atari Program Exchange - Program Author's Handbook
Atari Program Exchange - Manuals Only:
Atari Program-Text Editor, Basic Program Compressor
(Masher), Deep Blue C Compiler, Deep Blue Secrets,
Disk Fixer (Fix) - Rev. 2.0, Extended Fig-Forth,
Forth Turtle Graphics Plus, Fun-Forth, Ion Roadway,
Load 'n Go, Salmon Run, Speed-O-Disk, Typo Attack

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-------------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Prog/Speed/Death Metal Drummer	imaginations" - Neil Peart

3761. XL/XE games FS FT

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: Lord-Chaos@t-online.de
Message-ID: <65kojc$2i5$1@news02.btx.dtag.de>
Source record: 68304

I have some ATARI XE games for sale or for trade.All with box
and manual , cartridge games.

If you re interested , please contact me .

Thimo

Lord-Chaos@t-online.de

3762. Re: 800XL Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: ssilicon@lse.fullfeed.com
Message-ID: <347cb78d.255714674@nntp.lse.fullfeed.com>
Source record: 68373

On Wed, 19 Nov 1997 21:59:29 -0500, serguei demianov
<sidemi01@homer.louisville.edu> wrote:
> I had an 800 back
>when I first got these games, and in one of my fits of stupidity, sold
>it, to finance another computer. Anyway, is this incompatibility to be
>expected? Further, are they any solutions.

Hello. There are many solutions:

SOFTWARE SOLUTIONS

Atari's "Translator Disks"
An binary file called ______ (forgot, but it's the BEST!)

HARDWARE SOLUTIONS

Get one of those switching OS ROM upgrades
Actually get an Atari 800

Cheers,

Jon

*** Please make sure responses are also sent via email.

3763. Re: 800XL Compatibility

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: Austin Franklin <dark4room@ix.netcom.com>
Message-ID: <01bcfb07$2a0932c0$54f65ecf@drt1>
Source record: 68374

> > I had an 800 back
> >when I first got these games, and in one of my fits of stupidity, sold
> >it, to finance another computer. Anyway, is this incompatibility to be
> >expected? Further, are they any solutions.
>
> Hello. There are many solutions:
>
> SOFTWARE SOLUTIONS
>
> Atari's "Translator Disks"
> An binary file called ______ (forgot, but it's the BEST!)
>
> HARDWARE SOLUTIONS
>
> Get one of those switching OS ROM upgrades
> Actually get an Atari 800
>

Got any more infor on the 'switching OS ROM upgrades'?

Thanks,

Austin Franklin
darkroom@ix.netcom.com

3764. Re: Game Ideas....

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <65jf5sckl1@nuke.csu.net>
Source record: 68375

Dariusz Duma (dhor@iko.zakopane.top.pl) wrote:
: well, nice ideas , but who will write them ? ;)
: greetz

>I< plan to try!

Anyone want to help!? :)

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3765. Re: SOMEONE SEND SOMETHING NEW, PLEASE

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <65jfb2ckl2@nuke.csu.net>
Source record: 68376

NICKLIN S.A (ng061040@bs47c.staffs.ac.uk) wrote:
: AS ABOVE.

Send new what where?

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3766. ANNC: SIFE 0.0 IS HERE

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <65jgmmddm1@nuke.csu.net>
Source record: 68377

SIFE, The Super-IRG Font Editor, version 0.0 has been released!

Super-IRG mode is similar to APAC, ColorView and HIP mode in that it
is a software-based, Vertical Blank Interrupt (VBI) driven display.

With Super-IRG mode, you get 14 colors on screen at once, nearly
3 times as many as in a normal IRG mode. And since the palette doesn't
change and DLI's aren't used, you can dither the "blended" colors
between the two flipped frames to reduce the flickering considerably!

In fact, SIFE does just this! When I was creating the graphics for
Gem Drop (I did this practically by hand; I only had a simple
monochrome font editor to use!), I learned that the key to making the
Super-IRG mode look good is to take advantage of the ability to dither
the pixels.

SIFE has a simple copy/paste buffer for copying characters around in
your font, and even allows you to edit four characters at a time
(in a 2x2 fashion; great for tile graphics for games)...

The current version comes with:

* The SIFE 0.0 compiled executable (no Action! cartridge is needed).
* The Action! source code to SIFE 0.0.
* A Super-IRG library for Action! INCLUDE it in your programs and then
use SIOn() and SIOff() to turn the mode on and off.
* A simple example program using the library mentioned above.
* A Super-IRG version of the good ol' standard Atari ROM font.
* Documentation!

This isn't the last version, though! Future versions will include:

* Editing of at least two fonts simultaneously (with copy/paste between).
This would be great for animated fonts!
* Assembly language and BASIC examples of using Super-IRG.
* More editing features (mirror image, invert, slide, etc.)
* The ability to load and save other font formats.
* A Windows BMP to SIFE converted!?!?

You can download SIFE from U.Mich at:

ftp://atari.archive.umich.edu/atari/8bit/Graphics/Editors/
http://www.umich.edu/~archive/atari/8bit/Graphics/Editors/

Or search for it at XL Search:

http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

Or just download it directly off the SIFE Website:

http://zippy.sonoma.edu/kendrick/nbs/atari/utils/sife/

Enjoy! Please send any comments!

And if you make some cool, useful .SIF fonts, please e-mail them to me
or upload them to UMich!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3767. FS Atari 8bit Hardware (US)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19971127114800.GAA05864@ladder01.news.aol.com>
Source record: 68378

I have the following items for sale.

All items have been tested for proper function and will be retested prior to shipment. Unless noted otherwise, items do not include original packaging and manuals.
Offers will be considered on pre-priced items. Buyer pays shipping.

Please make all inquires via e-mail to: GWestndrf@aol.com

Atari 800 computer - 48K RAM - power supply - RF cable - (no RF box) - $20

Atari 1200XL computer - 64K RAM - pwr supply - RF cable & box - $20

Atari 1050 disk drive - pwr supply - I/O cable - $25

Atari 1020 color printer - everything including the box - make offer
bonus - Print Shop driver & sketchpad software on disk, extra paper

Atari 1020 color printer - color pens - no p/s, cable, manual - make offer
bonus - PS driver, software on disk, extra paper, original box

Atari keypad and bookkeeper software - make offer

Atari paddle controllers - make offer

Okimate 10 color printer - cable, thermal paper, ribbons - $20

Supra MicroPrint printer interface - $15

2 - Epyx 500XJ joystick - $5

Wico trackball - $5

Koala pad touch tablet - manual & software - $25

Radio Shack DMP-110 printer - missing one cover - make offer

Updated message will be posted next week.

As noted above, please send all inquires via e-mail to GWestndrf@aol.com

3768. 80 Columns Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: ab616@chebucto.ns.ca
Message-ID: <65k59gmmk1@News.Dal.Ca>
Source record: 68379

Is there a way to get an 80 column display from a 130XE? Our local freenet offers Lynx connection to the Internet but the computers must be able to attain 80 column display.

Thanks...

3769. Heinous 8bit Stuff I Bought

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: knave@usa.net
Message-ID: <880653691.21887@dejanews.com>
Source record: 68380

Not being one to pass up a chance to buy a load of ancient junk, I jumped at an offer to purchase an Atari 800, 1050, 825, 850, 410 and a bit miscellaneous software, for $50. Okay deal?

Well, the 410's busted, but everything else is okay. He even threw in an Atari trak-ball (1985?) complete in box with the tape across the ball to hold it in place. I tested the computer and disk-drive and they work.

The Atari 825 80 column printer? What a gruesome beast! The printer head device looks (and sounds!) like a miniature Gatling gun. It's pretty damn scary when it's trying to print!

BANGBANGBANG-B-B-BANG-CHIK-BANG-BANG-ZERRRRRRK-B-B-B-BANG-YINNNNNNNG-BANG-ZERRRRRK!

Unfortunately there's no ink or ribbons or anything. He sent me some ribbons that are unused but I think they are dried up and I can't figure out how to put them on. They come in small boxes. I like this printer though, it must weigh about 200 lbs, can anyone offer any tips and do they still make ribbons for it?

Which brings me to the 850 RS-232 and what-the-hell-else interface. It's a beige box with about 39 (no really about 7) ports in it. Can I run a multi-line BBS with this baby? How 'bout a web-server?

Dave

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3770. Re: 1200XL OS Upgrade Question.

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-27 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <65kd5g$fr2@nntp02.primenet.com>
Source record: 68381

The mortal A. Karl Heller wrote:

: So, would a 1200XL with a 800XL OS be more or less compatible with
: or without the BASIC Rom chip installed?

Yes, it's great.

The 1200XL has the best keyboard and plenty of room for memory expansion,
but it has the OS problem and crappy video, so it really needs lots of
hacks to bring it up to spec, but when you do, wow!

3771. NEW Atari Stock being added! More inventory!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <65nu7d$t4r$1@user2.teleport.com>
Source record: 68232
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here, Direct all responses in E-Mail to: bensmith@teleport.com

Hello, recently my postings had the subject: FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices! This still and always holds true! I've changed the Subject because I've recently received more Atari stock. Both Classic 8 Bit & Atari ST. HardWare, SoftWare, Books & Accessories. Due to this development, I'll be trying to spend less time on the InterNet and more time organizing, testing, cataloging & pricing the new Atari stock. Besides that I suffer from depression which seems to worsen this time of year because it gets dark earlier. It would cheer me up if we got some snow. Also, I need to see my Doctor, when I can get an appointment with him, about pain in my Right Shoulder and limited mobility which is not good because I am Right handed. So I ask that you keep me in your prayers. And be patient with me if I am slow in getting back to you.

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my Web Page, please E-Mail me at bensmith@teleport.com.

A note to Repeat Customers: Welcome Back! I dont keep a Mailing List or keep track of your Mailing/Shipping address. To expedite your order, include your Mailing/Shipping address and it wouldn't hurt to include your home and work number.

I am not a repairman/technician. I have some Hardware and other stuff that needs work you can have some ***FREE*** Atari stuff for the cost of Shipping & Handling. Inquiries welcome...

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard Ware, SoftWare & Books/References! In BSC's Catalogs, you may find some thing you've been looking for, Something you might want & something New to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml. And Jump to my FTP site linked to my Web Site so you can Download Free Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if you can't get Catalogs that way, Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. I do ask that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not Snail (Postal) Mail. Please let me know if I can't attach files to your E-Mail. I will get back to you after the weekend. Please Direct all Replies Through E-Mail to: bensmith@teleport.com.

I'm looking to trade for these Items for my Atari. I'm looking for CatBoxes for Atari Jaguar, Jag-Links as well as Jag Controllers, Alien vs Predator and even complete Jaguar Systems. If you have what I'm looking for, check my Atari Catalogs for stuff to trade at: http://www.teleport.com/~bensmith/bscomputers.shtml or E-Mail bensmith@teleport.com for a trade.

Following is only a partial list of what's in my Computer HardWare & SoftWare Catalogs. So check out my Catalogs!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers, Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the Monitor Power Directors to Manage & Protect your Equipment. Hardware specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141 Monitor, Atari 1050 Disk Drives, Atari 1050 Happy Drive, Indus GT Smart Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads,SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: Spectre GCR Macintosh Emulators, Color & MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST & Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II & Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is. E-Mail: bensmith@teleport.com or call Ben at: (503)256-9974. Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File

called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you test JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such as the 1090XL expansion Box. I got it from The Shadow of Shadow Software. It is the Best one of the Few that Atari made. And the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Go to: http://www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

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Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3772. Re: XF551 behavior

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <01bcfc1c$f04ea120$e4e1cdd0@none>
Source record: 68233

Kenneth Jennings <kenneth@spam.not.sayeth.i> wrote in article
<347dd33a.4061954@news.aatech.com>...
>
> I have my busted XF551 in the office for the hardware technicians
> to play with and we need to know how the XF551 is supposed to
> work.
>
> We have two power supplies and can't figure out which one is
> supposed to be the right one. They both say they put out the
> right voltage, but the XF551 behaves differently with them.
> With the first power supply the XF 551 spins for a while
> after being turned on. With the other power supply the motor
> basically only bumps a little and the light comes on for half
> a second at most.
>

You should use a standard Atari 810/1050 power supply. Atari part #
C017945. Here are the specs:

Input: 120VAC, 60Hz, 50W
Output: 9VAC, 31VA

If your power supply is dead, then the fuse inside is probably blown.
I've found that you could crack the case open (carefully) and replace the
fuse. To crack open the case, put it on a hard surface (I find a concrete
sidewalk works good) and use a hammer to break the seal around the
base of the power supply. This will help get the lid off to get inside.
Then
when done replacing the fuse, you could elmer or super glue the lid back
on.

> I know the 810 spins for a while when turned on. But I thought
> the XF551 is supposed to be different.
>

Basicly, the XF551 when turned on will cycle the head from the park
position to track 0 and then back to park. Takes less that 2 seconds
to complete.

> Anyway, the drive doesn't appear to work at all. When it is
> connected to the Atari there's just a very low level short
> buzzing noises and then a lot of silence. No boot error
> messages or anything. Since I bought it a few years ago I
> think it has had maybe 80 hours of use. Really impressive
> MTBF, but it is tramiel hardware after all.
>

Best Electronics has the following stuff to help you fix it:

Schematics (CB102052) - $15.00
Power Supply (C017945/CA017964) - $15.00
XF551 MPU (CB101393) - $15.00
XF551 OS (C101696) - $15.00
Western Digital Floppy Disk Controller (1772)
(C026028) - $18.00
8.3333 MHz Oscillator (CB101219) - $10.00
New motherboard (CB101721) - $99.00
Disk Drive, Generic (CB102339) - $50.00
Disk Drive, Original (CB101722) - $75.00

I got all this information from their catalog. Their phone # is:
(408) 243-6950. Call between 1pm and 5pm on weekdays.

Glenn Bruner
brunergs@pcisys.net

3773. ATR 8000 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <347F7F8A.7357@ccnet.com>
Source record: 68234

I have a ATR 8000 interface for sale.It works fine,looks new.I do not need it since i picked up a 1050 disk drive.The ATR 8000 is a little overkill for what i need.
Make Offer.

I also have one 800XL left. $10 no pwersupply.

3774. Trade Atari 5200 games for 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <347F8351.2123@ccnet.com>
Source record: 68235

Trade Atari 5200 games for Atari 8-bit.(For my 800XL)

Send me e-mail for a list of 5200 games.

3775. about 6502 programing, are you good ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Mike <REMOVE_THAT.mpointie@hol.fr>
Message-ID: <#vmLfw5#8GA.238@upnetnews03>
Source record: 68305

Hello guys.
I'm not owner of an Atari 8bit computer, but a long time ago, I was programing with a friend of mine in 6502, because at this time I own an Oric Atmos, with the same processor.

Ok, that's not the subject of this message.

I've recently started a web page dedicated to the programation on the Oric Atmos, but I didn't practice 6502 since 1985... And I've only started to code again this year. My memory is not as good as before, so I wonder if anybody hear could check on my page if I don't write terrible mistakes... As I try to explain how to code in 6502, I try to be simple and efficient. I don't want that people trying to learn 6502 be confused by my explanations.

If you're good in 6502 (or have knowledges), please go on my page, click on the ORIC button in the left of the screen, choose "HOW TO CODE", and check what I write about assembly.

By the way, what is the best 6502 cross assembler on PC ? I'm using FRASM, but it seems to be very buggy, and it's not possible to use macros.

Thanks to read, and see ya another day perhaps

If you want to contact me, remove the header on my adress please, it's against MAIL BOMBING (or SPAM).

8 bits are cool...
:)

Mike.

Mickael Pointier (PlayStation Programmer)
E-Mail: mpointie@hol.fr
Home: http://wwwperso.hol.fr/~mpointie

3776. Re: about 6502 programing, are you good ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <347e24a1.24904934@news.aatech.com>
Source record: 68306

On Fri, 28 Nov 1997 02:25:28 +0100, "Mike" <REMOVE_THAT.mpointie@hol.fr> wrote:

>Hello guys.

>I'm not owner of an Atari 8bit computer, but a long time ago, I was
>programing with a friend of mine in 6502,

[snip]

>By the way, what is the best 6502 cross assembler on PC ? I'm using FRASM,
>but it seems to be very buggy, and it's not possible to use macros.

This is an interesting question. Does anyone know if there
is a cross-assembler (or just a plain syntax/assembly
simulator) that will work with Mac/65 .directives and
macros?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3777. WTB: Atari 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971128055300.AAA27421@ladder01.news.aol.com>
Source record: 68307

I'm looking for an Atari 800xl for sale in working condition.

Any help email: semslie@aol.com

3778. Re: SpartaDos X 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <347E9E05.7111@erols.com>
Source record: 68308

Robert S Ely wrote:
>
> Jay N. Yepuri wrote:
> >
> > Hello,
> >
> > Can anybody tell me where I can get SpartaDos X 4.22, which I think is
> > cartridge based? I've heard (seen) on the newsgroup that it's available
> > from both Best Electronics and Fine Tooned Engin. Which one is it?
> > Also, any idea about how much it costs?
> >
> > Thanks
> > Jay Yepuri
>
> Jay,
> I haven't seen the new Best catalog, yet. I have to get a copy. FTE
> hasn't been heard from in well over a year. We're hoping Mike returns to
> us so produce can flow again.
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

On page 105 of the Best catalog its listed as item #CB101230 Price is
listed as "CALL" and the phone number is (408) 243-6950

Forget FTE until (if) they (he) returns...

3779. montezuma

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <347E7883.5BAB@wanadoo.fr>
Source record: 68309

Salut je recherche montezuma revenge et le 1er.
Je me suis eclat&#65533; il y maintanant.....12 ans dessus.
merci a tous.
Combien coute la version du xformer finale.
je possede le cable pour sio2pc.

3780. Re: Auction lists

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Aesop <erasmus@fables.com>
Message-ID: <Pine.GSO.3.96.971128015158.5696A-100000@iglou1>
Source record: 68310

On Thu, 27 Nov 1997, Kenneth Jennings of Miami, Florida, wrote:
->Isn't there a comp.sys.atari.marketplace or
->somewhere where they can do their thing?

The last time I searched the list of 30,000-some newsgroups,
this was the only real, English-language, Atari 8-bit group.
I don't mind the for-sale postings; it's easy enough to
pass by them. And in my opinion it's better to keep all the
8-bitters together in this newsgroup than to try to split up
what little interest there is these days into multiple news-
groups.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 8 Bits Forever! ... OR BUST! *

3781. Re: The PC Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: morbid@antispam.best.com
Message-ID: <347e7d49.7293436@nntp.best.com>
Source record: 68311

On Mon, 24 Nov 1997 22:57:42 -0500, "Sean Lester"
<rslester@hotmail.com> wrote:

>If anyone wants to know what a great commercial emu is, check out
>Executor(an emu that emulates Macs on a PC). This is a great piece of
>software that reall pisses off my Mac fiends!!!
>
Or Williams Arcade Classics and Midway Collection 2 for the PC. ;-)

As for the 8bit emul thing, yes, I agree... Anyone know if the
hackerz version of Bounty Bob Strikes Back works on any of these
emuls?

(remove "nospam" from email address to reply via email)

3782. Re: about 6502 programing, are you good ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <65m0m4knj1@narses.hrz.tu-chemnitz.de>
Source record: 68312

```
Mike (REMOVE_THAT.mpointie@hol.fr) wrote:
: By the way, what is the best 6502 cross assembler on PC ? I'm using FRASM,
: but it seems to be very buggy, and it's not possible to use macros.

There is one on my homepage
http://www.tu-chemnitz.de/~fachat/xa/index.html

Andre

--
Email address may be invalid. Use "fachat AT physik DOT tu-chemnitz DOT de"
------Fight SPAM - join CAUCE http://www.cauce.org------Thanks, spammers...
Andre Fachat, Institute of physics, Technische Universit�t Chemnitz, FRG
http://www.tu-chemnitz.de/~fachat
```

3783. Heard about an old Atari game called 'Kult' ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Micky <micky@mail.dotcom.fr>
Message-ID: <01bcfc0f$bc7f4e60$b9299ac3@mike>
Source record: 68313

Hello,

Can someone tell me about an old Atari game called 'Kult' ?
I could find the solution of the game on a FTP site (file name : Kult.sol),

but nobody knows about this game. I have it on two 3.5 floppy disks which
seems to be
crashed since the utility program I used to create an ST file, returned me
a lot
of bad sectors.
Thanks to send any new to : micky@mail.dotcom.fr

Regards, Micky

3784. Atari 8-bit emulators 4 PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Pawe Matusz <kane@cyberdude.com>
Message-ID: <65mnk0$ig3$1@sunrise.pg.gda.pl>
Source record: 68314

Does anybody know where can I get any Atari 800/65/130 emulators for PC?
And any Atari stuff for them?

greetz
kane@cyberdude.com
yo :-))

3785. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <347ee9e3.528637@news.aatech.com>
Source record: 68315

On Wed, 26 Nov 1997 12:06:36 GMT, kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:

>On Tue, 25 Nov 1997 07:28:19 -0500, Robert S Ely <rely@ix.netcom.com> wrote:
>
>>Kenneth Jennings wrote:

>>> On Sat, 22 Nov 97 08:55:01 GMT, The_Shadow@spnt.com wrote:

>>> The only thing I'm aware of is that the move function on my
[snip]

>> How so?
[snip]

>I used the move command to scroll a text window in a couple of
[snip]

Egads, it's the undead post resurrected from the usenet morgue.
I thought it had died. hmmmm.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3786. Re: Heard about an old Atari game called 'Kult' ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Nov28162157@co.umist.ac.uk>
Source record: 68316

In article <01bcfc0f$bc7f4e60$b9299ac3@mike> "Micky" <micky@mail.dotcom.fr> writes:

> Can someone tell me about an old Atari game called 'Kult' ?
> I could find the solution of the game on a FTP site (file name : Kult.sol),
>
> but nobody knows about this game. I have it on two 3.5 floppy disks which
> seems to be
> crashed since the utility program I used to create an ST file, returned me
> a lot
> of bad sectors.
> Thanks to send any new to : micky@mail.dotcom.fr

Well there is a Kult on the Atari 8-bit, and it's a monochrome horizontal scroller shoot-em-up, similar to Zybex but with less colours. However I get the feeling you're asking about another game of the same name either on the ST (two 3.5 floppys! - the game I'm thinking about fits in less than 90K), or on an 8-bit emulator. If it is on the ST, then you're in the wrong newsgroup.

3787. Re: SpartaDos X 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <01bcfc18$7f60db80$e4e1cdd0@none>
Source record: 68317

```
Patrick Mulvey <pmulvey@erols.com> wrote in article
<347E9E05.7111@erols.com>...
> Robert S Ely wrote:
> >
> > Jay N. Yepuri wrote:
> > >
> > > Hello,
> > >
> > > Can anybody tell me where I can get SpartaDos X 4.22, which I think
is
> > > cartridge based? I've heard (seen) on the newsgroup that it's
available
> > > from both Best Electronics and Fine Tooned Engin. Which one is it?
> > > Also, any idea about how much it costs?
> > >
> > > Thanks
> > > Jay Yepuri
> >
> > Jay,
> > I haven't seen the new Best catalog, yet. I have to get a copy.
FTE
> > hasn't been heard from in well over a year. We're hoping Mike returns
to
> > us so produce can flow again.
> > --
> > Robert S Ely --- Communications Systems Technician
> > rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> > ====|||====Atari 8-bit user since 1982====|||=====
> > ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
>
>
> On page 105 of the Best catalog its listed as item #CB101230 Price is
> listed as "CALL" and the phone number is (408) 243-6950
>
> Forget FTE until (if) they (he) returns...
>

Latest word I heard is that Mike is wanted by the FBI for mail fraud. And
that comes from a trusted source.
```

3788. WTB: 850 Interace

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971128174501.MAA02451@ladder01.news.aol.com>
Source record: 68318

I'm looking for a 850 interface in working condition.
Any help email:
semslie@aol.com

3789. HELP-PC/Atari Emulator for M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: cswans@ix.netcom.com
Message-ID: <880739033.22957@dejanews.com>
Source record: 68319

Love the M.U.L.E. game. Still keep an Atari going just to play the game. From the posts, it sounds like there is software to make a PC emulate a Commodore and a Commodore version of M.U.L.E. available. If this is correct, would someone take the time to explain how I do this. If somebody sells this on disk or CDrom, I would be interested in purchasing. Would like to be able to play M.U.L.E on the PC before my Atari disk or drive wears out. Thanks for any help you can give.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3790. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: gmaguire@acsworld.net
Message-ID: <347f064b.0@newsmail.acsworld.net>
Source record: 68320

Just wanted to let you know the X10 stuff can be I done. I even done all the timing for the signals. There is a hardware interface you can buy that will make programming a lot easier.

GM

3791. Last Starfighter / Star Raiders II

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Paul Albers <pa@gis.shl.com>
Message-ID: <347F175C.3C5E@gis.shl.com>
Source record: 68321

Could someone tell me where I can download
a copy of either Last Starfighter or Star Raiders II
that will run on the Rainbow emulator.

Thanks in advance,
Paul
--

Paul Albers (pa@gis.shl.com)
"First things first, but not necessarily in that order."
-- Dr. Who

3792. montezuma xformer

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <347F2538.1513@wanadoo.fr>
Source record: 68322

Salut
Je recherche Montezuma sur 800 xl(via le xformer(je n'ai que la demo!!))
et par la meme occasion, comment me procurer le xformer
au fait, je possede le cable de liaison sur pc(atari pc via le port COM)
par contre j'ai pa pu le faire marcher
Amiti&#65533;es a tous
Alain
A+

3793. Re: Heinous 8bit Stuff I Bought

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <01bcfc3b$95b57b20$9b664ccf@none>
Source record: 68323

knave@usa.net wrote in article <880653691.21887@dejanews.com>...
> Not being one to pass up a chance to buy a load of ancient junk, I jumped
> at an offer to purchase an Atari 800, 1050, 825, 850, 410 and a bit
> miscellaneous software, for $50. Okay deal?
>

Excellent deal!

> Well, the 410's busted, but everything else is okay. He even threw in an
> Atari trak-ball (1985?) complete in box with the tape across the ball to
> hold it in place. I tested the computer and disk-drive and they work.
>

You can always find another 410 (or even a 1010) in a thrift shop.

> The Atari 825 80 column printer? What a gruesome beast! The printer head
> device looks (and sounds!) like a miniature Gatling gun. It's pretty damn
> scary when it's trying to print!
>
>
BANGBANGBANG-B-B-BANG-CHIK-BANG-BANG-ZERRRRRRK-B-B-B-BANG-YINNNNNNNG-BANG-ZE
RRRRRK!
>

Ahh...the good old days of keeping the family up with the printer.

> Unfortunately there's no ink or ribbons or anything. He sent me some
> ribbons that are unused but I think they are dried up and I can't figure
> out how to put them on. They come in small boxes. I like this printer
> though, it must weigh about 200 lbs, can anyone offer any tips and do
> they still make ribbons for it?
>

I don't know about manufacturing, but you can still purchase some. Best
Electronics @ (408) 243-6950. Ask for Atari part # CB101737 (price $6.00).

Couple of tips from their catalog:

Tip #1: NEVER apply any upward force on the 825 head lever when moving
the head lever forward or backward. The lever will snap every time you do
this
movement.

Tip #2: On any "Nylon Type" (not multistrike) printer ribbons (spool to
spool
(1025), small cartridge 1029, and so on), when not using your printer for
any

length of time or any extra or net printer ribbons (like the 825 zip pack) you
have, remove the printer ribbon from your printer, put them in a zip lock plastic bag and store them in your freezer section of your refrigerator. This
will prevent the ink on the Nylon ribbons from drying out and extend the useable life of your printer ribbons many fold.

I highly encourage getting their catalog, it's $7.50. It's packed full of just about
everything Atari and has all kinds of other good products and information (ie:
the Savmor Universal Re-Inking Machine, page 148).

> Which brings me to the 850 RS-232 and what-the-hell-else interface. It's
> a beige box with about 39 (no really about 7) ports in it. Can I run a
> multi-line BBS with this baby? How 'bout a web-server?
>

There should be a total of 8 connectors. Two Serial I/O (SIO) port connectors,
power, printer port, and four RS232 ports. RS232 Port 1 is a full functional port,
and the remaining ones are slight variations of port 1.

Port 1 has the following signals:
Transmit (XMT), Data Terminal Ready (DTR), Request To Send (RTS),
Receive (RCV), Data Set Ready (DSR), Clear To Send (CTS), Carrier Detect (CRX),
and Signal Ground.

Port 2 & 3 have the following signals:
XMT, DTR, RCV, DSR, GND

Port 4 has the following signals:
XMT, RCV

If you could do a multiline BBS, I wouldn't know. Looking at the above signals,
I don't think so.

Enjoy your Atari.

Glenn Bruner
brunergs@pcisys.net

3794. Re: 80 Columns Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <01bcfc3d$148caee0$9b664ccf@none>
Source record: 68324

Tony Cianfaglione <ab616@chebucto.ns.ca> wrote in article
<65k59gmmk1@News.Dal.Ca>...
>
> Is there a way to get an 80 column display from a 130XE? Our local
> freenet offers Lynx connection to the Internet but the computers must be
> able to attain 80 column display.
>
> Thanks...
>

You could also go the route of a XEP 80 (as long as your doing just text,
and some Atari
graphics characters) with IBM high-res TTL monochrome monitor. Best
Electronics has
a instruction sheet to modify a XEP 80 to work with a TTL monitor. Give
them a call @
(408) 243-6950 Mon-Fri 1pm-5pm. This would probably give you the best 80
column
possible on the Atari.

Glenn Bruner
brunergs@pcisys.net

3795. atari 8 bits French

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <347F2C66.2931@wanadoo.fr>
Source record: 68325

```
i search group for the atari 8 bits in french
Thank You
Alain
```

3796. surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: John J Boyle <magrep@globalnet.co.uk>
Message-ID: <65nb7p$72h$1@heliodor.xara.net>
Source record: 68326

can any body tell me what i need to surf the the web with my 130xe

3797. Re: atari 8 bits French

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <65ndi9$t5f@alexander.INS.CWRU.Edu>
Source record: 68327

fr.comp.sys.atari

3798. Re: Ice-T Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: Eduardo <eduardolella@iname.com>
Message-ID: <347F5770.447B@nospam.iname.com>
Source record: 68328

Thomas J. Andrews wrote:
>
> I must have a bad copy of Ice-T 2.71. I d/led it from Genie about a year
> ago before I left there for Delphi, and only now am I getting to try it. I
> can't get it to work at all. Seems to be a bug in the keyboard handler or
> something. Everywhere I go to use the keyboard for anything other than
> maneuvering through menus, I get a steady stream of "j"s, like this:
> jjjjjj. Try to change the path and the blank fills in with j's. Samething
> when trying to enter filenames and on the term screen itself. If I hit a
> key, that character shows up but is quickly is drowned in j's.
>
> I'm using a 320k Ramboed 130XE with an Indus drive and an XF551, and a
> 14.4k modem through an 850. (no, I'm not trying to run the modem any
> higher than 9600) It didn't matter whether I had Mydos configured with a
> RAMdisk or not, same thing.
>
> Am I doing something wrong? If not, where can I get new copy of Ice-T
> 2.71? Delphi doesn't have one and I haven't progressed to the point where
> I can download through the Internet. That's what I wanted Ice-T for...
>
> TJ
>
Where can I get a copy of ICE-T?

I tried in: ftp://src.doc.ic.ac.uk/pub/computing/systems/atari/umich/

and in:
ttp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/

and I couldn't find it.

Thanks

Eduardo

3799. Re: 2 computer Interface

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <347F5365.BC4D055C@sisna.com>
Source record: 68329

You need to take a good look at Puff's Mux for the Atari 8-bit..

You can connect up to 7 computers and disk/hard drive set up to one Master computer and Hard drive setup..transfer data in and out to and from any of the 7 in the chain. The standard unit comes with Master, and 2 slaves, extra slaves can be purchased seperatly up to 7. You can run Pro 5.0b on the Mux without any modifications, software is built in to handle the hardware. Muxtime software in 5.0b will take the R-Time 8 cartridge from the master and keep accurate time on up to 7 different computers on the Mux cable..

But nice to see someone else accomplishing hardware feats for our computers.

bob

3800. Ramrod XL docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <347f4ba4.25557376@news.aatech.com>
Source record: 68330

I dug my 800XL out of mothballs and I found most of my
development info, but I can't seem to figure out where
the docs are for the Ramrod XL OS in the 800XL.

Does anyone know where I can buy a new set of docs?
I think I recall hearing that Fte picked up all the
Newell stuff, but they aren't in the Vendors FAQ.

B&C and Toad don't have it on their lists either.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3801. LAPTOP INQUIRES?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-28 00:00:00 UTC
From: quintian@earthlink.net
Message-ID: <880670375.4605@dejanews.com>
Source record: 68331

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*266MHz Pentium Processor with MMX Technology
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OMAN, ANTI-VIRUS, IBM VIA VOICE, RAND McNALLY ROAD ATLAS, PRINTSHOP,
PRINTMASTER,VISIO,ADOBE PHOTODELUXE, PRO PILOT, FLIGHT SIMULATOR, OIL

CHANGE, EASY PHOTO, PHOTO SUITE,VIDEO WAVE, PICTURE IT, MAVIS
BEACONTEACHES TYPING 5.0, MICROSOFT MONEY 98.

GAMES, ETC. REBEL ASSAULT, BATTLE CHESS, 7th GUEST, CHARLIE BROWN
STELLER 7, YOU DON'T KNOW JACK,ANIMALS, CARD GAME CLASSICIC, DESERT
STORM, COREL ART SHOW, BACKYARD BASEBALL, EASTFRONT, APACHE,
PATTERN MAKER, QUILT MAKER, CROSS STITCH MAKER, MAGIC, GOLF,

MONKEY ISLAND,TEMUJIN, MYST,TOMB RAIDER, DIABLO, JEDI KNIGHT, RED
BARON II, MY PERSONAL TUTOR, LEGO, STAR TREK, NFL, MATH, SWINGING
SAFARI, DISNEY, SESAME, STREET, HOLIDAY ACTIVITY,MUSIC MAKER

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3802. Re: 2 computer Interface

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <347FEEB5.25A0@pacbell.net>
Source record: 68236

Mathy Van.nisselroy wrote:
>
> Howdy folks
>
> I finally found the time and the
> courage to try out the "Zwei Rechner
> Interface" I soldered together a
> couple of month ago. It's an
> interface designed by Thomas Grasel
> from Germany (tgrasel AT cware DOT
> de) which let's you connect TWO 8 bit
> Atari's to one chain of SIO devices.
> The chain is electronically switched
> to the computer that get's one the
> bus first. 10 seconds after this
> computer has last accessed the line,
> the line becomes available to the
> second computer.
>----
for the most part, you can connect two computers to the same SIO device using just a diode (or nothing, if you're using 1200XLs). I did this for the local schools when they were using Atari 8-bits, plugging the end of the SIO string from two systems into the same printer..... works pretty good!

Bob

3803. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <65o7qh$e8p$1@newbabylon.rs.itd.umich.edu>
Source record: 68237
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 164 Nov 27 04:51 ./8bit/Demos/Mini/xdemo.blurb
-rw-r--r-- kendric 47111 Nov 27 04:51 ./8bit/Demos/Mini/xdemo.com
-rw-r--r-- kendric 22303 Nov 27 04:38 ./8bit/Graphics/Editors/sife00.arc
-rw-r--r-- kendric 191 Nov 27 04:38 ./8bit/Graphics/Editors/sife00.blurb
-rw-r--r-- kendric 1630 Nov 27 04:45 ./8bit/00.CHANGES.97.10.01
-rw-r--r-- kendric 135904 Nov 27 04:48 ./8bit/atari8.qif
-rw-r--r-- kendric 664 Nov 27 04:46 ./8bit/00.CHANGES
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

3804. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: Silver Surfer <SilverSurfer@HalleBoppe.com>
Message-ID: <01bcfc86$f6dc9640$f24837a6@default>
Source record: 68238

A pc w/ Windows 95.

John J Boyle <magrep@globalnet.co.uk> wrote in article
<65nb7p$72h$1@heliodor.xara.net>...
> can any body tell me what i need to surf the the web with my 130xe
>
>
>

3805. xf 551 disk drive need info

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: Bubba Biff Barney <usedgame@telepath.com>
Message-ID: <01bcfc79$010246a0$49c1e4cd@default>
Source record: 68239

What is the drive worth in ex working condition and is the drive double sided 360k and need a copy of the software that comes with the drive. Does anyone have a XE disk drive for sale that atari sold with the XE game system thanks

3806. Re: xf 551 disk drive need info

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: Bubba Biff Barney <usedgame@telepath.com>
Message-ID: <01bcfc7f$433f4f80$e4c1e4cd@default>
Source record: 68240

What is the drive worth in ex working condition and is the drive double sided 360k and need a copy of the software that comes with the drive. Does anyone have a XE disk drive for sale that atari sold with the XE game system thanks

3807. Re: Auction lists

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <880795206.3169@dejanews.com>
Source record: 68241

In article <347dccc5.2409175@news.aatech.com>,
kenneth@spam.not.sayeth.i wrote:
> Isn't there a comp.sys.atari.marketplace or
> somewhere where they can do their thing?

No, but there is eBay...

-------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

3808. AUCTION (5 days left): 2600 Squeeze Box, bulks packs etc, TI 99/4A, C64, Apple2, Socrates, more!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: jdixon@ruf.rice.edu
Message-ID: <65ovn8pjk1@joe.rice.edu>
Source record: 68242
Cross-posted to: rec.games.video.classic,alt.games.video.classic,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti,houston.forsale

OPEN AUCTION ENDS ON WEDNESDAY DECEMBER 3, 1997 --
5 DAYS FROM NOW!!!

1. The open auction ends on December 3, 1997. At this point,
the auction will be restricted to previous bidders and bids
will win an item if not raised within 24 hours.

2. Bids are binding.

3. Payment is via check or money order. Payment must be received
before items will be shipped. Of course, references are available
on request.

4. Shipping is through USPS according to the type of packaging
and class of delivery you choose, and the weight of your items.

5. All carts are loose unless otherwise noted.

6. Minimum raise is $0.50 for items under $4, and $1 for all others.

ITEM PRICE BIDDER
SINGLE ITEMS

Atari 2600
Squeeze Box (US Games/excellent condition) $5 minimum
Raft Rider (US Games/excellent condition) $5 minimum
Trackball -- works fine $2.50 minimum
Keyboard Controllers CX-50 (includes beat-up box) $1 minimum

Apple II
Temple of Apshai Trilogy (disk) Full/untested $1 minimum

TI 99/4A
Disk Dup (this one has a label marked Sneggit but $7.50 EICHER
crossed out and the words Disk Dup written
next to the label. There is also a sticker
on the bottom on which is written "Chip 3"
by hand. The cart is also noticably
heavier than any of the others. I suspect
it's either a proto or more likely an EPROM
copy -- let me know if you know what this is)

Socates Educational Video System
Hodge-Podge (includes cart, box, docs -- box $2 minimum

is a little beat up though)

Commodore 64
Super Smash P/N C64622 $3 minimum
Cart only; label is typed, case is standard Commodore.

BULK ITEMS
Atari 400/800/1200 pack (3 carts) $3 James
Atari 2600 pack (40 carts) $29 minimum
Atari 7800 pack (6 carts, most shrinkwrapped) $5 minimum
C-64 Educational pack (8 carts, most with box/docs) $10 minimum
C-64 Other pack (4 carts) $5 minimum
TI-99/4A pack (4 carts) $4 minimum

Atari 400/800/1200
Untested; look to be in good condition

Atari -- Missile Command
Telelink I
Microbits Peripheral Products -- Smart Terminal

Atari 2600
Tested and working.

Activision:
Barnstorming (actiplague)
Dragster (Actiplague, a bubble on end label)
Fishing Derby (price written in red grease pencil)
Freeway (some actiplague)
Grand Prix (actiplague, small tear)
Pitfall (no label, chipped)
Skiing (some actiplague)
Stampede (small amt of actiplague)

Apollo:
Lost Luggage (end label is a little loose)

Atari:
Battlezone (small tear, price tag affixed)
Breakout (labels are great -- no pic)
Crystal Castles (small tear from price tag removal)
Donkey Kong (red label in good condition)
Football (boxed and sealed)
Jr. Pac Man (sticky price tag affixed)
Mario Bros (Price tag)
Pac-Man (wear)
Pele's Soccer (no end label)
Space War (pic label, some discoloration, spots)
Star Raiders (small wear)
Surround (no pic, grease pencil marks barely visible)

Sears:
Breakaway IV (tiny hole)

Gunslinger
Speedway II
Target Fun (red text, part of tag affixed)
Target Fun (yellow text)

CBS:
Gorf (screw holes, wear)
Gorf (some wear on end label)
Wizard of Wor (small wear on end label)

Coleco:
Mouse Trap (two-thirds of label torn off)
Smurf Rescue in Gargamel's Castle (price tag/wear)
Smurf Rescue in Gargamel's Castle (bubbling/wear)

Epyx:
California Games (price written in red grease pencil)

Imagic:
Fire Fighter
Riddle of the Sphinx (some wear, small screw hole)

M-Network
Kool Aid Man (some label fading)
Lock 'n' Chase

Parker Brothers:
Frogger (no label)
Strawberry Shortcake (rattles; label has actiplague)
Tutankham (some label peel)

Atari 7800
Tested; everything works fine.

One on One (boxed -- shrinkwrapped)
Xevious (beginning to form holes near top of label)
Galaga (small rip on "al" in Galaga on main label)
Mat Mania Challenge (boxed -- shrinkwrapped)
Ms. Pac Man (some label wear but no real damage)
Choplifter (some label wear)

C-64 Educational
Untested

Sesame Street: Ernie's Magic Shapes
Includes box (some wrinkling of plastic),
Game Play and Activity Manual, and
cartridge (good condition).

Sesame Street: Letter Go Round
Includes box (some wrinkling of plastic),
Game Play and Activity Manual,
How to Play summary card,
plastic keyboard overlay, and

cartridge (good condition).

Sesame Street: Big Bird's Special Delivery
Includes cartridge only (near-mint condition).

Fisher Price Number Tumblers
Includes box (squished), manual,
Registration Card, and cart (OK condition).

CBS Software Ducks Ahoy!
Includes box (some wrinkling of plastic),
Game Play Manual, Ducks Ahoy! Book of
Silly Duck Stuff, cartridge (good condition)

Spinnaker ALF in the Color Caves
Includes box, manual, cartridge (OK condition)

Spinnaker Story Machine
Includes box and cartridge (OK condition)

Spinnaker Kinder Comp
Includes box, manual, cartridge (OK condition)

C-64 Other
Untested

UNKNOWN from Hesware
Something without a label. Cart Only.

Pitfall II
Shrinkwrapped.

Partner 64
Cart Only; button and foot in good condition.

IDSI's Rack 'em Up! by Roklan Corp.
Cart only; label doesn't appear damaged, but
doesn't really fit the cart well either. Red
dot (sticker) affixed. Vibrant yellow cart.

TI 99/4A
Untested.

Reading Fun 2A
Alligator Mix
Sneggit (handwr. label)
Number Bowling

Contact me at
jdixon@ruf.rice.edu
with offers, questions, etc.

Jeff Dixon

--
( )_( )
\. ./ I'm a mouse burrowing through the web.
=*=
Jeff Dixon
jdixon@ruf.rice.edu

3809. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: Gareth Davies <xrb56@dial.pipex.com>
Message-ID: <34801982.81EE0546@dial.pipex.com>
Source record: 68243

Forget it!

Gareth Davies.

3810. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcfcca$f33ebe20$4a374382@hawks-pentium>
Source record: 68244

What a lame answer! He asks what he needs to surf with the 130XE. I think it's impossible with graphics (if the guys who posted something about it a while ago didn't finish it). But it should be possible with Bobterm, ICE-T and such shouldn't it ? ICE-T supports 80 columns too. Please post a more helpful answer than : A pc w/ Winpuke 95. Take Atarian care and good luck in your quest for connection!

Silver Surfer <SilverSurfer@HalleBoppe.com> wrote in article
<01bcfc86$f6dc9640$f24837a6@default>...
> A pc w/ Windows 95.
>
>
> John J Boyle <magrep@globalnet.co.uk> wrote in article
> <65nb7p$72h$1@heliodor.xara.net>...
> > can any body tell me what i need to surf the the web with my 130xe
> >
> >
> >
>

3811. Does Page6 Mag still exist?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: Gareth Davies <xrb56@dial.pipex.com>
Message-ID: <34801ABC.C6386CB1@dial.pipex.com>
Source record: 68245

Subject says it all really. Does it still exist?

Gareth Davies.

3812. Re: The PC Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: Gareth Davies <xrb56@dial.pipex.com>
Message-ID: <34801C76.96BD7832@dial.pipex.com>
Source record: 68246
Body handling: HTML body converted to readable text

Fair comments. What I'm trying to say is that none of the Atari 8 bit emus come close to being as great as the real thing although they are all great accomplishments in themselves. I'm a bit frustrated that I can't lay my hands on an 8 bit emu that does it all. I wouldn't expect it for free, although it would be nice! That was the original idea behind XFormer (?) but it seems to have died a little.

Gareth Davies.

> I think I see what you are trying to say; however, some of the examples you
> have given are FREE. The C64 emu, as I understand it, suffers from the same
> restraints as the Atari 8bit emus. MAME is FREE and is GREAT!! But that's
> because brilliant people have been working on it! Also, I understand most
> of the MSX stuff is free as well, but since I don't know anything about it,
> I'll not say anything. :o)
>
> I have said this before and am glad to see someone else make the same
> comment. It's pathetic that the free emu's are so much better than the
> commercial ones.
>
> Point is, your comment about extra effort in regards to commercial emus
> simply doesn't hold water. The best ones are still free and it is simple
> greed to ask money for a crippled product!!!
>
> If anyone wants to know what a great commercial emu is, check out
> Executor(an emu that emulates Macs on a PC). This is a great piece of
> software that reall pisses off my Mac fiends!!!
>
> www.ardi.com
>

Fair comments. What I'm trying to say is that none of the Atari 8 bit emus come close to being as great as the real thing although they are all great accomplishments in themselves. I'm a bit frustrated that I can't lay my hands on an 8 bit emu that does it all. I wouldn't expect it for free, although it would be nice! That was the original idea behind XFormer (?) but it seems to have died a little.

Gareth Davies.

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I'll not say anything. :o)

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If anyone wants to know what a great commercial emu is, check out Executor(an emu that emulates Macs on a PC). This is a great piece of software that reall pisses off my Mac fiends!!!

www.ardi.com

3813. Re: montezuma

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <348040DA.4BA3@wanadoo.fr>
Source record: 68247

```
Alain Touati wrote:
>
> Salut je recherche montezuma revenge et le 1er.
>I search Montezuma and xf33performer final versionthank you indicate to me adress and
friends to possed it
```

Je me suis eclat&#65533; il y maintanant.....12 ans dessus.
> merci a tous.
> Combien coute la version du xformer finale.
> je possede le cable pour sio2pc.

3814. french utilisateur

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <34804187.AAB@wanadoo.fr>
Source record: 68248

I search Montezuma revenge or Number one, and emulator
pc and adress indicate to me or friends utilisateur
sorry i not speak english
Thank you
Alain
Orleans(45400 france)

3815. Re: 80 Columns Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: knave@usa.net
Message-ID: <880826819.20890@dejanews.com>
Source record: 68249

In article <65k59gmmk1@News.Dal.Ca>,
ab616@chebucto.ns.ca (Tony Cianfaglione) wrote:
>
>
> Is there a way to get an 80 column display from a 130XE? Our local
> freenet offers Lynx connection to the Internet but the computers must be
> able to attain 80 column display.
>
> Thanks...

Tony, on an IRC channel (davis.dal.net #atari8) I spoke to the Sysop of the Closer to Home BBS/Web Site. A long time ago, he wrote a program called, I think, Term80 which was a standard sort of term program BUT used his special 4x8 character set to achieve a non-flickering 80 column display on a standard 8bit Atari.

I have not yet witnessed this program (am dying to, because I had the same idea) but I have heard people here on CSA.8bit refer to it.

Maybe someone who knows can critique this program, and how he did w's and m's?

Dave

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3816. Re: Heinous 8bit Stuff I Bought

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: knave@usa.net
Message-ID: <880828452.22204@dejanews.com>
Source record: 68250

Thanks for the helpful info, Glen!

"Glenn Bruner" <brunergs@pcisys.net> wrote:

> knave@usa.net wrote in article
> > at an offer to purchase an Atari 800, 1050, 825, 850, 410 and a bit
> > miscellaneous software, for $50. Okay deal?

> Excellent deal!

Yeah, I think so too. It even came with 7 Cities of Gold, Age of
Adventure, basic cart, missile command cart, and donkey kong cart.

> You can always find another 410 (or even a 1010) in a thrift shop.

When I had my first Atari 800, more than a decade ago, the 410 never
worked very well. I think I'd rather try to hack a cable for an old
cassette deck.

> > The Atari 825 80 column printer? What > > RRRRRK!

> Ahh...the good old days of keeping the family up with the printer.
> I don't know about manufacturing, but you can still purchase some. Best
> Electronics @ (408) 243-6950. Ask for Atari part # CB101737 (price $6.00).
>
> Couple of tips from their catalog:
>
> Tip #1: NEVER apply any upward force on the 825 head lever when moving
> the head lever forward or backward. The lever will snap every time you do
> this
> movement.
>
> Tip #2: On any "Nylon Type" (not multistrike) printer ribbons (spool to
> spool
> (1025), small cartridge 1029, and so on), when not using your printer for
> any
> length of time or any extra or net printer ribbons (like the 825 zip pack)
> you
> have, remove the printer ribbon from your printer, put them in a zip lock
> plastic bag and store them in your freezer section of your refrigerator.
> This
> will prevent the ink on the Nylon ribbons from drying out and extend the
> useable life of your printer ribbons many fold.

This is such good information I had to quote it all.

> > Which brings me to the 850 RS-232 and what-the-hell-else interface. It's
> > a beige box with about 39 (no really about 7) ports in it. Can I run a
> > multi-line BBS with this baby? How 'bout a web-server?
> >
>
> There should be a total of 8 connectors. Two Serial I/O (SIO) port
> connectors,
> power, printer port, and four RS232 ports. RS232 Port 1 is a full
> functional port,
> and the remaining ones are slight variations of port 1.
>
> Port 1 has the following signals:
> Transmit (XMT), Data Terminal Ready (DTR), Request To Send (RTS),
> Receive (RCV), Data Set Ready (DSR), Clear To Send (CTS), Carrier Detect
> (CRX),
> and Signal Ground.
>
> Port 2 & 3 have the following signals:
> XMT, DTR, RCV, DSR, GND
>
> Port 4 has the following signals:
> XMT, RCV
>
> If you could do a multiline BBS, I wouldn't know. Looking at the above
> signals,
> I don't think so.

I am strictly a layman, not a good programmer (wrote some horrendous but ambitious incomplete games with basic variants on Atari and Amiga) so I don't understand why I can't use these modem-looking ports on the 850 to run a multiline classic BBS.

Again, thank you for the info, though much of it is Greek to me.

Dave

> Enjoy your Atari.
>
> Glenn Bruner
> brunergs@pcisys.net

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3817. Info on ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971129191600.OAA25607@ladder02.news.aol.com>
Source record: 68251

I have two questions on the ATR-8000.

How does it hook up to the Atari? SIO? PBI? ECI?

What are the features it has? Disks? Ports?

Any help email: semslie@aol.com

3818. Atari Touch Tablet and the pen with the button

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <348079fa.8417303@news.aatech.com>
Source record: 68252

I'm pulling all my Atari stuff out of boxes and I came
across my touch tablet. I also came across a brochure
for the XL stuff that includes a picture of the tablet
with a stylus that had a cable that connected to the
touch tablet. Sure enough, but I turned it over and
there is a tiny jack like a mini-headphone jack on it.
I've never actually seen a tablet with one of these
styli(?). Everyone I've seen including mine has this
ugly white plastic stylus with an orange ball on one end
that looks totally out of place with the Atari touch
tablet packaging and and always gets lost for weeks at
a time. Then I came across a programming book for the
Atari that describes the Koala and Atari touch tablet
and reports that the Atari stylus also had its own
switch on it that was a separate input value from
both buttons on the tablet.

Hmmm. I'm starting to feel ripped off. I bought this
thing (along with my now broken XF551) directly from
Atari when they were dumping their warehouses of 8-bit
stuff.

Does anyone have a plug-in stylus? Does anyone have
an idea how to make one? (Doesn't seem too hard, just
a switch wired correctly into the right kind of jack.)
Does anyone know why Atari stopped supplying the real
pens with the button on them? (People's kids strangling
each other with the cords?)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3819. New Batch of Used Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3480BC4C.E5768948@sisna.com>
Source record: 68253

3-800XL's power supply and video cable..$25.00 shipped.

7-1050 Stock Disk Drives have School Id engraved or marked with Black
Marker you clean
case $15.00 shipped with power supply and sio cable.

1-XF551 Double Sided Double Density Disk drive power supply sio cable
$41.00 shipped

1-Indus Double Density Disk Drive power supply and sio cable shipped
$25.00

Atari 850 Interface with power supply and Printer cable..$25.00 shipped.

These items may have a school name engraved in the case or Black Marker
identification
the marker will come off with cleanser..all items checked and working in
good order I will
gurantee them for 30 days from receipt.

bob

3820. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <3482ef27.8881551@news.primenet.com>
Source record: 68254

kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>Vidar Olavesen (olavese@online.no) wrote:
>: What a lame answer! He asks what he needs to surf with the 130XE. I think
>: it's impossible with graphics (if the guys who posted something about it a
>: while ago didn't finish it). But it should be possible with Bobterm, ICE-T
>: and such shouldn't it ? ICE-T supports 80 columns too. Please post a more
>: helpful answer than : A pc w/ Winpuke 95. Take Atarian care and good luck
>: in your quest for connection!
>
>
>Hey Vidar! I'm the one who wants to write a graphical browser for the Atari.
>
>My problem is I don't have a modem interface!

Maybe you could do something like Slipnot that runs on a
unix(shell) account and uses Xmodem, well Xmodem or Ymodem in
this case. Didn't someone say the eight bit would work up to
19200 with a 14400 modem & 850?

>And NO - I'm not planning PPP/Slip support at this point! Sorry! <:^(
>
>-bill!
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/kendrick/

3821. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-29 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <65qtnpavr1@newsd-124.bryant.webtv.net>
Source record: 68255

I have a 130XE that I use for downloading (through Delphi). For graphic surfing I use Web TV which is inexpensive and does everything a PC with windows can do, except for downloading.
It would really be cool if I could tie the 2 together - graphic surfing and downloading at the same time.
The Web TV box plugs directly into the TV as does my XE. Anyone think it might be possible to develop a common interface?

3822. Re: Internet marketing tools - A must have

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65s6bs$aj5@alexander.INS.CWRU.Edu>
Source record: 68132

```
WOW!!! This sound really good!!!! Please tell us how much for
Atari 8-bit compatible software from you! Oh, you don't have any.
In that case, please shove off...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \
```

3823. FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <3481CA94.127CB43B@mail.bcpl.lib.md.us>
Source record: 68133

```
Atari
(1) Atari 800XL Computerin box $20
(2) Atari 800Xl Computers $20
(2) Atari 1050 Disk Drives $20
(1) Atari 810 Disk Drive $10
(1) Atari 850 Interface - untested $25
(1) Atari XM301 300Baud Direct Connect modem w/box $10
(2) Atari 1030 300Baud Direct Connect modems $10
(1) Atari 410 Program Recorder $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 $25
Commodore
(1) 64Modem $5
(1) 1650 Automodem $5

Also: Some Atari tapes + cartriges

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

3824. Article Archive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <65s9f3$qki@dfw-ixnews3.ix.netcom.com>
Source record: 68134

Has anyone given serious thought to creating an archive of 8bit informational articles? What I mean by this is that I have hundreds of text files from Compu-Serve, programmers, hardware hackers, etc... that I have collected over the years. It would be nice to be to "click" on, say, XF551 and find a large pool of technical articles written on it.

This all came about because I'm pooring through files trying to find information on MIO ram chips. I recall something funky about them from a CIS chat group way back when. While doing this I found a few tech files on the XF551 and how to hook it up as a parallel device. Up until this time I thought the only parallel hack was for the 1050. See what one learns from spending the day with old 5 1/4 floppies? =)

Karl

3825. Re: The PC Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3481b072.817662@news.aatech.com>
Source record: 68135

On 30 Nov 1997 16:46:23 GMT, he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>re: why no good 8-bit emulators...

>The simple reason is that the 8-bit Atari is much more complex
>a machine to emulate than the simple kernel-based machines
>such as a c64 or an Apple][, neither of which have anything
>like display lists, for example. The C64 has a bizarre scheme
>called "color memory", in my opinion a trick, to allow 16
>colors in a 320x200 resolution.

Not really a trick. Most color text display generation
is done similarly. One block of memory gives a byte for
each character location identifying that character.
Another block of memory gives one byte for each character
location describing the foreground and background color
used for each character location.

The lame part is the 16 hardwired colors in the C64.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3826. FS: Atari 1040 St Computer... CHEAP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: il152@cleveland.Freenet.Edu
Message-ID: <65sesk$868@alexander.INS.CWRU.Edu>
Source record: 68136

Hello. I have an Atari 1040 St Computer. My computer includes a
1200 baud modem, SC1224 Monitor, mouse, mouse pad, MANY games, some still
shrinkwrapped, Atari Supra Drive, and a homemade stand for the monitor, very
nice. Many Programs. Keyboard. All cables and plugs included.
I am only asking $70 for this entire package. I really need the money.
Reply is interested. Tahnx a lot.

jay
--
I'd like to say Hey to my best friend Dennis and to Melanie... I love u!
Oh yah, I also wanna say whats up to Valerie too... Happy now? :)

3827. Re: Internet Software for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65sid9$jcd@alexander.INS.CWRU.Edu>
Source record: 68137

re: ICE-T...

You bet Ice-t isone heck of a program!!!! I use it all the time,
In fact, I'm using it at this second! Unless his address has
changed, I would assume that the address in the program and
the docs is still valid. BobTerm? What's that? ;)
Give him an extra five to prop up his faith in the A8 users!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3828. Re: PBI Ram Expansion?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65sipf$kja@alexander.INS.CWRU.Edu>
Source record: 68138

re: 1090XL specs...

Would someone be interested in building clones of the 1090XL?
What would be some advantages and/or limitations of the original
1090XL? It would be nice to just upgrade by adding a card
every now and then! But I refuse to buy a PC (;))!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3829. Re: Game Ideas....

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65sjeg$njr@alexander.INS.CWRU.Edu>
Source record: 68139

re: "cool fight game"...

A Virtua/Tekken/Toshinden sort of game would be the holy grail
in this instance. I wonder what the Poles have done lately i
in the way of 3D engines? I know they were working on a Doom
like game for the 8-bits. Maybe an easier thing to do would be
to work on some sort of voxel engine. I don't really care if
it can only be done in graphics 3, it would be neat if it could
be done!

Something going along with that, we know that one can shut off
the ANTIC to gain about 30% calulation speed. Can one shut off
the CPU and give all the time to ANTIC? Some really amazing
things could be done if ANTIC had all the time it wanted...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3830. Re: atari being used as screen saver for tv station

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65sjme$odk@alexander.INS.CWRU.Edu>
Source record: 68140

re: checking on 130XE video package...

Yeah, check on that if it isn't much trouble. I'm merely
curious at this point, but that might be interesting. I wouldn't
want to take it out of sevice if it's still being used, however!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3831. Re: ANNC: SIFE 0.0 IS HERE

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65smac$2i6@alexander.INS.CWRU.Edu>
Source record: 68141

Is SIFE usable with a mouse? That would be easier in my opinion
than using a joystick.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3832. Re: 80 Columns Possible?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65smis$3br@alexander.INS.CWRU.Edu>
Source record: 68142

Get a copy of Ice-T 2.72. 80 column VT100 emulation (FAST!)
and the ability to download via ZModem is really cool!
Extremely user friendly.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3833. Re: Heinous 8bit Stuff I Bought

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65smqq$5gv@alexander.INS.CWRU.Edu>
Source record: 68143

A Web server with an 8-bit and an 850! THAT WOULD BE COOL!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3834. Re: ANNC: SIFE 0.0 IS HERE

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3481e0a6.13160202@news.aatech.com>
Source record: 68144

On 30 Nov 1997 21:37:16 GMT, he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>Is SIFE usable with a mouse? That would be easier in my opinion
>than using a joystick.

Or a touch tablet?

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3835. Re: Is possible to filter someone from usenet?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: backdoor@bstslog.kymtnnet.org
Message-ID: <880898024_OASIS_@bstslog.kymtnnet.org>
Source record: 68145

In article <65r04d$1of@alexander.INS.CWRU.Edu>
cb541@cleveland.Freenet.Edu (James R. Gilbert) said:-

>
>Sorry, but this group is where I know people to listen to.
>My problem is, I 'f'ollowup to posts in this group and my
>followup disappears, at least partly.
>
>I have very little understanding of usenet and internet.
>I've posted about four followups that I've never seen return
>to CFN from whereever they go and come back from. I know
>that the posts go out, and that some places/people can see
>the posts, because I get e-mail responses to posts I never
>see in the group.
>
>I posed this question to my sysadmin:
>Q: Is it possible to 'filter' someone from usenet?
>
>I got back:
>A: No, not generally.
>
>I suppose it can be done, because I doubt this ISP (CFN) is
>losing the three or four posts that never showed up back at
>CFN. I know there are some pretty knowlegable internet
>people here. If you have any suggestions, like could I trace
>a post here and find out where/if it is getting 'l'ost.
>
>Thanks.
>
>
That's a very good question. I've had similar problems like that too.
And my personal opinion is that its very possible to cancel other persons
postings to newgroups. And even limited what articles one receives.
Can't prove it. (yet) But I'm almost positive.

I would like to hear more about this subject from the experts.

--

Caution Sig. Under Construction!

3836. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65sp1j$bn6@alexander.INS.CWRU.Edu>
Source record: 68146

You need a 130XE, a RAMdisk _OR_ a Hard drive (Also an MIO, Black Box, or P:R: Connection), a fairly speedy Modem (9600+),and a copy of Ice-T 2.72. You can get ICe-T from the Closer To Home FTP site. (ran by Tom Hunt).

You also need an Internet Service Provider that will let you use a shell account. (If you dial the number, enter your username and password, and then are at a prompt, then you are good to go).

Once all this is set up, you need to telnet to a Lynx server. Lynx is a text-based world wide web browser. At the prompt, type this:

129.237.33.3

and then press return. This will take you to the University of Kansas Lynx site. Follow the directions from there.
A good book that would help would be 'The World Wide Web Unleashed' by Sams Publishing. I have the 1994 edition.
You should be able to find it from a B.Dalton or WaldenBooks bookstore. If not, the ISBN# is:0-672-30617-4.
There is a nice introduction to Lynx on pages 138 to 146.

Any other questions please email me...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3837. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65spu5$eid@alexander.INS.CWRU.Edu>
Source record: 68147

re: forget it...

What are you talking about!?!?! I surf the Web with my 130XE
almost every day. True, it is text only, but if he wants to
surf with an 8-bit, I commend him for not selling out.
I wouldn't use a WinTel if someone gave it to me, I hate them
so much. Dang, I think I'll start writing an article for the
Atari8 FAQ on doing just this thing, as there are many people
wanting to do just this, but without information.
And, yes, when I say 'Surfing the Web' I mean the World Wide
Web, viewing Web Pages via Lynx.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3838. Can I use 5200 carts on an 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: Gareth Davies <xrb56@dial.pipex.com>
Message-ID: <3481EBE3.1E7FE64E@dial.pipex.com>
Source record: 68148
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Simple question for someone who knows, unfortunately I don't! Can anyone help?

Gareth Davies.

3839. Conversion of Atari 8 bit files to PC format

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: Sean Gabb <old.whig@virgin.net>
Message-ID: <YY0NrKAcveg0Ewrr@sufo.demon.co.uk>
Source record: 68149

I am trying to read my ancient Atari 8 bit data files on a pc. To this end, I have just dumped the contents of each disk using Anadisk, and have converted the results using Deana. However, I have no idea what to do next. Deana says that the files are now ready to be put through PC Kformer. I have a copy of this, but do not know how to use it.

Any help would be most gratefully received. I feel that I am on the edge of success in this matter, and have just one more effort before me.

Sean Gabb
--
Sean Gabb | "Over himself, over his own |
E-mail: old.whig@virgin.net | mind and body, the individual|
Web Page: | is sovereign" |
<http://freespace.virgin.net/old.whig/> | J.S. Mill, On Liberty, 1859 |

3840. What happened to XL-IT ??

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: Martin Sermak <sermm0@uleth.ca>
Message-ID: <01bcfde3$f09918e0$470e428e@escape>
Source record: 68150

Where's Markus Gietzen's homepage now?
The old one isn't responding.. And what's the newest Xl-It?

Thanks

3841. XFormer 3.60

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: witw@friko2.onet.pl
Message-ID: <65v5hg$lf5$1@newsfeed.onet.pl>
Source record: 68151

Where I can get XFormer 3.60? (FTP)

3842. FS Assorted Atari 8bit items (Cleaning out my basement)

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: Jim Lazarenko <jimbo@connect.ab.ca>
Message-ID: <3481a15a.0@skylite.connect.ab.ca>
Source record: 68152
Cross-posted to: comp.sys.atari.8bit,alt.games.video.classic,rec.games.video.classic

I have the following Atari components and cartridges left for sale. If you are interested in something, please make me an offer in U.S. Funds (buyer pays shipping). All the equipment is in working condition, but without boxes unless noted.

I am taking offers on all of these, that is why I am not posting any asking prices. Offer what you feel comfortable with.

Hardware

-Atari 800XL With Power Supply, RF Cable
-Atari 600XL With Power Supply, RF Cable
-Atari 1050 Disk Drive With Power Supply and connection cable
-Atari 1050 Disk Drive Without Power Supply
-Indus GT Disk Drive Without Power Supply and connection cable
-Atari 520 ST Missing all accesories
-Custom made Atari RGB and audio cable. Connects an Atari ST to either a SONY XBR or XBR II RGB Monitor
-Custom made Atari ST Composite Video/Audio cable (standard RCA jacks)

Controllers
==========
-Paddles (multiple sets)-for Atari & Commodore units
-2x Suncom Tac Joysticks-for Atari & Commodore units
-2x Wico Joystick (Black handle with grey base)-for Atari & Commodore units
-1x Spectravideo Joystick with suction cup base-for Atari & Commodore units

Cartridges
Atari Writer
Basic
Centipede
Defender
Donkey Kong
Donkey Kong Junior
Eastern Front (1941)
Final Legacy
Frogger
Miner 2049er
Missle Command
Ms. Pacman
Pac-Man
Pole Position
Qbert
Realsports Football
Robotron: 2084

Star Raiders
Tennis

Books and Manuals
-Atari 800XL Manual and conection guide
-Atari 1050 Manual
-Consumer's Guide "The Users Guide to the Atari"
-Compute's "Third book of Atari"
-Compute's "The Atari Basic Source Book"

Magazines and Specification sheets
-1983 Atari 800XL Brochure
-1986 Atari ST Computer Brochure
-ST-Log Issue 10 Jan 1987
-Antic Volume 4, number 10 Feb 1986
-Start-The ST Quarterly Summer 1996 Premier Issue

jimbo@connect.ab.ca

3843. Re: Touch tablet games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <65qb19$qb5$1@news.dmv.com>
Source record: 68256

Ethan (ethanm@fa.disney.com) wrote:
: I have a touch tablet for my 800xl- anybody know what game went with
: this thing? Got any extras?

: Thanks!

The Atari Touch Tablet wasn't a game but a device for drawing pictures on your TV or monitor screen. It came with cartridge software called Atari Artist (RX8053). Games for the touch tablet should be possible though. Analog magazine published a music program for it called Musorqa in the Sep '85 issue (#34).

Steve

3844. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <65qd9g$sv0$1@news.dmv.com>
Source record: 68257

John J Boyle (magrep@globalnet.co.uk) wrote:
: can any body tell me what i need to surf the the web with my 130xe

You won't be able to see graphics but it's possible to read the text content of web pages on Atari 8-bit computers. You'll need a text (sometimes called shell) account with an internet provider. The provider must offer the use of a browser on their system called Lynx. For your Atari you'll need hardware to connect it to a phone line (modem, interface, etc.). You'll also need terminal software. To access text on the internet requires VT-100 terminal compatability (80 column screen and special control character sequences). I know of three terminal programs for Atari 8-bits that implement VT-100 compatability in software. The first is an old program called VT Ten Squared. It will run at at 300 or 1200 bps. A newer program is Ice-T. It does XMODEM downloads. I use FlickerTerm 80 (I'm writing this message with it on a stock 800). Hope you'll be able to find a provider and the hardware and software to run your 130XE on the web.

Steve

3845. Re: Ice-T Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: Bernard Kok <bernard@becotel.demon.nl>
Message-ID: <981.7273T108T117@becotel.demon.nl>
Source record: 68258

Hello Eduardo,

On 29-Nov-97 00:44:48, Eduardo <eduardolella@iname.com> wrote:

> Where can I get a copy of ICE-T?

> I tried in: ftp://src.doc.ic.ac.uk/pub/computing/systems/atari/umich/

> and in:
> ttp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/

> and I couldn't find it.

Take a Look on my Home Page : http://www.becotel.demon.nl/
Or look right away in the ATARI Page : http://www.becotel.demon.nl/atari/

And select Software....

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
Mailto:bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 6 July > Home Page : http://www.becotel.demon.nl/

... File not found, I'll load something I think is interesting.

3846. Re: Atari Touch Tablet and the pen with the button

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <65qf4t$14p$1@news.dmv.com>
Source record: 68259

Kenneth Jennings (kenneth@spam.not.sayeth.i) wrote:

: I'm pulling all my Atari stuff out of boxes and I came
: across my touch tablet. I also came across a brochure
: for the XL stuff that includes a picture of the tablet
: with a stylus that had a cable that connected to the
: touch tablet. Sure enough, but I turned it over and
: there is a tiny jack like a mini-headphone jack on it.
: I've never actually seen a tablet with one of these
: styli(?). Everyone I've seen including mine has this
: ugly white plastic stylus with an orange ball on one end
: that looks totally out of place with the Atari touch
: tablet packaging and and always gets lost for weeks at
: a time. Then I came across a programming book for the
: Atari that describes the Koala and Atari touch tablet
: and reports that the Atari stylus also had its own
: switch on it that was a separate input value from
: both buttons on the tablet.

: Hmmm. I'm starting to feel ripped off. I bought this
: thing (along with my now broken XF551) directly from
: Atari when they were dumping their warehouses of 8-bit
: stuff.

: Does anyone have a plug-in stylus? Does anyone have
: an idea how to make one? (Doesn't seem too hard, just
: a switch wired correctly into the right kind of jack.)
: Does anyone know why Atari stopped supplying the real
: pens with the button on them? (People's kids strangling
: each other with the cords?)

: Kenneth Jennings -- SyntheToonz -- Miami, FL
: kenneth at daffy dot aatech dot com
: ken at ntalr dot aatech dot com

My Touch Tablet was sold as "reconditioned" and came with an orange topped stylus. Later I bought a replacement Atari stylus from Best Electronics (408-243-6950). They still list them in their new catalog for $9.00. It would be easy to add a switch. The switch on the stylus is momentary normally open. When the button is pressed, the pins on the 2-conductor mini-plug are shorted together.

Steve

3847. Re: Atari Touch Tablet and the pen with the button

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: Strafe <joeaux@gte.net>
Message-ID: <65qkeu$or1$2@gte1.gte.net>
Source record: 68260

Yep Ken, got one out in a box in the garage. It came with the tablet,
pen and AtariArtist cartridge software. Works great. The button on mine
is not an actual button, the tip pushes,!!! wait, braincramp. I'm thinking
about the LightPen. The stylus for the touch tablet has a red button on
it. It is pretty much the same as a mouse button. As a matter of fact I
think
the AtariArtist software came with the lightpen, I'll have to dig the tablet
out
and look. Now you've got me wondering!
-joe-

-Joe Aycock (joeaux@gte.net)(http://home1.gte.net/joeaux/index.htm)
-Lover of all things Macintosh, OS/2 or Unix, collector of the best toy
-ever, Transformers. Subaru SVX --- The Beauty Of All Wheel Drive.
-"Judges Disqualify 'Little Milton' In Last Minute Rumpus".
-The St. Cleve Chronicle; Friday, January 7th 1972

Kenneth Jennings wrote in message <348079fa.8417303@news.aatech.com>...
:
:I'm pulling all my Atari stuff out of boxes and I came
:across my touch tablet. I also came across a brochure
:for the XL stuff that includes a picture of the tablet
:with a stylus that had a cable that connected to the
:touch tablet. Sure enough, but I turned it over and
:there is a tiny jack like a mini-headphone jack on it.
:I've never actually seen a tablet with one of these
:styli(?). Everyone I've seen including mine has this
:ugly white plastic stylus with an orange ball on one end
:that looks totally out of place with the Atari touch
:tablet packaging and and always gets lost for weeks at
:a time. Then I came across a programming book for the
:Atari that describes the Koala and Atari touch tablet
:and reports that the Atari stylus also had its own
:switch on it that was a separate input value from
:both buttons on the tablet.
:
:Hmmm. I'm starting to feel ripped off. I bought this
:thing (along with my now broken XF551) directly from
:Atari when they were dumping their warehouses of 8-bit
:stuff.
:
:Does anyone have a plug-in stylus? Does anyone have
:an idea how to make one? (Doesn't seem too hard, just

:a switch wired correctly into the right kind of jack.)
:Does anyone know why Atari stopped supplying the real
:pens with the button on them? (People's kids strangling
:each other with the cords?)
:
:
: Kenneth Jennings -- SyntheToonz -- Miami, FL
: kenneth at daffy dot aatech dot com
: ken at ntalr dot aatech dot com

3848. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <65qlrb$35e$1@nuke.csu.net>
Source record: 68261

Vidar Olavesen (olavese@online.no) wrote:
: What a lame answer! He asks what he needs to surf with the 130XE. I think
: it's impossible with graphics (if the guys who posted something about it a
: while ago didn't finish it). But it should be possible with Bobterm, ICE-T
: and such shouldn't it ? ICE-T supports 80 columns too. Please post a more
: helpful answer than : A pc w/ Winpuke 95. Take Atarian care and good luck
: in your quest for connection!

Hey Vidar! I'm the one who wants to write a graphical browser for the Atari.

My problem is I don't have a modem interface!

And NO - I'm not planning PPP/Slip support at this point! Sorry! <:^(

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3849. Re: AUCTION (5 days left): 2600 Squeeze Box, bulks packs etc, TI 99/4A, C64, Apple2, Socrates, more!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: Matt Price <admyank@nospam.worldnet.att.netx>
Message-ID: <65qler$3i6@mtinsc04.worldnet.att.net>
Source record: 68262
Cross-posted to: rec.games.video.classic,alt.games.video.classic,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti,houston.forsale

Ok, so then, you are putting this on the net saying that the only people
who can bid on it are previous bidders?

Jeff Dixon <jdixon@ruf.rice.edu> wrote in article
<65ovn8pjk1@joe.rice.edu>...
> OPEN AUCTION ENDS ON WEDNESDAY DECEMBER 3, 1997 --
> 5 DAYS FROM NOW!!!
>
> 1. The open auction ends on December 3, 1997. At this point,
> the auction will be restricted to previous bidders and bids
> will win an item if not raised within 24 hours.
>
> 2. Bids are binding.
>
> 3. Payment is via check or money order. Payment must be received
> before items will be shipped. Of course, references are available
> on request.
>
> 4. Shipping is through USPS according to the type of packaging
> and class of delivery you choose, and the weight of your items.
>
> 5. All carts are loose unless otherwise noted.
>
> 6. Minimum raise is $0.50 for items under $4, and $1 for all others.
>
> ITEM PRICE BIDDER
> *SINGLE ITEMS*
>
> Atari 2600
> Squeeze Box (US Games/excellent condition) $5 minimum
> Raft Rider (US Games/excellent condition) $5 minimum
> Trackball -- works fine $2.50 minimum
> Keyboard Controllers CX-50 (includes beat-up box) $1 minimum
>
> Apple II
> Temple of Apshai Trilogy (disk) Full/untested $1 minimum
>
> TI 99/4A
> Disk Dup (this one has a label marked Sneggit but $7.50 EICHER
> crossed out and the words Disk Dup written
> next to the label. There is also a sticker

> on the bottom on which is written "Chip 3"
> by hand. The cart is also noticably
> heavier than any of the others. I suspect
> it's either a proto or more likely an EPROM
> copy -- let me know if you know what this is)
>
> Socates Educational Video System
> Hodge-Podge (includes cart, box, docs -- box $2 minimum
> is a little beat up though)
>
> Commodore 64
> Super Smash P/N C64622 $3 minimum
> Cart only; label is typed, case is standard Commodore.
>
> *BULK ITEMS*
> Atari 400/800/1200 pack (3 carts) $3 James
> Atari 2600 pack (40 carts) $29 minimum
> Atari 7800 pack (6 carts, most shrinkwrapped) $5 minimum
> C-64 Educational pack (8 carts, most with box/docs) $10 minimum
> C-64 Other pack (4 carts) $5 minimum
> TI-99/4A pack (4 carts) $4 minimum
>
> ***Atari 400/800/1200***
> Untested; look to be in good condition
>
> Atari -- Missile Command
> Telelink I
> Microbits Peripheral Products -- Smart Terminal
>
>
> ***Atari 2600***
> Tested and working.
>
> Activision:
> Barnstorming (actiplague)
> Dragster (Actiplague, a bubble on end label)
> Fishing Derby (price written in red grease pencil)
> Freeway (some actiplague)
> Grand Prix (actiplague, small tear)
> Pitfall (no label, chipped)
> Skiing (some actiplague)
> Stampede (small amt of actiplague)
>
> Apollo:
> Lost Luggage (end label is a little loose)
>
> Atari:
> Battlezone (small tear, price tag affixed)
> Breakout (labels are great -- no pic)
> Crystal Castles (small tear from price tag removal)

> Donkey Kong (red label in good condition)
> Football (boxed and sealed)
> Jr. Pac Man (sticky price tag affixed)
> Mario Bros (Price tag)
> Pac-Man (wear)
> Pele's Soccer (no end label)
> Space War (pic label, some discoloration, spots)
> Star Raiders (small wear)
> Surround (no pic, grease pencil marks barely visible)
>
> Sears:
> Breakaway IV (tiny hole)
> Gunslinger
> Speedway II
> Target Fun (red text, part of tag affixed)
> Target Fun (yellow text)
>
> CBS:
> Gorf (screw holes, wear)
> Gorf (some wear on end label)
> Wizard of Wor (small wear on end label)
>
> Coleco:
> Mouse Trap (two-thirds of label torn off)
> Smurf Rescue in Gargamel's Castle (price tag/wear)
> Smurf Rescue in Gargamel's Castle (bubbling/wear)
>
> Epyx:
> California Games (price written in red grease pencil)
>
> Imagic:
> Fire Fighter
> Riddle of the Sphinx (some wear, small screw hole)
>
> M-Network
> Kool Aid Man (some label fading)
> Lock 'n' Chase
>
> Parker Brothers:
> Frogger (no label)
> Strawberry Shortcake (rattles; label has actiplague)
> Tutankham (some label peel)
>
> ***Atari 7800***
> Tested; everything works fine.
>
> One on One (boxed -- shrinkwrapped)
> Xevious (beginning to form holes near top of label)
> Galaga (small rip on "al" in Galaga on main label)
> Mat Mania Challenge (boxed -- shrinkwrapped)

> Ms. Pac Man (some label wear but no real damage)
> Choplifter (some label wear)
>
> ***C-64 Educational***
> Untested
>
> Sesame Street: Ernie's Magic Shapes
> Includes box (some wrinkling of plastic),
> Game Play and Activity Manual, and
> cartridge (good condition).
>
> Sesame Street: Letter Go Round
> Includes box (some wrinkling of plastic),
> Game Play and Activity Manual,
> How to Play summary card,
> plastic keyboard overlay, and
> cartridge (good condition).
>
> Sesame Street: Big Bird's Special Delivery
> Includes cartridge only (near-mint condition).
>
> Fisher Price Number Tumblers
> Includes box (squished), manual,
> Registration Card, and cart (OK condition).
>
> CBS Software Ducks Ahoy!
> Includes box (some wrinkling of plastic),
> Game Play Manual, Ducks Ahoy! Book of
> Silly Duck Stuff, cartridge (good condition)
>
> Spinnaker ALF in the Color Caves
> Includes box, manual, cartridge (OK condition)
>
> Spinnaker Story Machine
> Includes box and cartridge (OK condition)
>
> Spinnaker Kinder Comp
> Includes box, manual, cartridge (OK condition)
>
>
> ***C-64 Other***
> Untested
>
> UNKNOWN from Hesware
> Something without a label. Cart Only.
>
> Pitfall II
> Shrinkwrapped.
>
> Partner 64

> Cart Only; button and foot in good condition.
>
> IDSI's Rack 'em Up! by Roklan Corp.
> Cart only; label doesn't appear damaged, but
> doesn't really fit the cart well either. Red
> dot (sticker) affixed. Vibrant yellow cart.
>
> ***TI 99/4A***
> Untested.
>
> Reading Fun 2A
> Alligator Mix
> Sneggit (handwr. label)
> Number Bowling
>
>
>
> Contact me at
> jdixon@ruf.rice.edu
> with offers, questions, etc.
>
> Jeff Dixon
>
>
> --
> ( )_( )
> \. ./ I'm a mouse burrowing through the web.
> =*=
> Jeff Dixon
> jdixon@ruf.rice.edu
>
>

3850. SIFE - Any comments?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <65qm64$35e$2@nuke.csu.net>
Source record: 68263

Has anyone downloaded SIFE (Super-IRG Font Editor, in Graphics/Editors at U.Mich*), the new graphics editor I just released?

If so, please tell me what you think of it... comments, questions and, especially, suggestions! :)

Thanks!

* - Remember, you can search through much of U.Much (and one day, other FTP sites) using "XL Search", the web- and e-mail-based FTP site search engine! It's the "shareware.com" of the Atari 8-bit world!

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3851. Re: Internet Software for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971130033901.WAA17682@ladder01.news.aol.com>
Source record: 68264

Although I now use America Outta Lines to surf the net, I have to say that Ice-T works very well with the local freenet. Whatever kind of connection they use, Ice-T is lighting fast!!! Never had any problems on line. More than what I can say for AOL (grrr...)

3852. Is possible to filter someone from usenet?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <65r04d$1of@alexander.INS.CWRU.Edu>
Source record: 68265

Sorry, but this group is where I know people to listen to.
My problem is, I 'f'ollowup to posts in this group and my
followup disappears, at least partly.

I have very little understanding of usenet and internet.
I've posted about four followups that I've never seen return
to CFN from whereever they go and come back from. I know
that the posts go out, and that some places/people can see
the posts, because I get e-mail responses to posts I never
see in the group.

I posed this question to my sysadmin:
Q: Is it possible to 'filter' someone from usenet?

I got back:
A: No, not generally.

I suppose it can be done, because I doubt this ISP (CFN) is
losing the three or four posts that never showed up back at
CFN. I know there are some pretty knowlegable internet
people here. If you have any suggestions, like could I trace
a post here and find out where/if it is getting 'l'ost.

Thanks.

3853. Re: Info on ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: chasm1@idt.net
Message-ID: <34820c17.213613929@news.idt.net>
Source record: 68266

On 29 Nov 1997 19:16:29 GMT, semslie@aol.com (SEMSLIE) wrote:

>I have two questions on the ATR-8000.
>
>How does it hook up to the Atari? SIO? PBI? ECI?
>
>What are the features it has? Disks? Ports?
>
>Any help email: semslie@aol.com

It hooks up to the Atari with an SIO cable. The original ATR8000 used a Z80 parallel port to handle the SIO pins, so it was a reasonable floppy controller, but it reallly was overworked if you added the HD controller to it (a collection of PALs on a CPU piggyback card).

The basic setup handled 4 floppy drives (at one time I had 3 8" single sided drives and one double sided 80 track 5 1/4" drive on mine). With the upgrade you could add a SCSI hard drive.

It also supported one serial and one parallel port (simulating an 850).

There was also a program you could run on your 800 to turn the Atari into a CRT terminal for the Z80 and run a more or less standard CPM on the ATR8000 (in this configuration it was either a 16K or a 64K, 4 MHz Z80 box).

I believe there were versions of the terminal program that ran in 40, 64 and 80 column modes (the one I wrote was the standard screen version, it ran in 40 col. mode).

One family of versions of MYDOS was written to support the RS232 functionality of the ATR8000 and I should still have the source code (and maybe a copy of the binary?) lying around should you be interested.

I think the parallel port support was built in, with a pretty decent print spooler (4K in the 16K version and 48K in the 64K version, I think).

--Charles

3854. Zip Drive on an 800?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971130073201.CAA07827@ladder02.news.aol.com>
Source record: 68267

Is it possible to use a Zip Drive with the 800 either Parallel or SCSI?
Any help would be appreciated.

semslie@aol.com

3855. Reinhard's Rarities Auction 11-29-97

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <65ra6kmra1@mark.ucdavis.edu>
Source record: 68268
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600,rec.games.video.atari,comp.sys.atari.8bit

Welcome to yet another Reinhard's Rarities Auction!
I have the following stuff available in my current auction.
I'm looking to trade for Atari 2600 and Atari 400/800 carts ONLY!

You can find a list of what I already have on my Atari 2600 pages at:

http://www.pribish.com/atari.html

I'm looking for Atari 2600 and Atari 400/800 stuff not on my list,
so please e-mail me with any trade offers. There are only a few
rules to help speed this along...

1) Don't bid unless you plan to buy
2) I reserve the right to trade or pull any item

Increments: $1: Amounts from $1 to $20
$2: Amounts from $21 to $40
$3: Amounts from $41 to $60
$5: Amounts over $60

I'd prefer payment of a U.S. Postal Money Order, available at the post
office for 85 cents, and will ship the day or day after the M.O. arrives.
Items will be sent 2 weeks after payment by check to ensure the check
clears. Buyer pays shipping, which is $3 flat for any number of carts,
shipped within Canada/US. The shipping on systems, controllers, etc. or
for winners in overseas destinations will be the exact shipping cost.

This auction will run until Monday, December 8, 1997 and
switch to an e-mail only 24-hour Once-Twice-Sold format.

You can get an up-to-the-minute auction update before you bid at:

www.pribish.com/auction.txt

Thanks, Reinhard

* *
Note: I had a good day at the fleas today :) - I've added a bunch of
Turbografx Hu-Cards, a few 2600 and 5200 carts, a Galaxian
Tabletop from Coleco and other random items!
* *

ATARI 2600

Airlock (Data Age) 2 tdjafari
Alien (20th Century Fox) 2 tdjafari
Alpha Beam with Ernie (Atari) 3 tdjafari

Acid Drop (PAL)(Salu)(Mint w/Box,Manual) 10 min
Beany Bopper (20th Century Fox) 3 tdjafari
Beat 'Em & Eat 'Em (shrinkwrapped)(Mystique) 10 mnementh
Big Bird's Egg Catch (Atari) 3 tdjafari
Bridge (Activision)(Manual) 3 min
Checkers (Activision) 3 vinceb33
Cookie Monster Munch (Atari) 3 min
Crackpots (Activision) 4 tdjafari
Crash Dive (20th Century Fox) 5 sbolton
Crypts of Chaos (20th Century Fox) 5 A54BR9
Deadly Duck (20th Century Fox) 5 sbolton
Dishaster (Zimag) 11 Mukchup
Double Dragon (Activision) 4 englew
Encounter at L-5 (Data Age) 2 jedi
Entombed (U.S. Games) 4 min
Fantastic Voyage (20th Century Fox) 4 tdjafari
Flash Gordon (20th Century Fox) 4 tdjafari
Frankenstein's Monster (Data Age) 5 sbolton
Front Line (Coleco) 5 min
Ghost Manor/Spike's Peak (Xonox) 5 tdjafari
Ghostbusters (Activision) 3 tdjafari
Ghostbusters II (PAL)(Salu)(Mint w/Box,Manual) 10 deny1
Gyruss (Parker Brothers) 5 deny1
H.E.R.O. (Activision) 4 tdjafari
James Bond 007 (Parker Brothers) 10 verbal
Jawbreaker (Tigervision) 11 Mukchup
Karate (Froggo) 3 min
Klax (Atari)(PAL, shrinkwrapped) 15 deny1
Kung-Fu Master (Activision) 4 min
Lost Luggage (Apollo) 3 deny1
M.A.D. (US Games) 3 min
Marine Wars (Konami) 10 sbolton
Master Builder (Spectravideo)(PAL) 20 min
Miner 2049'er (Tigervision) 5 tdjafari
Mogul Maniac (Amiga)(with Joyboard Controller!) 20 sbolton
Moonsweeper (Imagic) 4 min
My Golf (PAL)(Salu)(Mint w/Box,Manual) 10 min
Name This Game (US Games) 4 min
No Escape! (Imagic)(with MINT Manual) 4 min
Pac-Kong (PAL)(Starsoft) 5 min
Piece O' Cake (no end label)(US Games) 4 min
Pitfall II (Activision) 3 tdjafari
Planet Patrol (torn end label) 2 tdjafari
Pooyan (Konami) 5 tdjafari
Porky's (20th Century Fox) 4 tdjafari
Pressure Cooker (Activision) 3 min
Private Eye (Activision) 5 englew
Quick Step (Imagic) 4 min
Raquetball (Apollo) 3 min
River Raid II (Activision) 6 englew

River Raid II (Activision)(Mint w/Box,Manual) 10 sbolton
Seaquest (Activision) 2 vinceb33
Skate Boardin' (Absolute) 3 tdjafari
Skin Diver (bare cart, no labels)(Sancho) 5 jedi
Snoopy & the Red Baron (Atari) 10 min
Sorceror (Mythicon) 3 tdjafari
Space Canyon (Panda) 15 jedi
Space Cavern (red label)(Apollo) 3 min
Squeeze Box (U.S. Games) 3 min
Star Fox (Mythicon) 3 tdjafari
Star Wars: The Arcade Game (Parker Brothers) 20 Huhk
Strategy X (torn front, no end label)(Konami) 4 jedi
Super-Ferrari (PAL)(Starsoft) 5 min
Tapeworm (Spectravision) 4 min
Tapeworm (torn end label)(Spectravision) 2 min
Tapper (Sega) 10 sbolton
Taz (Atari) 5 sbolton
Tomcat F-14 Flight SImulator (Absolute) 5 min
Track & Field (with 2 T&F controllers!)(Atari) 20 englew
Wustenschlacht (PAL)(Starsoft) 5 tdjafari
Zaxxon (Coleco) 2 tdjafari

ATARI 5200

Astrochase (Parker Brothers) 3 sbolton
Blueprint (CBS) 4 sbolton
Dreadnaught Factor (Activision) 4 sbolton
Gyruss (Parker Brothers) 4 sbolton
Keystone Kapers (Activision) 4 sbolton
K-Razy Shootout (CBS) 4 min
Miner 2049'er (Big Five) 4 min
Mountain King (CBS) 4 min
Mr. Do!'s Castle (Parker Brothers) 5 sbolton
Pengo (Atari) 3 sbolton
Popeye (Parker Brothers) 2 sbolton
Q-Bert (Parker Brothers) 2 min
Rescue on Fractalus (sealed)(Lucas Films) 5 sbolton
River Raid (Activision) 3 sbolton
Space Shuttle (Activision) 3 sbolton

ATARI 7800

F-18 Hornet (Absolute) 3 sbolton
Kung-Fu Master (Absolute) 3 sbolton

ATARI 400/800 (carts)

Alphabet Zoo (Spinnaker)(no label) 2 min
Astrochase (Parker Brothers) 4 sbolton
Atariwriter (Atari) 3 min
Claim Jumper (Synapse) 3 sbolton

Demon Attack (Imagic) 2 sbolton
Eastern Front (Atari) 5 sbolton
Frogger (Parker Brothers) 3 dbetz
James Bond 007 (Parker Brothers) 5 sbolton
K-Razy Kritters (CBS) 3 min
Kindercomp (Spinnaker) 2 min
Letter Perfect (LJK Enterprises) 3 cmoore
One-On-One (Atari XEGS, works on 400/800) 3 sbolton
Pitstop (Epyx)(Manual) 3 min
Protector II (Synapse)(Manual) 3 sbolton
Smart Terminal (MPP) 2 min
Star Trek: S.O.S. (Sega) 4 sbolton

ATARI 400/800 (disks)

Ultima IV - All contents Mint: A/B Program/Town Disk,
History of Britannia, Book of Magic, Cloth Map,
Player Reference Card, Clue Book insert, Registration Card,
& Metal Ankh. The Britannia scenery disk may not be original
(no label) but it plays fine. Box in excellent shape 30 zzyzx97

Temple of Apshai - All contents Mint: Instruction Manual,
Disk (includes Upper Reaches of Apshai on back),
Upper Reaches Manual, Command Card, Epyx Catalog,
Epyx Warranty/Registration Card. Box in excellent shape.
Also includes an Atari Basic Programming cartridge
which is needed to operate this game 3 zzyzx97

Flight Simulator II - Near Mint contents: Disk, Pilot's Operating
Handbook and Airplane Flight Manual, Flight Physics & Aircraft
Control Manual, AT-FS2 Flight Reference Card, Ver. 1.5 Release
Notes & SubLogic Registration Card. Also includes the Scenery
Disk (1. Chicago 2. Los Angeles 3. Seattle 4. New York)
and Mint condition reference charts for all 4 cities. 4 zzyzx97

ATARI JAGUAR

Alien vs. Predator 5 wiseman33
Evolution: Dino Dudes (manual) 4 min

COLECOVISION

Artillery Duel (Xonox) 5 sbolton
BC's Quest for Tires II: Grog's Revenge 4 tdjafari
Buck Rogers (Sega)(manual) 3 sbolton
Centipede (Atarisoft) 4 tdjafari
Centipede (Atarisoft)(no end label) 3 min
Defender (Atarisoft) 3 tdjafari
Flipper Slipper (Spectravideo) 4 Joelie
Frenzy 3 sbolton
Galaxian (Atarisoft) 5 min
Gorf (CBS version!) 5 sbolton

Mr. Do!'s Castle (Parker Brothers) 10 moberhause
One on One (Micro Fun) 3 sbolton
Pitfall (Activision) 3 sbolton
Pitfall II (Activision) 3 sbolton
Pitstop (Epyx) 3 min
Sammy Lightfoot (Sierra On-Line) 5 ghunter
Sir Lancelot (Xonox) 11 Joelie
Spectron (Spectravideo) 5 sbolton
Squish 'Em Sam (Interphase) 3 jedi
Star Wars: The Arcade Game (Parker Brothers) 5 sbolton
Super Cobra 3 tdjafari
Tarzan 3 tdjafari
Telly Turtle 3 moberhause
Zaxxon (CBS version!) 5 min

INTELLIVISION

Burger Time (shrinkwrapped) 2 tdjafari
Buzz Bombers (Box, Manual, Overlays) 3 moberhause
Carnival 2 vinceb33
Demon Attack 2 tdjafari
Donkey Kong 2 tdjafari
Donkey Kong Jr. 3 sbolton
Dragonfire (Overlays) 3 JXLCAD
Dreadnaught Factor 3 JXLCAD
Frogger (manual) 2 tdjafari
Happy Trails 2 min
Learning Fun I (white label) 2 *TRADED*
Masters of the Universe: He-Man (Manual) 3 sbolton
Motocross (white label)(Manual) 3 sbolton
NFL Football (Shrinkwrapped) 2 min
Nova Blast 2 combee
Pitfall (M,2O) 2 tdjafari
Q-Bert 2 vinceb33
River Raid 2 vinceb33
Safecracker 3 sbolton
Shark! Shark! (Manual, 2 Overlays) 3 holbroui
Slap Shot Super Pro Hockey (w. label)(Box, Manual) 6 holbroui
Slap Shot Super Pro Hockey (white label) 4 min
Stampede 2 min
Swords & Serpents 3 tdjafari
Thunder Castle (white label)(Box, Manual) 10 NigeFan
Thunder Castle (white label) 4 jedi
Tower of Doom (white label)(Box, Manual) 10 NigeFan
Tower of Doom (white label) 4 min
Tropical Trouble 3 sbolton
World Championship Baseball (white label) 4 min

NINTENDO

Alien Syndrome (Tengen) 3 min

Bases Loaded (Jaleco) 3 min
Battle Chess (Data East) 5 bfhom
Bump 'n' Jump (Vic Tokai) 5 min
Captain Comic (Color Dreams) 3 min
Clash at Demonhead (Vic Tokai)(Manual) 3 min
Deathbots (American Video Entertainment) 3 min
Donkey Kong (Nintendo) 5 min
Dragon Warrior (Enix Corporation) 3 min
Dragon Warrior III (Enix Corporation)(box) 5 A54BR9
Firehawk (Camerica) 3 min
Fist of the North Star (Taxan) 3 min
Gauntlet (Tengen) 3 min
Jeopardy! (Game Tek) 5 ltravis
Joshua & the Battle of Jericho (Wisdom Tree) 5 sbolton
Journey to Silius (Sunsoft) 3 min
Joust (Hal America) 3 min
King of Kings - The Early Years (Wisdom Tree) 5 sbolton
Krazy Kreatures (American Video Entertainment) 3 min
Lee Travino's Fighting Golf (SNK) 3 min
Lode Runner (Broderbund) 3 min
Low G Man (Taxan) 3 min
M.U.L.E. (Mindscape) 3 moberhause
Master Chu and the Drunkard Hu (Color Dreams) 3 min
P'Radikus Conflict (Color Dreams)(Manual) 3 min
Pac-Man (Tengen) 5 min
Pinbot (Nintendo) 3 min
Q-Bert (Ultra Games) 3 A54BR9
Raid 2020 (Color Dreams) 3 min
Ring King (Data East) 3 min
Robo Warrior (Jaleco) 3 min
Silent Assault (Color Dreams)(Box, Copy of Man.) 3 min
Skull & Crossbones (Tengen)(Box, Manual) 3 min
Spelunker (Broderbund) 3 min
Spy Hunter (Sunsoft) 5 min
Super Mario Brothers 3 (Nintendo)(Manual) 3 ltravis
Super Pitfall (Activision) 3 sbolton
Tecmo World Wrestling (Tecmo) 3 min
Tiles of Fate (American Video Entertainment) 3 min
TIme Lord (Milton Bradley) 3 min
Uninvited (Kemco/Seika)(Box, Manual) 3 ltravis
Ultimate Basketball (Sammy)(Box, Manual) 3 min
Wheel of Fortune Junior Edition (Game Tek) 3 min
WrestleMania Challenge (LJN, Ltd.) 3 min

SEGA MASTER SYSTEM

Alien Syndrome (box, manual) 3 moberhause
Bomber Raid (Activision)(box) 3 moberhause
Cyborg Hunter (Activision)(box) 3 min
Arcade Smash Hits (Virgin Games)

(box & manual in 8 different languages, cart all MINT)
(includes Centipede, Missile Command and Breakout) 8 terutt

TURBOGRAFX-16 HU-CARDS

Bloody Wolf (docs) 4 min
Bonk's Adventure (case, docs) 4 min
Devil's Crush (case, docs) 4 min
Double Dungeons (case, docs) 4 min
J.J. and Jeff (case, docs) 4 min
Keith Courage in Alpha Zones (case, docs) 2 min
Legendary Axe (case, docs) 4 min
Legendary Axe II (case, docs) 4 min
Motor Roader (case, docs) 4 min
Ninja Spirit (case, docs) 4 min
Ordyne (case, docs) 4 min
Power Golf (case, docs) 4 min
Talespin (case, docs) 4 min
Tiger Road (case, docs) 4 min
TV Sports Basketball (case, docs) 4 min
TV Sports Football (case, docs) 4 min
Victory Run (case, docs) 4 min

APF SYSTEM

Catena (untested, cart & labels in great shape) 2 sbolton

MACINTOSH

Myst CD-ROM (with manual) 4 sbolton

VECTREX

Berzerk (box, overlay) 5 A54BR9

COMMODORE 64

Donkey Kong (Atarisoft) 2 sbolton
Fast Load (worn label)(Epyx) 2 min
Fraction Fever (Spinnaker) 2 moberhause
Galaxian (Atarisoft) 2 sbolton
Star Trek: SoS (Sega)(end label torn off) 2 Jungler
Star Wars: The Arcade Game (Parker Brothers) 4 moberhause
Zenji (Activision) 3 sbolton

ODYSSEY 2 CART PACKAGE #1..... 10 sbolton

(All these are untested but are in good shape)

Computer Intro
Keyboard Creations
Volleyball

Alien Invaders-Plus (box)
Speedway/Spin Out/Crypt-O-Logic (box,manual)
Quest for the Rings
Baseball
Football
Thunderball
K.C. Munchkin
Sub Chase/Armored Encounter

ODYSSEY 2 CART PACKAGE #2..... 2 min

(All these are untested but are in good shape)

Alien Invaders-Plus!
Speedway/Spin Out/Crypt-O-Logic
K.C. Munchkin
Sub Chase/Armored Encounter

* *

ARCADIA SUPERCHARGER PACKAGE #1..... 20 sbolton

Boxed Phaser Patrol 1 which includes both the
Phaser Patrol cassette (with insert) and the
actual Supercharger unit itself, plus:

Commie Mutants from Space 2 (box,cassette & liner)
Fireball 3 (box,cassette & liner)
Escape From the Mindmaster 5 (cassette & liner)
Dragonstomper 6 (cassette & liner)
Killer Satellites 7 (cassette & liner)

ARCADIA SUPERCHARGER PACKAGE #2..... 10 min

Arcadia Supercharger unit with the following games:

Phaser Patrol 1 (cassette & liner)
Commie Mutants from Space 2 (cassette & liner)

* *

ODYSSEY 2 CATALOG/MANUAL PACKAGE:..... 2 sbolton

Five different Odyssey 2 catalogs, version #'s:
EL3313-1 EL 3328-1 EL3358-3 EL 3380-1 EL 3380-2

Manuals for Armored Encounter/Sub Chase, I've got your Number,
Pachinko and Take The Money and Run

* *

Cloth Map ONLY to Ultima V 1 By-Tor

* *

Galaxian Tabletop Arcade Game by Coleco.
Missing one side decal, but otherwise
in excellent condition (with batteries!) 10 min

* *

Manual Package #1: 101 Atari 2600 manuals..... 20 moberhause

3-D Tic-Tac-Toe, Air-Sea Battle, Asteroids, Asteroids (Sears), Backgammon, Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout, Casino, Centipede, Championship Soccer, Circus Atari, Codebreaker, Combat (2 styles), Decathlon, Defender, Demon Attack, Demons to Diamonds, Desert Falcon, Dodge 'Em, Donkey Kong (Coleco), Dragster, E.T., Enduro, Fire Fighter, Football, Frogger, Galaxian, Golf, Grand Prix, Hangman, Haunted House, Home Run, Human Cannonball, Indy 500, Joust, Jungle Hunt, Kaboom!, Keystone Kapers, Laser Blast, Lost Luggage, Maze Craze, Megamania, Midnight Magic, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Phoenix , Pitfall, Pole Position, Q-Bert, Raiders of the Lost Ark, Realsports Baseball, Realsports Tennis, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space War, Stampede, Star Raiders, Star Raiders (Sears), Star Ship, Star Wars: The Empire Strikes Back, Starmaster, Street Racer, Super Breakout, Super Breakout (Sears), Super Challenge Baseball, Super Challenge Football, Superman, Surround, Swordquest (Earthworld), Swordquest (Fireworld), Tutankham, Vanguard, Venture (Coleco), Video Checkers, Video Chess, Video Olympics, Video Pinball, Warlords, Winter Games, Yar's Revenge.

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A) 43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C) 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #2: 71 Atari 2600 manuals.....15 moberhause

Air-Sea Battle, Asteroids, Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout, Casino, Centipede, Circus Atari, Combat (2 styles), Cosmic Ark, Defender, Demon Attack, Dodge 'Em, Donkey Kong (Coleco), E.T., Enduro, Football, Frogger, Grand Prix, Haunted House, Home Run, Indy 500, Jungle Hunt, Kaboom!, Laser Blast, Maze Craze, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Pitfall, Pole Position, Raiders of the Lost Ark, Realsports Baseball, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space War, Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Super Breakout (Sears), Superman, Surround, Swordquest (Earthworld), Tutankham, Venture (Coleco), Video Chess, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A) 43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #3: 46 Atari 2600 manuals..... 10 moberhause

Air-Sea Battle, Asteroids, Basketball, Berzerk, Bowling, Breakout, Casino, Circus Atari, Combat, Defender, Demon Attack, Donkey Kong (Coleco), Enduro, Football, Frogger, Indy 500, Kaboom!, Laser Blast, Maze Craze, Missile Command, Ms. Pac-Man, Night Driver, Outlaw, Pac-Man, Pitfall, Pole Position, Realsports Baseball, River Raid, Sky Diver, Space Invaders (2 styles), Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Superman, Surround, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #4: 32 Atari 2600 manuals..... 5 moberhause

Asteroids, Berzerk, Breakout, Casino, Circus Atari, Combat, Defender, Football, Frogger, Indy 500, Laser Blast, Missile Command, Night Driver, Outlaw, Pac-Man, Pitfall, Realsports Baseball, River Raid, Space Invaders (2 styles), Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #5: 13 ColecoVision manuals..... 5 sirus

Cabbage Patch Kids: AITP, Cosmic Avanger (2), Donkey Kong, Mousetrap (2), Mr. Do!, Slither, Turbo, Victory, War Games, Roller Controller manual and Driving Controller manual

* *

Manual Package #6: 10 Nintendo NES manuals..... 3 sirus

All-Pro Basketball, Baseball Stars, Gyruss, Jack Nicklaus Golf, Jeopardy 25th Anniversary Edition, Kings of the Beach, Simon's Quest, Super Off-Road, Tecmo Bowl, Wheel of Fortune

* *

Atari 2600 catalogs, etc..... 5 min

Atari game catalogs: 1983 Atari Stars silver game catalog, 42 game Atari catalog (81-Rev. A), 43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C) and 45 game Atari catalog (82-Rev. D) 49 game Atari catalog (82-Rev. E) -- Coleco 1982 game catalog
Activision game Catalogs: 1981 small black/red catalog, Winter 1982 Red catalog, Winter/Spring 1983 blue catalog, Fall/Winter 1983 blue catalog
Imagic 1982 Rev. A silver catalog, Imagic 1982 Rev. D black catalog

M-Network 1982 catalog, Parker Bros. 1982 silver catalog,
Parker Bros. 1983 catalog (includes McDonalds, Incredible Hulk,
and Lord of the Rings artwork and previews for the 2600!)

Original 6-switch CX2600 Owner's Manual, 4-switch CX2600A
Owner's Manual, Atari 2600 Jr. Owner's Manual, Atari Remote Control
Wireless Joysticks Installation Instructions, Atari Centipede Bug-Off
Contest entry form, Yar's Revenge: The Qotile Ultimatum Comic Book
Atari Force #1 Comic book in near Mint condition.

* *

The ATARI CONNECTION Volume 2, Number 2, Summer 1982,
in NEAR MINT Condition with all inserts intact. 3 sbolton

* *

COLECOVISION PACKAGE..... 55 BASSINLG

ColecoVision with power supply, 2 standard controllers,
owner's manual, in the original styrofoam inner packaging,
(no outer box), plus the following 31 ColecoVision games:

B.C.'s Quest for Tires B.C.'s Quest for Tires II: Grog's Revenge
Buck Rogers: Planet of Zoom Cabbage Patch Kids: AITP (manual)
Carnival Centipede (Atarisoft)
Defender (Atarisoft) Donkey Kong (manual)
Donkey Kong Jr. (manual) Frenzy
Front Line Heist , The (Microfun)
Ladybug Looping (manual)
Omega Race (manual) Pepper II (manual)
Pitfall Pitfall II
Pitstop (Epyx) Popeye
Q-Bert Rocky Super Action Boxing (manual)
Space Panic Squish 'Em Sam (Interphase)
Star Wars: Arcade (Prkr Bros) Super Action Baseball
Super Action Football Time Pilot (manual)
Venture (manual) Zaxxon (manual)
Smurf: RIGC (manual)

* *

INTELLIVISION PACKAGE..... 50 tdjafari

Modified boxed Intellivision which has a 9-pin customized
detachable left controller, and 1-piece plastic joysticks
replacing the plastic directional pads on both controllers.
Includes a Master Component owner's manual, Intellivision
game catalog (1982), Imagic game catalogs from '82 & '83,
an Intellivoice module and the following 44 games:

Advanced Dungeons & Dragons (M,2O) Astrosmash (M,o2O)
Auto Racing (white label)(M) Baseball (white label)(M,2O)

Burgertime (M,2O) Carnival
Checkers Demon Attack
Donkey Kong (M) Dragonfire (2O)
Electric Co. Word Fun (2O) Football (w. label)(M,2O,playbook)
Frog Bog (M,2O) Frogger (M)
Golf Happy Trails
Hockey (white label)(M,2O) Las Vegas Poker & B.J. (B,M,2O)
Lock 'n' Chase (white label)(M,2O) Loco-Motion (M,2O)
Masters of the Universe: He-Man Mission X
NASL Soccer (B,M,2O) NBA Basketball (B,M,2O)
Night Stalker (white label)(M,2O) PItfall
Safecracker Skiing (white label)
Slap Shot Super Pro Hockey (w. label) Snafu (M,2O)
Space Armada (M,2O) Space Battle (M,2O)
Space Hawk (2O) Space Spartans (1O)
Stampede Star Strike (M,2O)
Sub Hunt (B,M,2O) Swords & Serpents
Tennis (M,2O) Thunder Castle (white label)
Triple Action (Shrinkwrapped) Tron Maze-A-Tron (M,1O)
Utopia (white label)(M,2O) World Championship Baseball (wl)

* *

(#1) ATARI 5200 PACKAGE.............................. 50 sbolton
----
Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 30 games:

Berzerk (M) Pac-Man (M,2O)
Centipede (M,2O) Pengo (M)
Choplifter Pole Position (M)
Countermeasure (M,2O) Popeye (box)
Defender (M,2O) Q-Bert
Dig Dug (M) Qix (M,2O)
Football (M, 2 Playbooks) Rescue on Fractalus (Sealed)
Frogger (M,2O) Soccer (M,2O)
Galaxian (M,2O) Space Dungeon
Joust Space Invaders (M,1O)
Jungle Hunt Star Raiders (M,2O)
Kangaroo (M) Super Cobra
Missile Command (M,2O) Tennis (M)
Moon Patrol Super Breakout (M,2O)
Ms. Pac-Man (M) Vanguard

* *

(#2) ATARI 5200 PACKAGE.............................. 25 sbolton
----
Atari 5200 4-port console in original box with styrofoam/cardboard

inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 17 games:

Centipede (M,1O) Pac-Man (M)
Countermeasure Pole Position (M)
Defender (M) Popeye
Dig Dug Qix
Football (Red & Blue Playbooks) Soccer (1O)
Galaxian (2O) Space Invaders (M,1O)
Kangaroo (M) Star Raiders (M,2O)
Missile Command (M,2O) Super Breakout (M,2O)
Ms. Pac-Man

* *

Atari 5200 Trak-Ball controller, mint condition in original
box, has original styrofoam/cardboard inserts, manual, and
even the red tape holding the ball in place! 12 sbolton

* *

(#1) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 12 sbolton

* *

(#2) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 10 min

* *

(#1) ATARI 7800 PACKAGE..... 20 min

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 10 Atari 7800 games:

Asteroids Centipede
Dig Dug Food Fight
Galaga Ms. Pac-Man
One-On-One Pole Position II
Joust Desert Falcon

* *

(#2) ATARI 7800 PACKAGE..... 12 rjmurill

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 6 Atari 7800 games:

Asteroids Centipede
Dig Dug Galaga
Food Fight Pole Position II

* *

TEXAS INSTRUMENTS 99/44A PACKAGE..... 10 min

Texas Instruments 99/44a computer with power supply,
rf adapter, pair of Amiga Power Stick palm-sized joystick
controllers (2nd player controller works but is flaky)
and the following 11 cartridge programs (2 dups):

Donkey Kong (Atarisoft)
Home Financial Decisions (box and manual)
Household Budget Management (2 copies, both w/box and manual)
Music Maker (box and manual)
Parsec (box and manual)(2nd loose copy)
Personal Real Estate (box and manual)
Personal Record Keeping (box and manual)
Securities Analysis (box and manual)
Terminal Emulator II (box and manual)

* *
FAMICOM PACKAGE..... 25 roughkid

Famicom (Japanese NES) system complete with
original power supply, two controllers, rf switchbox,
light gun, and the following 3 games:

Duck Hunt Wild Gunman Hogan's Alley

* *

EMERSON ARCADIA 2001 PACKAGE..... 20 sbolton

Emerson Arcadia 2001 system with power supply,
2 hardwired controllers, and the following 4 games:

American Football (torn label) Escape
Space Raiders Tanks A Lot

* *

TURBO GRAFX16 PACKAGE..... 20 roughkid

Turbo GrafX16 system with power supply, rf cable,
5 player adapter, 3 controllers, and these 2 HuCards games:

Keith Courage in Alpha Zones (w/ case & manual)
Double Dungeons (w/ case & manual)

* *

SEGA GENESIS PACKAGE..... 40 bfhom

Sega Genesis system in original box & styrofoam, w/ power supply,
rf cable, owner's manual, (2) standard 3-button controllers &
(1) Megafire 3-button controller . Also includes Arcade Power Stick

controller in original styrofoam & box with manual, & these 13 games:

Alien Storm Altered Beast (box, manual)
Cool Spot Evander Holyfield's Boxing
Gaiares (box, manual) Gauntlet IV (box, manual)
Hardball John Madden Football (box, manual)
Jurassic Park (box, manual) NBA Jam (box, manual)
Sports Talk Baseball (box, ml) Streets of Rage (box, manual)
Super Monaco GP (box, manual)

* *

ATARI 800 PACKAGE..... 75 moberhause

(Note: Everything from here until the end of the list is included
in the Atari 800 package. Everything weighs about 80 lbs.,
so please take the shipping into account before you bid -
I will only ship this system within the U.S. - thanks)

Atari 800 Computer w/ 48K RAM, power supply
Atari 800 Operator's Manual
The Atari 800 Home Computer Owner's Guide

(2) Atari 810 Disk Drives with power supplies
The Atari 810 Disk Drive Owner's Guide
Disk Operating System II Reference Manual
Dos 3: An Intro to the Atari Disk Operating System

Atari 410 Program Recorder
Atari 410 Program Recorder Operator's Manual
The Atari 410 Program Recorder Owner's Guide
(Includes built-in power supply and connecting cable)

Atari 850 Interface Module w/ power supply (untested, powers up fine)
(1) Spare Atari 850 Interface Module (untested, powers up fine)
Atari 850 Interface Module Technical Manual
Atari 850 Interface Module Operator's Manual

(4) connecting cables to connect everything above

Atari Touch-tablet (untested)
Koala Pad (untested)

2 Atari joystick controllers, pair of paddle controllers
2 Wico Command Control trackballs
2 Wico bat-style joystick controllers

CASSETTE PROGRAMS

Conversational French (All 5 Cassettes, manual, plastic binder)
Conversational German (All 5 Cassettes, manual, plastic binder)
Conversational Italian (All 5 Cassettes, manual, plastic binder)
Conversational Spanish (All 5 Cassettes, manual, plastic binder)

An Invitation to Programming 3: Introduction to Sound and Graphics
(includes both cassettes, box and manual)

(22) CARTRIDGES:

Assembler Editor Computing Language (with User's manual and Errata)
Asteroids (with manual)
AtariWriter Word Processor (with manual and quick reference card)
Basic Computing Language (with Reference Manual)
Centipede
Defender (with manual)
Dig Dug
Donkey Kong (with manual)
Frogger (Parker Brothers)(with manual)
Galaxian
Joust
Jungle Hunt
Missile Command (with manual)
Ms. Pac-Man
Music Composer
Pac-Man (with manual)
Pilot Programming Language
Pole Position
Qix
Space Invaders (with manual)
Star Raiders (with manual)
Super Breakout

(18) ORIGINAL DISKS WITH MANUALS

Arcade Album #1: Spy's Demise, The Spy Strikes Back
and Thunderbombs all on one disk
Andromeda Mission: Asteroid
Apple Panic Music Box
Blue Max Slime
Bridge Master Space Chase
Cytron masters Space Eggs
Dimension X Wayout
DodgeRacer Zaxxon
Downhill (APX) Zork I
Jaw Breaker

BOOKS AND OTHER DOCUMENTATION

Atari Home Computer product catalog
Atari Home Computers: The Next Generation catalog

Programmer's Card (Laminated guide to hardware registers, OS shadow,
Antic modes, IOCB structure, Useful OS Equates, etc.)

Inside Atari Basic - 183 ppg. (Carris, 1983, Reston Publishing)

Atari Basic: A Self-Teaching Guide - 332 ppg.
(Albrecht, Finkel & Brown, 1979, Wiley & Sons)

Atari Sound and Graphics: A Self-Teaching Guide - 234 ppg.
(Moore, Lower & Albrecht, 1982, Wiley & Sons)

The Atari Assembler - 270 ppg. (Inman & Inman, 1981, Reston Publishing)

6502 Assembly Language Programming - 606 ppg.
(Leventhal, 1979, McGraw-Hill)

6502 Assembly Language Subroutines - 550 ppg.
(Leventhal & Saville, 1982, McGraw-Hill)

Machine Language for Beginners - 350 ppg.
(Mansfield, 1983, Small System Services, Inc.)

Mapping the Atari - 194 ppg. (Chadwick, 1983, Small System Services, Inc.)

Master Memory Map for Atari 400/800 Computers - 30 ppg.
(Sherer, 1982, Educational Software, Inc.)

Atari Pilot for Beginners - 229 ppg.
(Conlan & Deliman, 1983, Reston Publishing)

The Elementary Atari - 287 ppg. (Sanders, 1983, Datamost, Inc.)

Your Atari Computer: A Guide to Atari 4/800 Personal Computers - 458 ppg.
(Pool, McNiff & Cook, 1982, McGraw-Hill)

Inside Atari DOS - 120 ppg. (Wilkinson, 1982, Small System Services, Inc.)

Compute!'s First Book of Atari - 184 ppg.
(1981, Small System Services, Inc.)

Compute!'s Second Book of Atari - 250 ppg.
(1982, Small System Services, Inc.)

Compute!'s First Book of Atari Graphics - 248 ppg.
(1982, Small System Services, Inc.)

The RS-232 Solution - 194 ppg. (Cambell, 1984, Sybex, Inc.)
(Guidebook showing how to connect systems to RS-232 peripherals)

The Complete Handbook of Personal Computer Communications - 546 ppg.
(Glossbrenner, 1985, St. Martin's Press)

Games For Your Atari - 125 ppg. (Bunn, 1983, Virgin Books)

Atari Program Exchange - Program Submission Materials
Atari Program Exchange - Program Author's Handbook
Atari Program Exchange - Manuals Only:
Atari Program-Text Editor, Basic Program Compressor
(Masher), Deep Blue C Compiler, Deep Blue Secrets,
Disk Fixer (Fix) - Rev. 2.0, Extended Fig-Forth,
Forth Turtle Graphics Plus, Fun-Forth, Ion Roadway,
Load 'n Go, Salmon Run, Speed-O-Disk, Typo Attack

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| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
| Graphic and Web Site Designer | "Art as expression - Not as market |
| Atari 2600 Game Cart Collector | campaigns - Will still capture our |
| Prog/Speed/Death Metal Drummer | imaginations" - Neil Peart |
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3856. Re: The PC Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: Sean Lester <rslester@hotmail.com>
Message-ID: <65qrvkivc1@solaris.cc.vt.edu>
Source record: 68269

The Morbid Guy wrote in message <347e7d49.7293436@nntp.best.com>...
>Or Williams Arcade Classics and Midway Collection 2 for the PC. ;-)

Forgot about them.....and I have Williams on my computer. VERY GOOD and worth the $25.

MAME has started to emulate the Williams stuff though, but it still has a way to go...no sound support. To reiterate, I could care less about MAME's shortcomings since Williams was so good and so cheap.

3857. Don't forget the DGS Web site

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bcfd80$e02518a0$b84ea4c2@default>
Source record: 68270

Just to remind you all that our full Atari 8-bit catalogues are on our WWW site, along with an up-to-date listing of used hardware, software, and mags we have for sale. http://www.dgs.clara.net

Dean Garraghty
dgs@clara.net

3858. Re: AUCTION (5 days left): 2600 Squeeze Box, bulks packs etc, TI 99/4A, C64, Apple2, Socrates, more!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: jdixon@ruf.rice.edu
Message-ID: <65rl69bvd2@joe.rice.edu>
Source record: 68271
Cross-posted to: rec.games.video.classic,alt.games.video.classic,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.ti,houston.forsale

Of course not. Everyone is welcome to bid -- it's just that open
bidding will end on Dec 3rd (post was made on 29 Nov).
Sorry 'bout any confusion.
Jeff

On 30 Nov 1997 03:10:19 GMT, Matt Price
<admyank@nospam.worldnet.att.netx> did say...
>
>Ok, so then, you are putting this on the net saying that the only
people
>who can bid on it are previous bidders?
>
>Jeff Dixon <jdixon@ruf.rice.edu> wrote in article
><65ovn8pjk1@joe.rice.edu>...
>> OPEN AUCTION ENDS ON WEDNESDAY DECEMBER 3, 1997 --
>> 5 DAYS FROM NOW!!!
>>
>> 1. The open auction ends on December 3, 1997. At this point,
>> the auction will be restricted to previous bidders and bids
>> will win an item if not raised within 24 hours.

--
( )_( )
\. ./ I'm a mouse burrowing through the web.
=*=
Jeff Dixon
jdixon@ruf.rice.edu

3859. Re: Does Page6 Mag still exist?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Nov30125154@co.umist.ac.uk>
Source record: 68272

In article <623.272T18T9223293@pianosa.demon.co.uk> "Brad Rogers"
<brad@pianosa.demon.co.uk> writes:

>
> Gareth Davies wrote something interesting,
>
> Hello Gareth,
>
> >Subject says it all really. Does it still exist?
>
> Yes, although issues are becoming more infrequent. Despite it's
> (ostensibly) bi-monthly schedule, I haven't seen an issue for about 4
> months.
>
> The fact that te last issue was marked Spring/Summer rather than March/April
> seems to bear out a longer lead time.
Yes, I noticed that, although it should be about time for the
Autumn/Winter edition by now, but it may just be late. Also, they
weren't at AMS '97 at the beginning of this month, and with it being
"just down the road" from them, either they don't have much left to
sell or they are having some other difficulties. Either way it
doesn't look too good.

3860. Re: Atari 8 bit, Amiga, Sio2pc cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.eeb27d9968fb189989684@news.midwest.net>
Source record: 68273

```
In article <1168.270T557T7873964@pianosa.demon.co.uk>,
brad@pianosa.demon.co.uk says...
> Ronald A. Laski, Jr. wrote something interesting,
>
> Hello Ronald,
>
> >Hi, I've got an Amiga 3000, and tho the sio2pc/ape software
> >won't work on the ami, I've got the 286 bridgeboard w/ a
>
> I din't expect the software to run. After all, the processors *are*
> different. :-)
>
> >serial card plugged in. APE wouldn't run on the 286 bb, but
> >sio2pc works fine, and the software w/ the bb will let you copy
> >stuff back and forth to the amiga side of the system...
>
> Great, for those that have big box Amigas and bridgeboards.
>
> </me goes green with envy>
>
> >i think the sio2pc cable will work as is on the ami, but someone
>
> I'dhave thought so too, as the cable just converts TTL levels to +/-12V
> serial levels.
>
> >just needs to write the software for it... if anyone has any
>
> "Just", /just/! No mean feat, I expect.
>
> >technical info about what happens during a serial xfer, and how
> >the pc port is set up to do it, i might be able to work something
>
> Give it a shot, anyway. Good luck.
>
> --
> _
> Regards, /_) 2:251/18.14 39:139/33.14
> / _)rad brad@pianosa.demon.co.uk Team *AMIGA*
>
> Don't fight it with crime. - Crime; 999
>
>
I didn't think that opening the serial port, receiving
and transmitting bytes across it, opening a file, and
```

dumping those bytes into it would be so constraining...
Yes, for someone who knows how to do it... i would say
'just' write it... i don't know how to do it myself...
but i do have all the info i need... but i already have
a method for doing these xfers, and it works fine...

--
Ron
rlaski@midwest.net

3861. 8-Bit Auction - Track and Field Controller/Disks/Games/Koala Pad

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971130150800.KAA28173@ladder01.news.aol.com>
Source record: 68274

December Auction - Update 4

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, December 15, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Atari 8-Bit Computer Accessories
A1. Panasonic KX-P1092 Epson Compatible Dot Matrix Printer. Includes 2 ribbons (installed and extra unopened)/Operating Instructions manual (includes codes, charts, type-in BASIC examples). Without paper separator (wire rack). Supports near letter quality print. Handles friction feed or fan-fold paper. Very nice condition. Works well with Atari 850 Interface. Actual shipping added. -$19.95

semslie

A2. Atari 850 to Centronics Printer Cable. Works with above and other dot matrix printers. -$8.95 semslie

A3. Atari Dealer Demo Cartridge. 16K Dealer Demo in Centipede Case. Self-running. Shows advanced capabilities. Well executed programming tricks. Begins with multicolor Atari Logo with all colors displayed at once. Includes Household management, Recordkeeping (animated pencil), Home Entertainment (shows Star Raiders with different style tie-fighter), Investment Analysis, and Service Centers (draws U.S. map). Extremely rare. -$30 ebacher

A4. AtariWriter Cartridge. Includes 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$7.95 min

A5. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$8.95 min

A5a. Koala Pad. Includes Koala Pad touch tablet, stylus, Micro Illustrator and Touch Tablet Owners Manual. Very Rare. No Disks. -$8.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A6. Miner 2049er (computer style) -$2.50 grabben
A7. Robotron: 2084 (computer style) -$2.50 steg
A8. Final Legacy (computer style) -$2.50 min
A9. Joust (computer style) -$2.50 disk doctor
A10. Missile Command (computer style) -$2.50 min
A11. Super Breakout (computer style) -$2.50 min
A12. Barnyard Blaster (XE game system style - supports light gun *see Item A41 below) -$2.50 min
A13. Flight Simulator II (XE game system style) -$2.50 steg
A14. Millipede (computer style) -$2.50 disk doctor
A14a. Kindercomp cartridge. -$2.50 min
A14b. Centipede cartridge -$2.50 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A15. Star Raiders II -$5.95 min
A16. Battlezone -$5.95 min
A17. Ballblazer -$5.95 min
A18. Rescue on Fractalus! -$5.95 steg
A19. Desert Falcon -$5.95 min
A20. Thunderfox -$5.95 min

Atari 8-Bit Computer - Disks
A21. Pogo Joe (flip side for C64) disk -$1 min
A22. HomePak (flip side for C64), Batteries Included disk -$1 min
A23. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A24. Party Quiz Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A25. F-15 Strike Eagle, Micropose disk -$1 min
A26. Blade of Blackpoole, Sirius disk -$1 min

A27. Twerps, Sirius disk -$1 min
A28. Spy vs. Spy and Spy vs. Spy II (Island Caper). Disk with Instructions. -$2.95 min
A29. Boulder Dash, First Star disk -$1.95 min
A30. Gruds in Space, Sirius disk -$1 min
A31. Repton, Sirius disk -$1 min
A32. Ali Baba and the Forty Thieves -$2 Joseph Red
A33. Murder on the Zinderneuf, Electronic Arts. Complete in package with disk and instructions/reference card. -$2.95 min
A34. Nudmehi Replica 1+1 Backup and Utilities Program. Designed to back up all Atari software prior to 8/15/82. Includes Sector Disassembler, Sector Search, Disk Bitmap, RPM Speed Adjustment. Support for optional data disks (not included). Disk and Instructions. -$2.50 Joseph Red
A35. CASDIS. Machine language program that converts Atari cassette-based programs to disk. Supports BASIC, machine language, and multi-load programs. With 28 page instruction manual. -$1.25 semslie
A36. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A37. Atari Word Processor Program Master Diskette -$1.95 min
A38. APX Insomnia Sound Editor with instructions -$1.95 min
A39. Ultima II Disk 2 Player Disk -$.25 min
A40. S.A.M. Software Automatic Mouth Disk, Don't Ask Computer Software -$1 min
A40a. Track Attack disk, Broderbund -$1 min
A40b. Hacker disk, Activision -$1 min
A40c. Drol disk, Broderbund -$1 min
A40d. Spy Hunter disk, Sega -$1 min
A40e. Master of the Lamps disk, Activision -$1 min
A40f The Great American Cross Country Road Race, Activision -$1 min
A40g. Maxi Golf, Activision 2 disk set -$1.50 min
A40h. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1 min

Atari Controllers
A41. Light Gun. Works with XE system and 8-bit computers. Use with Barnyard Blaster (above). -$4.95 steg
A42. Track and Field Controller (Blue with 3 buttons - 2 Run and 1 Jump/Throw). Works with 2600 and 8-bit Track and Field games. Very rare. -$12.95 disk doctor
A43. Standard Atari Paddle Controllers (pair) -$2.95 min
A44. Atari Standard Joystick (single) -$3 Joseph Red
A45. Atari Standard Joystick (single) -$1.95 ebacher
A46 Epyx 500XJ Joystick with Autofire -$3.95 disk doctor
A47. TAC-2 Joystick -$4 vinceb33

Miscellaneous
A48. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$1.95 disk doctor
A49. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A50. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A51. BCs Quest for Tires Poster. Approximately 17x23.5 inches. $.50 min
A52. Millipede (8-bit) box (crushed). $.25 min
A53. Atari Enamel Olympic Pin (see picture in Summer 84 Atari Connection)

-$2.95 grabben
A53a. Super Nintendo Mortal Kombat II Instructions -$.25 min
A53b. Colecovision French labels for Front Line. Excellent, like-new condition. -$.25 min

Books/Instructions
A54. Inside Atari BASIC. BASIC programming book. Key concepts (full of type-in examples). Fundamentals of Atari Graphics. GTIA Graphics, Game Controllers. 183 pages. -$2.95 semslie
A55. Atari 410 Program Recorder Owners Guide (full color) -$.50 steg
A56. Energy Czar Computer Program Instructions (20 pages) -$.50 min
A57. Disk Operating System II Reference Manual. 100 page DOS 2 reference manual. -$1.50 min
A58. APX Ultimate Renumber Utility Instructions -$.50 min
A59. Atari Haunted House (Creative Computing) Instructions -$.50 steg
A59a. APX (Atari Program Exchange) Keyboard Organ Instructions -$.50
A59b. APX (Atari Program Exchange) Sketchpad Instructions -$.50
A59c. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50
A59d. APX (Atari Program Exchange) Presidents of the United States Instructions -$.50

A60. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$3.95 min

A61. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$4.95 min

A62. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$3.95 min

A63. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$8.95 min
A64. Atari 800 Home Computer Owners Guide. CO60057. Rev. 1 (full color). -$1.95 semslie
A65. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1.95 min
A66. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1.95 min

Atari 2600 Manuals
0. Asteroids, Atari (b&w, 5 languages) -$.75 min
1. Human Cannonball, Atari (small black) -$.75 min
2. Hunt & Score, Atari (small black) -$.75 min
3. Ice Hockey, Activision (colored) -$.75 min
4. Indy 500, Atari (small black) -$.75 min
5. Joust, Atari (colored) -$.75 min
6. Jungle Hunt, Atari (colored) -$.75 min
7. Kaboom!, Activision (colored) -$.75 min
8. Keystone Kapers, Activision (colored) -$.75 min

9. Krull, Atari (colored) -$.75 min
10. Laser Blaster, Activision (colored) -$.75 min
11. Mario Bros., Atari (colored) -$.75 min
12. Maze Craze, Atari (small black) -$.75 min
13. Megamania, Activision (colored) -$.75 min
14. Midnight Magic, Atari (b&w) -$.75 dgeller
15. Millipede, Atari (colored) -$.75 min
16. Miner 2049er, Tigervision -$4 ebacher
17. Miniature Golf, Atari (small black) -$.75 min
18. Missile Command, Atari (colored) -$.75 min
19. Moon Patrol, Atari (b&w) -$.75 min
20. Ms. Pac-man, Atari (silver colored) -$.75 min
21. Night Driver, Atari (small black) -$.75 min
22. Oink!, Activision (colored) -$.75 min
23. Outlaw, Atari (small black) -$.75 min
24. Pac-Man, Atari (colored) -$.75 min
25. Peles Championship Soccer, Atari (small colored) -$.75 dgeller
26. Phoenix, Atari (colored) -$.75 min
27. Pitfall!, Activision (colored) -$.75 min
28. Planet Patrol, Spectravideo -$.75 min
29. Plaque Attack, Activision (colored) -$.75 min
30. Raiders of the Lost Ark, Atari (colored) -$.75 min
31. Realsports Football, Atari (b&w) -$.75 min
32. Realsports Tennis, Atari (b&w) -$.75 min
33. Revenge of the Beefsteak Tomatoes, Fox -$.75 min
34. River Raid, Activision (colored) -$.75 min
35. Road Runner, Atari -$.75 dgeller
36. Robot Tank, Activision (colored) -$.75 min
37. Seaquest, Activision (colored) -$.75 min
38. Shark Attack, Apollo -$.75 min
39. Skeet Shoot, Apollo -$.75 min
40. Skiing, Activision (colored) -$.75 min
41. Sky Diver, Atari (colored) -$.75 min
42. Sky Jinks, Activision (colored) -$.75 min
43. Slot Racers, Atari (small black) -$.75 min
44. Space Invaders, Atari (colored) -$.75 min
45. Space Invaders, Atari (small black) -$.75 min
46. Space Jockey, Vidtec -$.75 min
47. Space Shuttle Flight Manual, Activision (colored) -$.75 min
48. Space War, Atari (colored) -$.75 min
49. Spider Fighter, Activision (colored) -$.75 min
50. Squeeze Box, US Games -$.75 min
51. Stampede, Activision (colored) -$.75 min
52. Star Raiders, Atari (colored) -$.75 min
53. Star Ship, Atari (small black) -$.75 dgeller

Game Catalogs
54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$1 dgeller
55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller

57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
58. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller

Atari 5200 Cartridges
60. Activision Decathlon very good label -$3 vinceb33
61. Buck Rogers with very good label -$1.50 vinceb33
62. Choplifter! Complete in box with instructions. In new condition (purchased new but opened box and used once or twice). -$4 min
63. Congo Bongo with very good label -$2 min
64. James Bond 007 with very good label -$7 min
65. Joust - very good label -$1 vinceb33
66. Kaboom! - very good label -$1 min
67. River Raid - very good label -$1.50 min
68. Space Shuttle - very good label -$2 min
69. Star Raiders - very good label -$1 min
70. Star Trek with very good label -$2 min
71. Super Breakout - very good label -$1 min
72. Super Cobra - very good label -$1 vinceb33
73. Zaxxon with very good label -$19.95 min
74. Rescue on Fractalus! New in box (sealed) -$9.95 min
75. Zone Ranger. New in box (unsealed) -$9.95 min
76. Bounty Bob Strikes Back cartridge -$24.95 min
77. Gorf cartridge -$2.50 vinceb33
78. Quest for Quintana Roo cartridge -$3.50 min
79. Wizard of Wor cartridge -$2.50 vinceb33
80. Realsports Baseball cartridge -$1 vinceb33
81. Realsports Soccer cartridge -$1 min
82. Realsports Tennis cartridge -$1 vinceb33
83. Realsports Football cartridge -$1 min
84. Keystone Kapers. New in box (unsealed) -$9.95 min
85. Pac-man cartridge -$1 min

IBM PC
86. Williams Arcade Classics CD: Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
87. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
88. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
89. Toolworks Reference Library. Complete in original box. -$1.95 min

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.50 min
O2. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. -$3.95 min
O3. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O4. Atari 5200 Super Breakout single -$.50 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1983 (Volume 3 Number 1). Electronic Information (Electronic Bulletin Boards are latest boon). Right at Home: Atari 1200 XL Home Computer. New Products: Timewise, Atari 1020 Color Printer, Telelink II, AtariWriter. The Future in Your Computer (A Revolutionary New Way To Communicate: Telecommunications). Computer Classroom - Creating a mailing list on your 410 or 1010 program recorder, type-in programs. Home Computer Photos. Creating Your Own Computer Animated Cartoons. Reviews: Mickey in the Great Outdoors. Ads: E.T., APX, AtariWriter. -$8 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1983 (Volume 3 Number 2). Listening for Extra-Terrestrials with a Home Computer. New Special Programming Section: Subroutines Galore - Music and Harmony, GTIA Power, Varnames, Farrah, and more! Why Computing Isn't Just for Boys. New XL Family Hardware Reviews. 600XL, 800XL, 1450XLD, 1025 Printer, 1030 Modem, Atari Touch Tablet, 1010 Program Recorder, and more. Software Reviews: Speed Reading, Caverns of Mars, Getaway!, Donkey Kong, Juggles House, Family Finances, Dig Dug, Paint. E.T. Fan Club Formed. Atari 1200XL 2-page ad. Type-in programs. -$8 ebacher

M3. Atari Connection (The Home Computer Magazine) Fall 1983 (Volume 3 Number 3). Special Education Issue. LOGO vs. BASIC - Which is Best? Arcade Game Design. Ten Tips From the Programming Pro (Chris Crawford). Hardware Review - New Products: Remote Control Joystick, Atari Light Pen, Experimental Designs. Computer Classroom: ANTIC and GTIA, Character Set Graphics, Character Redefinition and Animation, Player/Missile Graphics, Map Mode Graphics, type-in examples. Learning to Learn with the Father of LOGO. Flying High with Superman (Info about 26-second animation in Superman III). Ads: Donkey Kong, Getaway!, AtariWriter. -$8 ebacher

M4. Atari Connection (The Home Computer Magazine) Winter 1984 (Volume 3 Number 4). The Professional AtariWriter - A Complete Guide. The Fine Art of Computing - A Learning Guide to Computer Literacy. To Copy or Not to Copy - Computer Ethics. Type In Programs - Atari Sound Synthesizer (Make Your Computer Sound Like Different Instruments), Sound Machine, more. Ads: Atari XL Computers, Ms. Pac-man, AtariWriter, BASIC XL, MAC/65. -$8 ebacher

M5. Atari Connection (The Home Computer Magazine) Spring 1984 (Volume 4 Number 1). The Computer That Rolls (Dungeons and Dragons Dice Generator Type-In Program). Ten Tips From the Programming Pros (Secrets from LucasFilms Game Group). Robots Come Home (Really Friendly Machines That Speak Your Language). Tracking Your Trak-Ball with type-in programs. Dr. Wacko, Joystick Movement and Control Tutorial. Reviews: Star Wars Arcade Game, Atari Logo, Berzerk, Ms. Pac-man, Moon Patrol, Crystal Castles, Advanced Musicsystem, Oscar's Trash Race. Ads: Synapse Encounter, Dimension X, Zeppelin; AtariWriter; Top-DOS; Jungle Hunt; Pole Position. -$8 ebacher

M6. Atari Connection (The Home Computer Magazine) Summer 1984 (Volume 4 Number 2). Creative Applications: Touch Tablet, AtariLab, Light Pen. The Sound of Micros. The Making of the Atari Light Pen. Body Heat: Science Comes Alive with AtariLab. 10 Hex Tips from the Programming Pros (Atari Advanced Games Group Article). Fantasy Character Generator Type-In Program. Seniors Take to Computers. Ads: Joust, Jupiter Mission, Indus GT Drive, Moon Patrol, Pole

Position, Dig Dug, Dallas Quest. Reviews: Ballblazer, Rescue on Fractalus!, Firefox, Typo Attack, BASIC XL, Sky Writer. Bits and Pieces Type-In Programs. -$8 ebacher

Atari Explorer (Replaced Atari Connection):

M7. Atari Explorer February 1985. The New Atari Computers (The Atari XE Series, Peripherals). The Atari 130ST and 520ST. An Introduction to MIDI. Alphabet Train type-in program. The People of the New Atari - Jack Tramiel, Leonard Tramiel, James Copland, David Harris, Gregory Pratt, and more. The Art of Computer Game Design by Chris Crawford. Atari Telecomputing. Inside Memory - Exploring Your Atari's Memory. Atari Logo type-in program. Reviews - Millipede, Track and Field. Atari Proofreader, Questron Ads. -$3.95 min

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer Summer 1985. ST Graphics (Using the ST's Graphics from Logo and the GEM VDI. Ads: AtariLab Starter Set. The Games of Summer. A Direct Line to Atari (Atari BBS online). Atari at Summer Consumer Electronics Show (Includes Something Really New - CD ROM). Pronto, the Home Information System. Learning Software. An Interview with AtariSoft. Word Processing (6 Products compared). Reviews: Video Title Editor, Blue Max 2001, Computer Ambush, Bounty Bob Strikes Back. The Horizontal Scroll (Programming Article with 5 type-in programming examples). Logo Player Missile Graphics. Strategy Tests Standout: MULE, Archon, Archon II, Dragonriders of PERN. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M12. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy

type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

3862. Re: Internet Software for 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65s46o$37f@alexander.INS.CWRU.Edu>
Source record: 68275

re: 28.8 on an Atari8...

The MIO and Ice-T are going at 19.2KBPS. The modem to modem
connection is 28.8KBPS. From the modem to the computer,
hardware flow control takes over and stops the modem when
the buffer is full. The thouroughput might only be a few
percent faster, but at any rate, there has not been a problem
with it yet...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3863. Re: Austin 80 board & w processors

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65s4rc$4r9@alexander.INS.CWRU.Edu>
Source record: 68276

re: RGB output...

I didn't mean anything as fancy as 80 column output, just merely
the ability to output in RGB, versus composite.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3864. Re: The PC Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65s58v$7dn@alexander.INS.CWRU.Edu>
Source record: 68277

re: why no good 8-bit emulators...

The simple reason is that the 8-bit Atari is much more complex
a machine to emulate than the simple kernel-based machines
such as a c64 or an Apple][, neither of which have anything
like display lists, for example. The C64 has a bizarre scheme
called "color memory", in my opinion a trick, to allow 16
colors in a 320x200 resolution. The catch is, however, that
only 4 colors can be in one 8x8 section of the screen, and
when you draw two lines of different colors in the wrong
place, the point of crossing will 'block up' with another
color...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3865. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <3481A798.ACDFFAB3@sisna.com>
Source record: 68278

The 850 did handle 19.2 When Hayes first came out with their SysOps deal on the first
9600b modem Andy Eklund (Phoenix) and I did transfers Hayes to Hayes at his calculated rate of 19.2 with no loss of characaters. We both had the Express cartridge and if I rember correcty used L-Modem for the transfer.

bob

3866. Re: SpartaDos X 4.22

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65s5kk$8fj@alexander.INS.CWRU.Edu>
Source record: 68279

re: Black Box and SDX 4.22...

Call Bob Puff at OSS at (716) 429-5639 for a current price for
the Black Box. Very superior to the MIO IMHO.

SDX 4.22- I got a 4.21 chip upgrade from FTE a few years ago,
before he fell off the face of the earth. Problem- The chip
doesn't work properly with the rest of the cart board. He still
owes me a cart board upgrade, paid $12 for it, where are you
Mike Hohman?
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3867. Re: Austin 80 board & w processors

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65s603$9e7@alexander.INS.CWRU.Edu>
Source record: 68280

re: where would you get a monitor for RGB output...

I have a monitor capable of handling it, hooked to my 130XE right
now. If anyones needs a decent monitor capable of RGB, look for
an Amiga 1080 monitor (or compatible). Pretty decent RGB output.
Nore that I'm NOT talking about BNC RGB output, but analog/TTL
RGB output...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3868. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1997-11-30 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65s66t$a1r@alexander.INS.CWRU.Edu>
Source record: 68281

Just out of curiosity, do any of the A8 emulators for the PC
emulate PAL output?
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3869. Re: Is possible to filter someone from usenet? / Missing messages

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <34850c2c.7446881@news.wxs.nl>
Source record: 68153

On 30 Nov 1997 06:12:29 GMT, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>
>Sorry, but this group is where I know people to listen to.
>My problem is, I 'f'ollowup to posts in this group and my
>followup disappears, at least partly.
>
>I have very little understanding of usenet and internet.
>I've posted about four followups that I've never seen return
>to CFN from whereever they go and come back from. I know
>that the posts go out, and that some places/people can see
>the posts, because I get e-mail responses to posts I never
>see in the group.
>
>I posed this question to my sysadmin:
>Q: Is it possible to 'filter' someone from usenet?
>
>I got back:
>A: No, not generally.
>
>I suppose it can be done, because I doubt this ISP (CFN) is
>losing the three or four posts that never showed up back at
>CFN. I know there are some pretty knowlegable internet
>people here. If you have any suggestions, like could I trace
>a post here and find out where/if it is getting 'l'ost.
>
>Thanks.
>

I have had trouble with following this newgroup too. I think the problem is related to the capacity of the news server of your provider. Providers always blame the Internet or some external factor, while in fact it is probably due to their limited bandwidth. If their connection to the Internet does not have sufficient bandwidth, they will have to limit priority of news traffic. However the Internet will not stop creating more and more posts, so eventually you will lose a couple of messages. I do not know by what mechanism the various servers send the messages to each other, but I know that my friends who use a different provider sometimes see messages that simply do not appear on the server at my provider. The only thing you can do is switch provider. My provider appearantly did do something about the problem, since they installed new servers and new network stuff, and it looks like I receive about twice as much messages as before. If you want to check whether you missed some

messages (which is extremely annoying if they were addressed to you)
then take a look at Deja News, you can see if messages appear there
while they do not appear at your provider's news server. Go to
http://www.dejanews.com/home_sf.shtml
and enter comp.sys.atari.8bit in the Group(s) box.
Remember though that some servers get the news much later than others.
Do not ask me why this is, because all this news server stuff is a
mystery to me too. Even to the people at the help desk of the
various providers.

3870. WOW!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65t4b3$j1t@alexander.INS.CWRU.Edu>
Source record: 68154

Someone was talking about how Split Luma/Chroma does not
produce artifacting. I was outputting Split L/C with my 130XE
and Magnavox 1CM135 monitor, and I was getting artifacting!
This got me to thinking- and I wondered if I had all the pins
right on my monitor cable. So I shut the system down, took
the cable apart, looked at the pinout in the 130XE manual, and
Lo and behold!!! I had one pin reversed left to right.
I was outputting Composite video instead of Composite Chroma!!!
In effect, I was simply getting too much color signal to the
monitor. I fixed the problem, and _WOW_! There is ZERO
artifacting AT ALL! Ice-T is a beautiful joy to work with now!
I can be in graphics 8, turn up the color saturation all the
way, and the mode is still completely artifact-free.

Now all I have to do is find a way to sharpen the monitor's
output itself... not too bad now, but it could always be better!
I've been running a bunch of demos since I fixed it...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3871. Re: The PC Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65t5jc$o18@alexander.INS.CWRU.Edu>
Source record: 68155

Yeah, I wonder why the Commies brag about the superiority of
the C64 when we have SIXTEEN TIMES the color choices, and one
extra sound voice (or 8 in total if you want to do the Gumby
upgrade- of course then we also have four 16-bit channels using
channel-pairing with Gumby...), not even counting the 'keyboard'
voice. But then we can also add the C64 SID chip to get their
sound capability as well... (SysInfo checks for the presence of
a SID chip!)
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3872. FS: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <65ta33$quo@freenet-news.carleton.ca>
Source record: 68156

I have 3 extra copies of Mapping the Atari. Make an offer any they are
yours.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3873. FS/T: Atari 8-bit computer items [12/01/97] {Christmas season special}

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <34877b41.1187039@nntp.ix.netcom.com>
Source record: 68157

All Video Game Advantage (VGA) FS/T lists are updated every ten days
available on the WWW at http://www.io.com/~vga2000/

'Sales Conditions' and 'Ordering Instructions' sections are at
the end of this message. Please read them both carefully *BEFORE*
asking any questions, or placing any orders. Thank you!

This list was last updated on 12/01/97

NOTE: There are currently 1669 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

NOTE: There are currently 857 game manuals available on my web site.
Unfortunately, none are for the Atari 8-bit computers, at this time...

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

2nd annual Christmas season special

From 11/06/97 until 12/20/97, all Computer item orders over $50 will
receive a 10% discount.

Computer systems included in this special are Atari 8-bit, Atari ST,
Apple][, C64/C128/Vic-20, IBM, Tandy, TI and all computer printers.
All of these FS/T lists are available on my web site.

NOTE: I am also running specials for other video game and computer
systems. You can find those FS/T lists on my web site.

And yes, this special is starting earlier than last year. Thanks to
the Artman family (see web site) the check clearing period is longer
this year, hence the early start. But its also ending earlier :)

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

{1} = requires 32K.
{2} = requires 48K.
{3} = requires 48K and printer.

Used diskette(s), with box and manual:
$ 5.00 Home Filing Manager, The (Atari)
$ 5.00 Print Shop, The (Br0derbund) {3}
$ 5.00 SynFile+ (synapse) {2} -- also includes Reference Card
$ 5.00 Timewise (Atari) {1}
$ 5.00 Touchdown Football (Electronic Arts) {2}
$ 5.00 VisiCalc (VisiCorp) {1} -- also includes Pocket Reference
Guide -- $5 shipping, due to weight, counts as 1st item

Loose cartridges, no box or manual:
$ 7.00 Alphabet Zoo [Spinnaker] -- no label
$ 4.00 Atariwriter
$ 8.00 Ballblazer -- XE cartridge
$ 5.00 Centipede
$11.00 David's Midnight Magic [Br0derbund]
$ 7.00 Delta Drawing [Spinnaker]
$ 7.00 Dig Dug
$ 5.00 Donkey Kong
$ 7.00 Frogger [Parker Brothers]
$11.00 Gateway to Apshai [Epyx]
$ 2.00 Missile Command
$ 5.00 Pac-Man
$ 7.00 Qix
$ 2.00 Space Invaders
$ 4.00 Star Raiders
$ 5.00 Super Breakout

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

NOTE: Light comes on, and drive tries to read disk, but drive will
not boot up. Sold as non-working item, possibly repairable, for
parts only!

$ 7.00

*****

LOT #2

ATARI 1010 PROGRAM RECORDER, with power supply, and manual.

This item has not been tested.

I have plugged in this recorder, and it did power up. The
rewind and fast forward (advance) functions work. It must be
hooked to a computer to test the play and record functions.

$ 9.00

*****

LOT #3

ATARI 820 PRINTER, with two (2) rolls of paper and built-in
power cord.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$ 8.00

*****

LOT #4

ATARI 1025 PRINTER, with built-in power cord, and manual.

This item has not been tested.

I have plugged in this printer, and after powering it up the power
light came on and the print head moved.

$20.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print" Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for 400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

I have plugged in this printer, and after powering it up the power light came on and the print head moved.

$ 8.00

*****

LOT #6

EPSON RX-80 PRINTER with built-in power cord.

$14.00

*****

SHIPPING ANYWHERE IN THE CONTINENTAL U.S. is $3.00 for the first disk-based software item and $1.25 for each additional disk-based software item, unless otherwise listed. Foreign orders welcome.

Large orders will be weighed as a package, to reduce shipping costs.

SALE CONDITIONS:

1) Sales are first come, first served. If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it).

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price

items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds (either check, money order -drawn from a U.S. bank branch-, or cash. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

*****

ORDERING INSTRUCTIONS:

To reserve any item(s) listed here, please do the following:

1) carefully read the SALE CONDITIONS section first,
2) please make sure that you are going to follow through on your order *BEFORE* you place it,
3) next send me a list of the items that you are interested in,
4) also include your full name and full postal mailing address (this information is for internal VGA use only)!
5) I will reply with a shipping information message for your order.

Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com -- backup e-mail account
dw901@cleveland.freenet.edu -- backup e-mail account

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 4 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Manual Archive & much more...

3874. Disk Drive I/O cable needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: masonbrm@totacc.com
Message-ID: <880938993.4996@dejanews.com>
Source record: 68158

I have two atari disk drives but 1 I/O cable. I need a cable to connect them.

E-Mail me with a reply. If you post a reply, I will not see it.

Thanks in advance.(I also will take another disk drive.)

Michael
masonbrm@totacc.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3875. Free magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <65tqha$453@freenet-news.carleton.ca>
Source record: 68159

I have a stack of 25-40 compute magazines plus a few ST magazines. They have some atari stuff in them but I really only want Antic/Analogs. If you want them you are welcome to pick them up (Cleveland area) or I could ship them if you send postage.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3876. Re: Can I use 5200 carts on an 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <34827EFC.1070@ccnet.com>
Source record: 68160
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

No

3877. Re: Info on ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <34827F92.5D65@ccnet.com>
Source record: 68161

I have one for sale.Best offer.

3878. Beco Tel BACK ONLINE ! ! !

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: WebMaster <webmaster@becotel.demon.nl>
Message-ID: <1450.7274T711T2138@becotel.demon.nl>
Source record: 68162

ATARI XL/XE/XEGS Support BBS

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Sysop : Bernard Kok Co-Sysop : Folkert De Gans

Doorgames, E-mail, Download area's for XL/XE and many info about XL/XE,

Online every day from 18:00 - 07:00 on 300/1200/2400/4800/9600/14k4 baud

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Gtx. WebMaster (Author of BECO TEL HomePage)

--

Webmaster
Mailto:webmaster@becotel.demon.nl
Amsterdam
The Netherlands

Last Updated : 6 July > Home Page : http://www.becotel.demon.nl/

... If this were an actual tagline, it would be funny.

3879. Article Archive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: "Tom Hunt Sr." <tomhunt@bright.net>
Message-ID: <65u5hqciq1@cletus.bright.net>
Source record: 68163

There is an Atari 8-bit database and search engine at
http://closertohome.dyn.ml.org/search.html . You can input "mio", click on
the search button, and it will search through all of the text files for that
word on that site. It currently uses a perl script to do this, but I'm
going to create a faster cgi using vb5 to replace it. I don't think that I
have any captured chat sessions or message forums from CIS, though. If you
have files like that, why not send them and I'll add them to the database.

Karl Heller wrote in message <65s9f3$qki@dfw-ixnews3.ix.netcom.com>...
>
> Has anyone given serious thought to creating an archive of 8bit
>informational articles? What I mean by this is that I have hundreds of
text
>files from Compu-Serve, programmers, hardware hackers, etc... that I have
>collected over the years. It would be nice to be to "click" on, say, XF551
>and find a large pool of technical articles written on it.
>
> This all came about because I'm pooring through files trying to find
>information on MIO ram chips. I recall something funky about them from a
CIS
>chat group way back when. While doing this I found a few tech files on the
>XF551 and how to hook it up as a parallel device. Up until this time I
>thought the only parallel hack was for the 1050. See what one learns from
>spending the day with old 5 1/4 floppies? =)
>
>Karl

3880. Re: Austin 80 board & w processors

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bcfe5f$1ee873f0$74cab7c7@drt1>
Source record: 68164

Bill R. Core <he110@cleveland.Freenet.Edu> wrote in article
<65s4rc$4r9@alexander.INS.CWRU.Edu>...
>
> re: RGB output...
>
> I didn't mean anything as fancy as 80 column output, just merely
> the ability to output in RGB, versus composite.

The RGB adapter we did only puts out 80 column RGB, it does NOT change the
normal graphics output of the computer into RGB....

Austin

3881. Re: Game Ideas....

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Dec1140753@co.umist.ac.uk>
Source record: 68165

In article <65sjeg$njr@alexander.INS.CWRU.Edu> he110@cleveland.Freenet.Edu (Bill R. Core) writes:

> Something going along with that, we know that one can shut off
> the ANTIC to gain about 30% calulation speed. Can one shut off
> the CPU and give all the time to ANTIC? Some really amazing
> things could be done if ANTIC had all the time it wanted...

Fortunately it can't be done.
The problem would be that once you've got the CPU to switch itself off, you've not got any way of switching it back on again, so you're left staring at a still screen. Plus VBI's and DLI's use the CPU too, so they would be out. In effect you would just have a standard graphics (or text) screen to look at with nothing else happening. Don't forget that it's the CPU that does all the grunt work, ANTIC just sits there producing the screen output, and as such wouldn't benefit from having any extra time (unlike the CPU). Still it's a novel idea.

3882. Re: WOW!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bcfe6f$813b3fa0$74cab7c7@drt1>
Source record: 68166

Bill,

Does the Magnivox 1CM135 have audio as well?

Thanks,

Austin Franklin
darkroom@ix.netcom.com

Bill R. Core <he110@cleveland.Freenet.Edu> wrote in article
<65t4b3$j1t@alexander.INS.CWRU.Edu>...
>
> Someone was talking about how Split Luma/Chroma does not
> produce artifacting. I was outputting Split L/C with my 130XE
> and Magnavox 1CM135 monitor, and I was getting artifacting!
> This got me to thinking- and I wondered if I had all the pins
> right on my monitor cable. So I shut the system down, took
> the cable apart, looked at the pinout in the 130XE manual, and
> Lo and behold!!! I had one pin reversed left to right.
> I was outputting Composite video instead of Composite Chroma!!!
> In effect, I was simply getting too much color signal to the
> monitor. I fixed the problem, and _WOW_! There is ZERO
> artifacting AT ALL! Ice-T is a beautiful joy to work with now!
> I can be in graphics 8, turn up the color saturation all the
> way, and the mode is still completely artifact-free.
>
> Now all I have to do is find a way to sharpen the monitor's
> output itself... not too bad now, but it could always be better!
> I've been running a bunch of demos since I fixed it...
> --
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \
>

3883. Want to buy

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: Chris Shilliday <cyber@bright.net>
Message-ID: <3482E3DF.1FE0E762@bright.net>
Source record: 68167

I am looking to buy a plain old Atari 800. Must have all cords (video and power). Also interested in monitor, floppy drive and\or cassette recorder for same. Prefer to buy from someone in Northeast Ohio Area, preferably close to Akron, so that I can pick up equipment in person. I will pay cash or trade for PC equipment. Please E-Mail me with your equipment, prices, location, etc..

Chris Shilliday
cyber@bright.net

3884. Re: Heard about an old Atari game called 'Kult' ?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: Mollnhuber Adolf <ime@hancad.co.at>
Message-ID: <3482E517.1F4BB19A@hancad.co.at>
Source record: 68168

Kult was an ATARI ST game from a french company.

Micky wrote:

> Hello,
>
> Can someone tell me about an old Atari game called 'Kult' ?
> I could find the solution of the game on a FTP site (file name : Kult.sol),
>
> but nobody knows about this game. I have it on two 3.5 floppy disks which
> seems to be
> crashed since the utility program I used to create an ST file, returned me
> a lot
> of bad sectors.
> Thanks to send any new to : micky@mail.dotcom.fr
>
> Regards, Micky

3885. Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: doner@math.ucsb.edu
Message-ID: <65uqbd$frk@gauss.math.ucsb.edu>
Source record: 68169

The kids (now grown up) came home for Thanksgiving, and we got
out Miner 2049er, which we hadn't played for years. There's a
code---something involving typing the phone number displayed
on the start screen?---by which you can make the game go to
any selected level. But we've all forgotten it, and can't
find the paper on which it is written down. Can anyone help?

Thanks,

John Doner
--
John E. Doner, UCSB Math. Dept., doner@math.ucsb.edu

3886. FTE

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: Roelof van der Woude <r.vd.woude@wxs.nl>
Message-ID: <34830D4A.5659@wxs.nl>
Source record: 68170

Whatever happened to FTE (Fine Tooned Engineering)? Just as i took up
8bit computing with SpartaDos They seemed to have disppeared.....

R.vd.W./ NL

3887. Re: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19971201194000.OAA16796@ladder01.news.aol.com>
Source record: 68171

> The kids (now grown up) came home for Thanksgiving, and
> we got out Miner 2049er, which we hadn't played for years.
> There's a code---something involving typing the phone
> number displayed on the start screen?---by which you can
> make the game go to any selected level. But we've all
> forgotten it, and can't find the paper on which it is written
> down. Can anyone help?

If you sit through the demo (title) screen, the company's info does appear, phone number and all. If I recall (haven't played it in a few years myself, ever since my 1050 finally died in '95!) you start the game, type the phone number and then hit the shift+level number you wanted to go. It was a good way to get "infinite" lives, so to speak. That is, if you got killed, you could jump or re-do the level w/o losing the guy.

3888. Re: FTE

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <65v55v$6ae@freenet-news.carleton.ca>
Source record: 68172

Roelof van der Woude (r.vd.woude@wxs.nl) writes:
> Whatever happened to FTE (Fine Tooned Engineering)? Just as i took up
> 8bit computing with SpartaDos They seemed to have disppeared.....
>
> R.vd.W./ NL
>

From what I have read in this newsgroup he ran off with
some peoples money and has not been heard from since. YMMV.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3889. Re: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: tatata@noway.com
Message-ID: <34831c32.16608964@207.97.159.250>
Source record: 68173

On 1 Dec 1997 19:40:03 GMT, eplicon@aol.com (Eplicon) wrote:

>> The kids (now grown up) came home for Thanksgiving, and
>> we got out Miner 2049er, which we hadn't played for years.
>> There's a code---something involving typing the phone
>> number displayed on the start screen?---by which you can
>> make the game go to any selected level. But we've all
>> forgotten it, and can't find the paper on which it is written
>> down. Can anyone help?
>
>If you sit through the demo (title) screen, the company's info does appear,
>phone number and all. If I recall (haven't played it in a few years myself,
>ever since my 1050 finally died in '95!) you start the game, type the phone
>number and then hit the shift+level number you wanted to go. It was a good way
>to get "infinite" lives, so to speak. That is, if you got killed, you could
>jump or re-do the level w/o losing the guy.
>
>
Didnt miner come on a cart? Why would you need a disk to play it?

3890. MIO docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <65v7d6$l1u$1@news.aatech.com>
Source record: 68174

Does anyone have any documentation on how the MIO registers in $D1xx work + what goes on with the RAM window @ $D6xx? I'm really interested in knowing more about how it works...

Jason Duerstock
jason@linux.aatech.com
jason@ntalr.aatech.com

3891. Omitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: <>
Message-ID: <348321fa.0@news1.ibm.net>
Source record: 68175

Hello out there,

we are looking for someone who has the game "Omnitrend's Universe" in original form.
We need a copy of the Disk "Flight one" and "Flight two", because we crashed both
disks during playing the game with writeprotection disabled. And NO BACKUP! :-(((

Please, if you have this game send us the flight disk as a diskimage
(DiskCommunicator, XFD-File or ATR File) to this email Address:

Carsten Strotmann
cstrotm@ibm.net

Thank you.

Ciao

Carsten Strotmann
cstrotm@ibm.net

3892. Re: Ramrod XL docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: teresa chermok <tchermok@flash.net>
Message-ID: <01bcfe9b$02b789a0$133f1ed1@zsys1>
Source record: 68176

Check out http://www.freeyellow.com/members2/zsystems/
and send them mail they can find anything you need for ST or 8-Bit atari
they have a vast archive........
thanks

3893. Re: Ramrod XL docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: teresa chermok <tchermok@flash.net>
Message-ID: <01bcfe9b$73cafc80$133f1ed1@zsys1>
Source record: 68177

My mistake try this instead:
http://www.freeyellow.com/members2/zsystems/

3894. MIO 1MEG upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <881010319.5398@dejanews.com>
Source record: 68178

Hey all,

I've located the MIO 1meg upgrade document, and I want to attempt to do this modification. The document calls for and ICD 1MEG-MIO ROM. Does anybody out there have this rom image? Does it exist in cyberspace? I want to get ahold of this, since without it, this upgrade is not possible!

On a side note, has anyone ever build the ANTIC Eprog (EPROM Programmer/ Reader?). I built it years ago, and just now pulled it out of the closet to get it working. It doesn't read data from a ROM consistently. My next try at getting this thing to work is to erase the EPROM and read it again. Anyone have success with this?

If I get this programmer working, I plan on building a programmer that attaches to the PBI/ECI (but to do that, I need a programmed ROM first!). So, which came first, EPROM or the EPROM Programmer? The Egg?

help!

cowpoke.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3895. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.971201191144.21689A-100000@user1.ptd.net>
Source record: 68179

On Fri, 28 Nov 1997, John J Boyle wrote:

> can any body tell me what i need to surf the the web with my 130xe
>
I do it everyday.......I use;

130xe, 14400 modem, 256k mio, Ice-T v2.72. A service
provider with shell accounts is also helpful. But bare bones,
use telnet from genie....Cis....or the ilk and telnet to one
of the following;

trfn.clpgh.org..........follow the prompts
or;

sailor.lib.md.us..........follow the prompts

Despite all that has been said around here, flow control works
fine with the mio. It's a matter of matching who you call. When
I used genie, everything worked fine. Found an ISP with a shell
account who used US robotics modems and had boocoo headaches
till I tried a couple different modems. Also get Len Spencers
hyper-speed handler......you can get along without it, but
Ice-t really flies with it.

Paul Clark

Itay, if you read this, I haven't forgot about the shareware
fee........

3896. New Ice-T trouble

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <pzTkgGQ.tandrews16@delphi.com>
Source record: 68180

It just hasn't been my day. Due to an incredibly stupid mistake I managed to reformat my Ice-T work disk. When I went to my backup I discovered it had been damaged and is unreadable. I suppose these things happen to everybody from time to time, but I really hate it when they happen to *me*.

So, it's back to square one. I downloaded Ice-T from Genie, but I'm no longer there, and Delphi's library doesn't have it. I'll have to FTP it from someplace. I've never done this before, my Internet activity heretofore contained to email and a couple of newsgroups. I thought I needed a VT100 program to FTP, but upon doing some reading it seems that I don't - on Delphi, at least. It looks easy enough, but I need an address to get me started.

Can anybody give me a specific FTP address where I can find Ice-T 2.72? Also, anything I ought to know about FTP-ing before I try it for the first time?

TJ

3897. Re: Touch tablet games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <3483B8FE.4EA2@erols.com>
Source record: 68181

Steve Wallace wrote:
>
> Ethan (ethanm@fa.disney.com) wrote:
> : I have a touch tablet for my 800xl- anybody know what game went with
> : this thing? Got any extras?
>
> : Thanks!
>
> The Atari Touch Tablet wasn't a game but a device for drawing pictures on
> your TV or monitor screen. It came with cartridge software called Atari
> Artist (RX8053). Games for the touch tablet should be possible though.
> Analog magazine published a music program for it called Musorqa in the Sep
> '85 issue (#34).
>
> SteveOne very good game from Analog was Planetary Defence by Tom Hudson (might be wrong on that) It was played with a joystick or either Touch Tablet or Koala Pad. The game worked best with the latter and was quite fast!

3898. writing Atari on PCs

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-01 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <34837846.F0277D22@cc.usu.edu>
Source record: 68182

It is my goal to play GemDrop on my 800xl, but I have come across a problem. I need a way to copy files downloaded off the internet from my PC to my Atari. I have a 5 1/4 drive on my pc, a bunch of dd/dd disks that work on my atari, and a 1050. I use AtariDOS 2.5. I've downloaded the MYUTIL.ZIP package off of the net, but I can't get it to read any of my atari disks. help me!
-Tom

3899. Atari 800 & Percom drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: davisoja@polaris.clarkson.edu
Message-ID: <660140eso1@news.clarkson.edu>
Source record: 68183

> Make sure you have a disk with DOS on it, you need DOS.SYS and
>DUP.SYS to load up, so if your getting a boot error, at least the drive
>is talking with the computer. Now all you need to do is insert an
>Atari DOS disk like Atari DOS 2.0s, or MyDOS 4.5 or SpartaDOS, any Atari
>DOS so you get the basic disk control commands loaded so you can access
>the contents of your disks.
>Curt

I do this and get the Atari Memo Pad. =(I tried putting the disk in
with the label facing left, then facing right. I tried putting the SIO
cable into both of the ports on the back of the drive. And yes, I turn
the drive on before the Atari, and the SIO cable does indeed connect the
two. I tried both of my DOS disks.

Actually, I've never even used DOS on my atari before. All of my disks
are either bootable or BASIC programs, in which case I use them in
conjunction with the BASIC cart.

I haven't gotten any disk to boot. Am I missing something that should be
completely obvious or does it look like I have a bad drive or cable?

john

3900. Re: WOW!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bcfedb$b5916970$b5ca23c7@drt1>
Source record: 68184

Bill R. Core <he110@cleveland.Freenet.Edu> wrote in article
<65vs0d$snc@alexander.INS.CWRU.Edu>...
>
> re: does the Magnavox 1CM135 have audio...
>
> Yes, it has stereo inputs.

<snip>

Thank you very much for the info!

Austin Franklin
darkroom@ix.netcom.com

3901. Re: WOW!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <65vs0d$snc@alexander.INS.CWRU.Edu>
Source record: 68185

re: does the Magnavox 1CM135 have audio...

Yes, it has stereo inputs. There are speakers on both sides.
This has got to be the most ideal monitor for the 8-bit Atari
that I've ever seen. I would however like to see its big brother,
the 8CM515, supposedly a 15" version.
The 1Cm135 also has a "green" mode where it shuts off the red
and blue guns and gives you a green screen. Nice for WP.
I really don't know where one would find one like this, as I
got it used at a hamfest for $50. It sat all by itself,
ignored by the PC crowd, and so I asked if I could plug it in and
try it. Unfortunately, the only available computer that could
be used was a c64 <shudder>. It worked OK and I got it. It
also came with a removable swivel base, but I took it off to
fit in the desk.

The manual lists a toll-free number for Magnavox:

1-800-255-5122

Or write:

Philips Consumer Electronics Company
Accessories Marketing Department
P.O. Box 1597
Greeneville, TN 37744-9983
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

3902. Atari 8-bit disks for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Mark Androvich <mandrovi@mail2.quiknet.com>
Message-ID: <01bcfeed$d439e700$c6f0b7cf@rjiredff>
Source record: 68186

Hello.

I came across a bunch of Atari 8-bit computer disks while unpacking some old boxes. They include: Movie Maker, Karateka, Tail of Beta Lyrae, Summer Games, Temple of Apshai Trilogy, Leader Board Dual Pack, Gauntlet, a Wayout demo, an Infocom Sampler, and a bunch of Infocom games (Hitchhiker's Guide, Planetfall, Stationfall, Suspect, Infidel, and Enchanter.

I've also got Deadline in its original packaging (a dossier file), not the striped boxes of later releases. Finally, I've got Asteroids, Pac-Man, and Music Composer in cartridge form.

I'd like to give them to a good home. Well, not exactly give, but sell very cheaply. Or trade for a couple of cartridges I don't have (Atari computer, 2600, 7800, etc.).

If interested, please e-mail me. I'll accept any reasonable offer.

Thanks,

Mark Androvich

--
MARK ANDROVICH
Videogame Enthusiast & Collector

2600(288); Intellivision(32); Colecovision(9); Vectrex(1); 7800(49); NES(37); Atari 8-bit (32); Lynx(32); SNES(25); VirtualBoy(4); Jaguar(8); PlayStation(25); N64(5)

3903. Reinhard's Rarities Auction 12-01-97

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <660cm1$h8e$1@mark.ucdavis.edu>
Source record: 68187
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600,rec.games.video.atari,comp.sys.atari.8bit

Welcome to yet another Reinhard's Rarities Auction!
I have the following stuff available in my current auction.
I'm looking to trade for Atari 2600 and Atari 400/800 carts ONLY!

You can find a list of what I already have on my Atari 2600 pages at:

http://www.pribish.com/atari.html

I'm looking for Atari 2600 and Atari 400/800 stuff not on my list,
so please e-mail me with any trade offers. There are only a few
rules to help speed this along...

1) Don't bid unless you plan to buy
2) I reserve the right to trade or pull any item

Increments: $1: Amounts from $1 to $20
$2: Amounts from $21 to $40
$3: Amounts from $41 to $60
$5: Amounts over $60

I'd prefer payment of a U.S. Postal Money Order, available at the post
office for 85 cents, and will ship the day or day after the M.O. arrives.
Items will be sent 2 weeks after payment by check to ensure the check
clears. Buyer pays shipping, which is $3 flat for any number of carts,
shipped within Canada/US. The shipping on systems, controllers, etc. or
for winners in overseas destinations will be the exact shipping cost.

This auction will run until Monday, December 8, 1997 and
switch to an e-mail only 24-hour Once-Twice-Sold format.

You can get an up-to-the-minute auction update before you bid at:

www.pribish.com/auction.txt

Thanks, Reinhard

* *
Note: I saved the triangular cartridge #1 and the light gun
from the Coleco Telstar arcade before tossing all my broken stuff.
Both untested, but in great shape...
* *

ATARI 2600

Airlock (Data Age) 3 qan
Alien (20th Century Fox) 3 morbid
Alpha Beam with Ernie (Atari) 4 qan

Acid Drop (PAL)(Salu)(Mint w/Box,Manual) 10 qan
Beany Bopper (20th Century Fox) 3 tdjafari
Beat 'Em & Eat 'Em (shrinkwrapped)(Mystique) 10 mnementh
Big Bird's Egg Catch (Atari) 3 tdjafari
Bridge (Activision)(Manual) 3 verbal
Checkers (Activision) 4 qan
Cookie Monster Munch (Atari) 3 qan
Crackpots (Activision) 4 tdjafari
Crash Dive (20th Century Fox) 5 sbolton
Crypts of Chaos (20th Century Fox) 5 A54BR9
Deadly Duck (20th Century Fox) 5 sbolton
Dishaster (Zimag) 11 Mukchup
Double Dragon (Activision) 4 englew
Encounter at L-5 (Data Age) 3 qan
Entombed (U.S. Games) 4 qan
Fantastic Voyage (20th Century Fox) 4 tdjafari
Flash Gordon (20th Century Fox) 4 qan
Frankenstein's Monster (Data Age) 5 sbolton
Front Line (Coleco) 5 min
Ghost Manor/Spike's Peak (Xonox) 5 tdjafari
Ghostbusters (Activision) 3 tdjafari
Ghostbusters II (PAL)(Salu)(Mint w/Box,Manual) 11 qan
Gyruss (Parker Brothers) 5 deny1
H.E.R.O. (Activision) 5 vinceb33
James Bond 007 (Parker Brothers) 10 verbal
Jawbreaker (Tigervision) 11 Mukchup
Karate (Froggo) 4 qan
Klax (Atari)(PAL, shrinkwrapped) 15 deny1
Kung-Fu Master (Activision) 4 min
Lost Luggage (Apollo) 4 qan
M.A.D. (US Games) 3 qan
Marine Wars (Konami) 10 sbolton
Master Builder (Spectravideo)(PAL) 20 min
Miner 2049'er (Tigervision) 6 combee
Mogul Maniac (Amiga)(with Joyboard Controller!) 20 sbolton
Moonsweeper (Imagic) 4 qan
My Golf (PAL)(Salu)(Mint w/Box,Manual) 10 min
Name This Game (US Games) 4 qan
No Escape! (Imagic)(with MINT Manual) 4 qan
Pac-Kong (PAL)(Starsoft) 5 qan
Piece O' Cake (no end label)(US Games) 4 min
Pitfall II (Activision) 3 tdjafari
Planet Patrol (torn end label) 2 tdjafari
Pooyan (Konami) 5 tdjafari
Porky's (20th Century Fox) 5 morbid
Pressure Cooker (Activision) 3 min
Private Eye (Activision) 5 englew
Quick Step (Imagic) 4 qan
Raquetball (Apollo) 3 min
River Raid II (Activision) 6 englew

River Raid II (Activision)(Mint w/Box,Manual) 10 sbolton
Seaquest (Activision) 2 vinceb33
Skate Boardin' (Absolute) 3 tdjafari
Skin Diver (bare cart, no labels)(Sancho) 5 jedi
Snoopy & the Red Baron (Atari) 10 min
Sorceror (Mythicon) 4 qan
Space Canyon (Panda) 15 jedi
Space Cavern (red label)(Apollo) 3 min
Squeeze Box (U.S. Games) 3 min
Star Fox (Mythicon) 3 tdjafari
Star Wars: The Arcade Game (Parker Brothers) 22 qan
Strategy X (torn front, no end label)(Konami) 4 jedi
Super-Ferrari (PAL)(Starsoft) 5 min
Tapeworm (Spectravision) 4 qan
Tapeworm (torn end label)(Spectravision) 2 min
Tapper (Sega) 10 sbolton
Taz (Atari) 5 sbolton
Tomcat F-14 Flight SImulator (Absolute) 5 JBookwalte
Track & Field (with 2 T&F controllers!)(Atari) 20 englew
Wustenschlacht (PAL)(Starsoft) 5 tdjafari
Zaxxon (Coleco) 2 tdjafari

ATARI 5200

Astrochase (Parker Brothers) 3 sbolton
Blueprint (CBS) 4 sbolton
Dreadnaught Factor (Activision) 4 sbolton
Gyruss (Parker Brothers) 5 vinceb33
Keystone Kapers (Activision) 4 sbolton
K-Razy Shootout (CBS) 10 tlgrooms
Miner 2049'er (Big Five) 4 vinceb33
Mountain King (CBS) 4 MAZ
Mr. Do!'s Castle (Parker Brothers) 10 tlgrooms
Pengo (Atari) 3 sbolton
Popeye (Parker Brothers) 3 vinceb33
Q-Bert (Parker Brothers) 2 min
Rescue on Fractalus (sealed)(Lucas Films) 5 sbolton
River Raid (Activision) 3 sbolton
Space Shuttle (Activision) 3 sbolton

ATARI 7800

F-18 Hornet (Absolute) 3 sbolton
Kung-Fu Master (Absolute) 4 combee

ATARI 400/800 (carts)

Alphabet Zoo (Spinnaker)(no label) 2 min
Astrochase (Parker Brothers) 4 sbolton
Atariwriter (Atari) 3 min
Claim Jumper (Synapse) 3 sbolton

Demon Attack (Imagic) 2 sbolton
Eastern Front (Atari) 5 sbolton
Frogger (Parker Brothers) 3 dbetz
James Bond 007 (Parker Brothers) 5 sbolton
K-Razy Kritters (CBS) 3 min
Kindercomp (Spinnaker) 2 min
Letter Perfect (LJK Enterprises) 3 cmoore
One-On-One (Atari XEGS, works on 400/800) 3 sbolton
Pitstop (Epyx)(Manual) 3 min
Protector II (Synapse)(Manual) 5 krieg
Smart Terminal (MPP) 2 min
Star Trek: S.O.S. (Sega) 4 sbolton

ATARI 400/800 (disks)

Ultima IV - All contents Mint: A/B Program/Town Disk,
History of Britannia, Book of Magic, Cloth Map,
Player Reference Card, Clue Book insert, Registration Card,
& Metal Ankh. The Britannia scenery disk may not be original
(no label) but it plays fine. Box in excellent shape 30 zzyzx97

Temple of Apshai - All contents Mint: Instruction Manual,
Disk (includes Upper Reaches of Apshai on back),
Upper Reaches Manual, Command Card, Epyx Catalog,
Epyx Warranty/Registration Card. Box in excellent shape.
Also includes an Atari Basic Programming cartridge
which is needed to operate this game 3 zzyzx97

Flight Simulator II - Near Mint contents: Disk, Pilot's Operating
Handbook and Airplane Flight Manual, Flight Physics & Aircraft
Control Manual, AT-FS2 Flight Reference Card, Ver. 1.5 Release
Notes & SubLogic Registration Card. Also includes the Scenery
Disk (1. Chicago 2. Los Angeles 3. Seattle 4. New York)
and Mint condition reference charts for all 4 cities. 4 zzyzx97

ATARI JAGUAR

Alien vs. Predator 5 wiseman33
Evolution: Dino Dudes (manual) 4 min

COLECOVISION

Artillery Duel (Xonox) 5 sbolton
BC's Quest for Tires II: Grog's Revenge 4 tdjafari
Buck Rogers (Sega)(manual) 3 sbolton
Centipede (Atarisoft) 4 tdjafari
Centipede (Atarisoft)(no end label) 3 min
Defender (Atarisoft) 3 tdjafari
Flipper Slipper (Spectravideo) 8 csb
Frenzy 3 sbolton
Galaxian (Atarisoft) 5 min
Gorf (CBS version!) 5 sbolton

Mr. Do!'s Castle (Parker Brothers) 10 moberhause
One on One (Micro Fun) 4 ltravis
Pitfall (Activision) 3 sbolton
Pitfall II (Activision) 3 sbolton
Pitstop (Epyx) 3 min
Sammy Lightfoot (Sierra On-Line) 8 csb
Sir Lancelot (Xonox) 11 Joelie
Spectron (Spectravideo) 6 ghunter
Squish 'Em Sam (Interphase) 3 jedi
Star Wars: The Arcade Game (Parker Brothers) 5 sbolton
Super Cobra 3 tdjafari
Tarzan 3 tdjafari
Telly Turtle 3 moberhause
Zaxxon (CBS version!) 6 csb

INTELLIVISION

Burger Time (shrinkwrapped) 2 tdjafari
Buzz Bombers (Box, Manual, Overlays) 4 combee
Carnival 2 vinceb33
Demon Attack 2 tdjafari
Donkey Kong 2 tdjafari
Donkey Kong Jr. 3 sbolton
Dragonfire (Overlays) 3 JXLCAD
Dreadnaught Factor 3 JXLCAD
Frogger (manual) 2 tdjafari
Happy Trails 2 combee
Learning Fun I (white label) 2 *TRADED*
Masters of the Universe: He-Man (Manual) 4 verbal
Motocross (white label)(Manual) 3 sbolton
NFL Football (Shrinkwrapped) 2 min
Nova Blast 2 combee
Pitfall (M,2O) 2 tdjafari
Q-Bert 2 vinceb33
River Raid 2 vinceb33
Safecracker 3 sbolton
Shark! Shark! (Manual, 2 Overlays) 3 holbroui
Slap Shot Super Pro Hockey (w. label)(Box, Manual) 6 holbroui
Slap Shot Super Pro Hockey (white label) 4 min
Stampede 2 min
Swords & Serpents 3 tdjafari
Thunder Castle (white label)(Box, Manual) 10 NigeFan
Thunder Castle (white label) 4 jedi
Tower of Doom (white label)(Box, Manual) 10 NigeFan
Tower of Doom (white label) 4 min
Tropical Trouble 3 sbolton
World Championship Baseball (white label) 4 min

NINTENDO

Alien Syndrome (Tengen) 3 min

Bases Loaded (Jaleco) 3 min
Battle Chess (Data East) 5 bfhom
Bump 'n' Jump (Vic Tokai) 5 min
Captain Comic (Color Dreams) 3 min
Clash at Demonhead (Vic Tokai)(Manual) 3 min
Deathbots (American Video Entertainment) 3 min
Donkey Kong (Nintendo) 5 min
Dragon Warrior (Enix Corporation) 3 min
Dragon Warrior III (Enix Corporation)(box) 6 zerootaku
Firehawk (Camerica) 3 min
Fist of the North Star (Taxan) 3 min
Gauntlet (Tengen) 3 min
Jeopardy! (Game Tek) 5 ltravis
Joshua & the Battle of Jericho (Wisdom Tree) 5 sbolton
Journey to Silius (Sunsoft) 3 min
Joust (Hal America) 3 min
King of Kings - The Early Years (Wisdom Tree) 5 sbolton
Krazy Kreatures (American Video Entertainment) 3 min
Lee Travino's Fighting Golf (SNK) 3 min
Lode Runner (Broderbund) 3 min
Low G Man (Taxan) 3 min
M.U.L.E. (Mindscape) 3 moberhause
Master Chu and the Drunkard Hu (Color Dreams) 3 min
P'Radikus Conflict (Color Dreams)(Manual) 3 aa852
Pac-Man (Tengen) 5 min
Pinbot (Nintendo) 3 min
Q-Bert (Ultra Games) 3 A54BR9
Raid 2020 (Color Dreams) 3 min
Ring King (Data East) 3 min
Robo Warrior (Jaleco) 3 min
Silent Assault (Color Dreams)(Box, Copy of Man.) 3 min
Skull & Crossbones (Tengen)(Box, Manual) 5 aa852
Spelunker (Broderbund) 3 min
Spy Hunter (Sunsoft) 5 min
Super Mario Brothers 3 (Nintendo)(Manual) 3 ltravis
Super Pitfall (Activision) 3 sbolton
Tecmo World Wrestling (Tecmo) 3 min
Tiles of Fate (American Video Entertainment) 3 min
TIme Lord (Milton Bradley) 3 min
Uninvited (Kemco/Seika)(Box, Manual) 5 aa852
Ultimate Basketball (Sammy)(Box, Manual) 3 aa852
Wheel of Fortune Junior Edition (Game Tek) 3 min
WrestleMania Challenge (LJN, Ltd.) 3 min

SEGA MASTER SYSTEM

Alien Syndrome (box, manual) 3 moberhause
Bomber Raid (Activision)(box) 3 moberhause
Cyborg Hunter (Activision)(box) 3 min
Arcade Smash Hits (Virgin Games)

(box & manual in 8 different languages, cart all MINT)
(includes Centipede, Missile Command and Breakout) 14 ImaTwit

TURBOGRAFX-16 HU-CARDS

Bloody Wolf (docs) 4 min
Bonk's Adventure (case, docs) 4 min
Devil's Crush (case, docs) 4 min
Double Dungeons (case, docs) 4 min
J.J. and Jeff (case, docs) 4 min
Keith Courage in Alpha Zones (case, docs) 2 min
Legendary Axe (case, docs) 4 min
Legendary Axe II (case, docs) 4 min
Motor Roader (case, docs) 4 min
Ninja Spirit (case, docs) 4 min
Ordyne (case, docs) 4 combee
Power Golf (case, docs) 4 min
Talespin (case, docs) 4 min
Tiger Road (case, docs) 4 min
TV Sports Basketball (case, docs) 4 min
TV Sports Football (case, docs) 4 min
Victory Run (case, docs) 4 min

APF SYSTEM

Catena (untested, cart & labels in great shape) 2 sbolton

MACINTOSH

Myst CD-ROM (with manual) 4 sbolton

VECTREX

Berzerk (box, overlay) 5 A54BR9

COMMODORE 64

Donkey Kong (Atarisoft) 2 sbolton
Fast Load (worn label)(Epyx) 2 min
Fraction Fever (Spinnaker) 2 moberhause
Galaxian (Atarisoft) 2 sbolton
Star Trek: SoS (Sega)(end label torn off) 2 Jungler
Star Wars: The Arcade Game (Parker Brothers) 4 moberhause
Zenji (Activision) 3 sbolton

ODYSSEY 2 CART PACKAGE #1..... 10 sbolton

(All these are untested but are in good shape)

Computer Intro
Keyboard Creations
Volleyball

Alien Invaders-Plus (box)
Speedway/Spin Out/Crypt-O-Logic (box,manual)
Quest for the Rings
Baseball
Football
Thunderball
K.C. Munchkin
Sub Chase/Armored Encounter

ODYSSEY 2 CART PACKAGE #2..... 2 min

(All these are untested but are in good shape)

Alien Invaders-Plus!
Speedway/Spin Out/Crypt-O-Logic
K.C. Munchkin
Sub Chase/Armored Encounter

* *

ARCADIA SUPERCHARGER PACKAGE #1..... 20 sbolton

Boxed Phaser Patrol 1 which includes both the
Phaser Patrol cassette (with insert) and the
actual Supercharger unit itself, plus:

Commie Mutants from Space 2 (box,cassette & liner)
Fireball 3 (box,cassette & liner)
Escape From the Mindmaster 5 (cassette & liner)
Dragonstomper 6 (cassette & liner)
Killer Satellites 7 (cassette & liner)

ARCADIA SUPERCHARGER PACKAGE #2..... 10 min

Arcadia Supercharger unit with the following games:

Phaser Patrol 1 (cassette & liner)
Commie Mutants from Space 2 (cassette & liner)

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ODYSSEY 2 CATALOG/MANUAL PACKAGE:..... 2 sbolton

Five different Odyssey 2 catalogs, version #'s:
EL3313-1 EL 3328-1 EL3358-3 EL 3380-1 EL 3380-2

Manuals for Armored Encounter/Sub Chase, I've got your Number,
Pachinko and Take The Money and Run

* *

Cloth Map ONLY to Ultima V 1 By-Tor

* *

Galaxian Tabletop Arcade Game by Coleco.
Missing one side decal, but otherwise
in excellent condition (with batteries!) 12 rlatch

* *

Coleco Telstar Arcade Cartridge #1 (Road Race, Tennis, Quick Draw)
with the light gun from the same system. Both are untested but
seem to be in great shape 3 min

* *

Manual Package #1: 101 Atari 2600 manuals..... 20 moberhause

3-D Tic-Tac-Toe, Air-Sea Battle, Asteroids, Asteroids (Sears), Backgammon, Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout, Casino, Centipede, Championship Soccer, Circus Atari, Codebreaker, Combat (2 styles), Decathlon, Defender, Demon Attack, Demons to Diamonds, Desert Falcon, Dodge 'Em, Donkey Kong (Coleco), Dragster, E.T., Enduro, Fire Fighter, Football, Frogger, Galaxian, Golf, Grand Prix, Hangman, Haunted House, Home Run, Human Cannonball, Indy 500, Joust, Jungle Hunt, Kaboom!, Keystone Kapers, Laser Blast, Lost Luggage, Maze Craze, Megamania, Midnight Magic, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Phoenix , Pitfall, Pole Position, Q-Bert, Raiders of the Lost Ark, Realsports Baseball, Realsports Tennis, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space War, Stampede, Star Raiders, Star Raiders (Sears), Star Ship, Star Wars: The Empire Strikes Back, Starmaster, Street Racer, Super Breakout, Super Breakout (Sears), Super Challenge Baseball, Super Challenge Football, Superman, Surround, Swordquest (Earthworld), Swordquest (Fireworld), Tutankham, Vanguard, Venture (Coleco), Video Checkers, Video Chess, Video Olympics, Video Pinball, Warlords, Winter Games, Yar's Revenge.

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A)
43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C)
45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #2: 71 Atari 2600 manuals.....15 moberhause

Air-Sea Battle, Asteroids, Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout, Casino, Centipede, Circus Atari, Combat (2 styles), Cosmic Ark, Defender, Demon Attack, Dodge 'Em, Donkey Kong (Coleco), E.T., Enduro, Football, Frogger, Grand Prix, Haunted House, Home Run, Indy 500, Jungle Hunt, Kaboom!, Laser Blast, Maze Craze, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Pitfall, Pole Position, Raiders of the Lost Ark, Realsports Baseball, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space War, Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Super Breakout (Sears), Superman, Surround, Swordquest (Earthworld), Tutankham, Venture (Coleco), Video Chess, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A)
43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C),
45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #3: 46 Atari 2600 manuals..... 10 moberhause

Air-Sea Battle, Asteroids, Basketball, Berzerk, Bowling, Breakout, Casino,
Circus Atari, Combat, Defender, Demon Attack, Donkey Kong (Coleco),
Enduro, Football, Frogger, Indy 500, Kaboom!, Laser Blast, Maze Craze,
Missile Command, Ms. Pac-Man, Night Driver, Outlaw, Pac-Man, Pitfall, Pole
Position, Realsports Baseball, River Raid, Sky Diver, Space Invaders (2
styles), Stampede, Star Raiders, Star Wars: The Empire Strikes Back,
Starmaster, Super Breakout, Superman, Surround, Video Olympics, Video
Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C),
45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #4: 32 Atari 2600 manuals..... 5 moberhause

Asteroids, Berzerk, Breakout, Casino, Circus Atari, Combat, Defender,
Football, Frogger, Indy 500, Laser Blast, Missile Command, Night Driver,
Outlaw, Pac-Man, Pitfall, Realsports Baseball, River Raid, Space Invaders
(2 styles), Star Raiders, Star Wars: The Empire Strikes Back, Starmaster,
Super Breakout, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C),
45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #5: 13 ColecoVision manuals..... 7 BASSINLG

Cabbage Patch Kids: AITP, Cosmic Avanger (2), Donkey Kong, Mousetrap (2),
Mr. Do!, Slither, Turbo, Victory, War Games, Roller Controller manual and
Driving Controller manual

* *

Manual Package #6: 10 Nintendo NES manuals..... 3 sirus

All-Pro Basketball, Baseball Stars, Gyruss, Jack Nicklaus Golf, Jeopardy
25th Anniversary Edition, Kings of the Beach, Simon's Quest, Super
Off-Road, Tecmo Bowl, Wheel of Fortune

* *

Atari 2600 catalogs, etc..... 5 min

Atari game catalogs: 1983 Atari Stars silver game catalog,
42 game Atari catalog (81-Rev. A), 43 game Atari catalog (81-Rev. B),

43 game Atari catalog (81-Rev. C) and 45 game Atari catalog (82-Rev. D)
49 game Atari catalog (82-Rev. E) -- Coleco 1982 game catalog
Activision game Catalogs: 1981 small black/red catalog, Winter 1982 Red
catalog, Winter/Spring 1983 blue catalog, Fall/Winter 1983 blue catalog
Imagic 1982 Rev. A silver catalog, Imagic 1982 Rev. D black catalog
M-Network 1982 catalog, Parker Bros. 1982 silver catalog,
Parker Bros. 1983 catalog (includes McDonalds, Incredible Hulk,
and Lord of the Rings artwork and previews for the 2600!)

Original 6-switch CX2600 Owner's Manual, 4-switch CX2600A
Owner's Manual, Atari 2600 Jr. Owner's Manual, Atari Remote Control
Wireless Joysticks Installation Instructions, Atari Centipede Bug-Off
Contest entry form, Yar's Revenge: The Qotile Ultimatum Comic Book
Atari Force #1 Comic book in near Mint condition.

* *

The ATARI CONNECTION Volume 2, Number 2, Summer 1982,
in NEAR MINT Condition with all inserts intact. 3 sbolton

* *

COLECOVISION PACKAGE..... 55 BASSINLG

ColecoVision with power supply, 2 standard controllers,
owner's manual, in the original styrofoam inner packaging,
(no outer box), plus the following 31 ColecoVision games:

B.C.'s Quest for Tires B.C.'s Quest for Tires II: Grog's Revenge
Buck Rogers: Planet of Zoom Cabbage Patch Kids: AITP (manual)
Carnival Centipede (Atarisoft)
Defender (Atarisoft) Donkey Kong (manual)
Donkey Kong Jr. (manual) Frenzy
Front Line Heist , The (Microfun)
Ladybug Looping (manual)
Omega Race (manual) Pepper II (manual)
Pitfall Pitfall II
Pitstop (Epyx) Popeye
Q-Bert Rocky Super Action Boxing (manual)
Space Panic Squish 'Em Sam (Interphase)
Star Wars: Arcade (Prkr Bros) Super Action Baseball
Super Action Football Time Pilot (manual)
Venture (manual) Zaxxon (manual)
Smurf: RIGC (manual)

* *

INTELLIVISION PACKAGE..... 50 tdjafari

Modified boxed Intellivision which has a 9-pin customized
detachable left controller, and 1-piece plastic joysticks
replacing the plastic directional pads on both controllers.
Includes a Master Component owner's manual, Intellivision

game catalog (1982), Imagic game catalogs from '82 & '83,
an Intellivoice module and the following 44 games:

Advanced Dungeons & Dragons (M,2O) Astrosmash (M,o2O)
Auto Racing (white label)(M) Baseball (white label)(M,2O)
Burgertime (M,2O) Carnival
Checkers Demon Attack
Donkey Kong (M) Dragonfire (2O)
Electric Co. Word Fun (2O) Football (w. label)(M,2O,playbook)
Frog Bog (M,2O) Frogger (M)
Golf Happy Trails
Hockey (white label)(M,2O) Las Vegas Poker & B.J. (B,M,2O)
Lock 'n' Chase (white label)(M,2O) Loco-Motion (M,2O)
Masters of the Universe: He-Man Mission X
NASL Soccer (B,M,2O) NBA Basketball (B,M,2O)
Night Stalker (white label)(M,2O) PItfall
Safecracker Skiing (white label)
Slap Shot Super Pro Hockey (w. label) Snafu (M,2O)
Space Armada (M,2O) Space Battle (M,2O)
Space Hawk (2O) Space Spartans (1O)
Stampede Star Strike (M,2O)
Sub Hunt (B,M,2O) Swords & Serpents
Tennis (M,2O) Thunder Castle (white label)
Triple Action (Shrinkwrapped) Tron Maze-A-Tron (M,1O)
Utopia (white label)(M,2O) World Championship Baseball (wl)

* *

(#1) ATARI 5200 PACKAGE..... 50 sbolton

Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 30 games:

Berzerk (M) Pac-Man (M,2O)
Centipede (M,2O) Pengo (M)
Choplifter Pole Position (M)
Countermeasure (M,2O) Popeye (box)
Defender (M,2O) Q-Bert
Dig Dug (M) Qix (M,2O)
Football (M, 2 Playbooks) Rescue on Fractalus (Sealed)
Frogger (M,2O) Soccer (M,2O)
Galaxian (M,2O) Space Dungeon
Joust Space Invaders (M,1O)
Jungle Hunt Star Raiders (M,2O)
Kangaroo (M) Super Cobra
Missile Command (M,2O) Tennis (M)
Moon Patrol Super Breakout (M,2O)
Ms. Pac-Man (M) Vanguard

* *

(#2) ATARI 5200 PACKAGE..... 25 sbolton

Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 17 games:

Centipede (M,1O) Pac-Man (M)
Countermeasure Pole Position (M)
Defender (M) Popeye
Dig Dug Qix
Football (Red & Blue Playbooks) Soccer (1O)
Galaxian (2O) Space Invaders (M,1O)
Kangaroo (M) Star Raiders (M,2O)
Missile Command (M,2O) Super Breakout (M,2O)
Ms. Pac-Man

* *

Atari 5200 Trak-Ball controller, mint condition in original
box, has original styrofoam/cardboard inserts, manual, and
even the red tape holding the ball in place! 15 ImaTwit

* *

(#1) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 12 sbolton

* *

(#2) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 15 ImaTwit

* *

(#1) ATARI 7800 PACKAGE..... 20 min

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 10 Atari 7800 games:

Asteroids Centipede
Dig Dug Food Fight
Galaga Ms. Pac-Man
One-On-One Pole Position II
Joust Desert Falcon

* *

(#2) ATARI 7800 PACKAGE..... 12 rjmurill

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 6 Atari 7800 games:

Asteroids Centipede
Dig Dug Galaga
Food Fight Pole Position II

* *

TEXAS INSTRUMENTS 99/44A PACKAGE..... 10 min

Texas Instruments 99/44a computer with power supply,
rf adapter, pair of Amiga Power Stick palm-sized joystick
controllers (2nd player controller works but is flaky)
and the following 11 cartridge programs (2 dups):

Donkey Kong (Atarisoft)
Home Financial Decisions (box and manual)
Household Budget Management (2 copies, both w/box and manual)
Music Maker (box and manual)
Parsec (box and manual)(2nd loose copy)
Personal Real Estate (box and manual)
Personal Record Keeping (box and manual)
Securities Analysis (box and manual)
Terminal Emulator II (box and manual)

* *

FAMICOM PACKAGE..... 34 morbid

Famicom (Japanese NES) system complete with
original power supply, two controllers, rf switchbox,
light gun, and the following 3 games:

Duck Hunt Wild Gunman Hogan's Alley

* *

EMERSON ARCADIA 2001 PACKAGE..... 25 ImaTwit

Emerson Arcadia 2001 system with power supply,
2 hardwired controllers, and the following 4 games:

American Football (torn label) Escape
Space Raiders Tanks A Lot

* *

TURBO GRAFX16 PACKAGE..... 27 morbid

Turbo GrafX16 system with power supply, rf cable,
5 player adapter, 3 controllers, and these 2 HuCards games:

Keith Courage in Alpha Zones (w/ case & manual)
Double Dungeons (w/ case & manual)

* *

SEGA GENESIS PACKAGE..... 40 bfhom

Sega Genesis system in original box & styrofoam, w/ power supply,
rf cable, owner's manual, (2) standard 3-button controllers &
(1) Megafire 3-button controller . Also includes Arcade Power Stick
controller in original styrofoam & box with manual, & these 13 games:

Alien Storm Altered Beast (box, manual)
Cool Spot Evander Holyfield's Boxing
Gaiares (box, manual) Gauntlet IV (box, manual)
Hardball John Madden Football (box, manual)
Jurassic Park (box, manual) NBA Jam (box, manual)
Sports Talk Baseball (box, ml) Streets of Rage (box, manual)
Super Monaco GP (box, manual)

* *

ATARI 800 PACKAGE..... 75 moberhause

(Note: Everything from here until the end of the list is included
in the Atari 800 package. Everything weighs about 80 lbs.,
so please take the shipping into account before you bid -
I will only ship this system within the U.S. - thanks)

Atari 800 Computer w/ 48K RAM, power supply
Atari 800 Operator's Manual
The Atari 800 Home Computer Owner's Guide

(2) Atari 810 Disk Drives with power supplies
The Atari 810 Disk Drive Owner's Guide
Disk Operating System II Reference Manual
Dos 3: An Intro to the Atari Disk Operating System

Atari 410 Program Recorder
Atari 410 Program Recorder Operator's Manual
The Atari 410 Program Recorder Owner's Guide
(Includes built-in power supply and connecting cable)

Atari 850 Interface Module w/ power supply (untested, powers up fine)
(1) Spare Atari 850 Interface Module (untested, powers up fine)
Atari 850 Interface Module Technical Manual
Atari 850 Interface Module Operator's Manual

(4) connecting cables to connect everything above

Atari Touch-tablet (untested)
Koala Pad (untested)

2 Atari joystick controllers, pair of paddle controllers
2 Wico Command Control trackballs
2 Wico bat-style joystick controllers

CASSETTE PROGRAMS

Conversational French (All 5 Cassettes, manual, plastic binder)

Conversational German (All 5 Cassettes, manual, plastic binder)
Conversational Italian (All 5 Cassettes, manual, plastic binder)
Conversational Spanish (All 5 Cassettes, manual, plastic binder)

An Invitation to Programming 3: Introduction to Sound and Graphics
(includes both cassettes, box and manual)

(22) CARTRIDGES:

Assembler Editor Computing Language (with User's manual and Errata)
Asteroids (with manual)
AtariWriter Word Processor (with manual and quick reference card)
Basic Computing Language (with Reference Manual)
Centipede
Defender (with manual)
Dig Dug
Donkey Kong (with manual)
Frogger (Parker Brothers)(with manual)
Galaxian
Joust
Jungle Hunt
Missile Command (with manual)
Ms. Pac-Man
Music Composer
Pac-Man (with manual)
Pilot Programming Language
Pole Position
Qix
Space Invaders (with manual)
Star Raiders (with manual)
Super Breakout

(18) ORIGINAL DISKS WITH MANUALS

Arcade Album #1: Spy's Demise, The Spy Strikes Back
and Thunderbombs all on one disk
Andromeda Mission: Asteroid
Apple Panic Music Box
Blue Max Slime
Bridge Master Space Chase
Cytron masters Space Eggs
Dimension X Wayout
DodgeRacer Zaxxon
Downhill (APX) Zork I
Jaw Breaker

BOOKS AND OTHER DOCUMENTATION

Atari Home Computer product catalog
Atari Home Computers: The Next Generation catalog

Programmer's Card (Laminated guide to hardware registers, OS shadow,
Antic modes, IOCB structure, Useful OS Equates, etc.)

Inside Atari Basic - 183 ppg. (Carris, 1983, Reston Publishing)

Atari Basic: A Self-Teaching Guide - 332 ppg.
(Albrecht, Finkel & Brown, 1979, Wiley & Sons)

Atari Sound and Graphics: A Self-Teaching Guide - 234 ppg.
(Moore, Lower & Albrecht, 1982, Wiley & Sons)

The Atari Assembler - 270 ppg. (Inman & Inman, 1981, Reston Publishing)

6502 Assembly Language Programming - 606 ppg.
(Leventhal, 1979, McGraw-Hill)

6502 Assembly Language Subroutines - 550 ppg.
(Leventhal & Saville, 1982, McGraw-Hill)

Machine Language for Beginners - 350 ppg.
(Mansfield, 1983, Small System Services, Inc.)

Mapping the Atari - 194 ppg. (Chadwick, 1983, Small System Services, Inc.)

Master Memory Map for Atari 400/800 Computers - 30 ppg.
(Sherer, 1982, Educational Software, Inc.)

Atari Pilot for Beginners - 229 ppg.
(Conlan & Deliman, 1983, Reston Publishing)

The Elementary Atari - 287 ppg. (Sanders, 1983, Datamost, Inc.)

Your Atari Computer: A Guide to Atari 4/800 Personal Computers - 458 ppg.
(Pool, McNiff & Cook, 1982, McGraw-Hill)

Inside Atari DOS - 120 ppg. (Wilkinson, 1982, Small System Services, Inc.)

Compute!'s First Book of Atari - 184 ppg.
(1981, Small System Services, Inc.)

Compute!'s Second Book of Atari - 250 ppg.
(1982, Small System Services, Inc.)

Compute!'s First Book of Atari Graphics - 248 ppg.
(1982, Small System Services, Inc.)

The RS-232 Solution - 194 ppg. (Cambell, 1984, Sybex, Inc.)
(Guidebook showing how to connect systems to RS-232 peripherals)

The Complete Handbook of Personal Computer Communications - 546 ppg.
(Glossbrenner, 1985, St. Martin's Press)

Games For Your Atari - 125 ppg. (Bunn, 1983, Virgin Books)

Atari Program Exchange - Program Submission Materials
Atari Program Exchange - Program Author's Handbook
Atari Program Exchange - Manuals Only:

Atari Program-Text Editor, Basic Program Compressor
(Masher), Deep Blue C Compiler, Deep Blue Secrets,
Disk Fixer (Fix) - Rev. 2.0, Extended Fig-Forth,
Forth Turtle Graphics Plus, Fun-Forth, Ion Roadway,
Load 'n Go, Salmon Run, Speed-O-Disk, Typo Attack

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-------------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Prog/Speed/Death Metal Drummer	imaginations" - Neil Peart

3904. Re: Can I use 5200 carts on an 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Otter <otter@oz.SpammersWillBeKilled&Eaten.net>
Message-ID: <23429.otter@oz.SpammersWillBeKilled&Eaten.net>
Source record: 68188

On Sun, 30 Nov 1997 22:42:44 +0000,
Gareth Davies <xrb56@dial.pipex.com> wrote:

>Simple question for someone who knows, unfortunately I don't! Can anyone
>help?
>
>Gareth Davies.
>

That would be a definite nope. The 5200 carts are way too big to fit
in the XL's little slot. I'm sure there's other reasons as well, but
that one is the most obvious.

--Otter

3905. Re: WOW!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m290u46ioa.fsf@caligula.srv.net>
Source record: 68189

The next step is to get a copy of the December '93 Atari Classics and perform the Super Video XE upgrade on your machine. This corrects the output impedance of your video amplifier as well as a few other things. Appearance-wise, it will fix the slightly washed-out look XE displays have. There's also a color calibration utility by Jeff Potter in that issue that I've found very useful.

Brent

3906. Re: Ramrod XL docs

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3484010e.1183029@news.aatech.com>
Source record: 68190

On 1 Dec 1997 21:00:08 GMT, "teresa chermok" <tchermok@flash.net> wrote:

>My mistake try this instead:
>http://www.freeyellow.com/members2/zsystems/

That's the same URL as in the previous post?

And it is not found.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

3907. Re: Atari BASIC books online?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3484099E.EED82BEB@ix.netcom.com>
Source record: 68191

Ronald A. Laski, Jr. wrote:
>

> I've seen the Mac/65 manual posted somewhere as a
> text file, i printed one up... Where did you find
> the MIO and the Happy manuals?
>
> --
> Ron
> rlaski@midwest.net

Ron,
I scanned them both and formatted them in a variety of formats. I sent them both to Bill Kendrick to have them added to the Umich Archive. I'm not sure he's added them or not. I haven't checked. I can e-mail them if you need them. e-mail me for what you need.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3908. Re: Atari BASIC books online?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34840B1F.CA01FF7C@ix.netcom.com>
Source record: 68192

Daniel Klugh wrote:
>
==========stuff removed==========
> "e-format"?
>

e-format (not my word, but sorta discriptive) meaning electronic
searchable, readable text.

> How about the Black Box manuals.They're pretty slim.
> --
> The Doctor

Wish I had a BB. I'd find out if Bob would allow the manuals to be
"e-formatted". Anyone with a BB and still has complete manuals, and
willing to convert them to a file could you please contact Bob Puff and
ask for permission to do so? MAnuals for major products like this are
important to have available. Even if only from the original author for a
fee.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3909. Re: spartados x

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34840B74.E9AFC0CE@ix.netcom.com>
Source record: 68193

John J Boyle wrote:
>
> can any body lend/sell me a manual for spartados x.

John,
The manual is available from B&C Computervisions at www.myatari.com for
14.95 +shipping.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3910. Re: Game Ideas....

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <3483F2BB.23BE@reading.ac.uk>
Source record: 68194

Raphael James Espino wrote:
>
> In article <65sjeg$njr@alexander.INS.CWRU.Edu> he110@cleveland.Freenet.Edu (Bill R. Core) writes:
>
> > Something going along with that, we know that one can shut off
> > the ANTIC to gain about 30% calulation speed. Can one shut off
> > the CPU and give all the time to ANTIC? Some really amazing
> > things could be done if ANTIC had all the time it wanted...
>
> Fortunately it can't be done.
> The problem would be that once you've got the CPU to switch itself
> off, you've not got any way of switching it back on again, so you're

Even if in some sense it would possible, I don't think it would
speed ANTIC up. Calculation time slows down with ANTIC because
ANTIC steals CPU cycles; ANTIC always has the priority. Therefore,
if you turned off the CPU (assuming ANTIC can still use the CPU
as it wants) nothing would change because ANTIC would still steal
the same CPU cycles which would be processed at the same speed.

Turning ANTIC off is a help not because the CPU is faster but
because more cycles are available. ANTIC gets all the cycles
it needs with or without a "main program" running.

- Joel

3911. Lode Runner

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Stephen Knox <gooch@erols.com>
Message-ID: <34841130.ECCD3250@erols.com>
Source record: 68195

I finally got around to playing this game after many years of it collecting dust in my disk bin. I remember how 'Big' this game was esp with the Apple folks. I never thought much of it. I popped it in and got to level 23 without much of a sweat. It was fun but not too challenging. I recently picked up Championship Lode Runner and figured I could put a pounding on it as well. Wrong! The FIRST level is almost impossible. I don't think one can master it but hope to have a few things fall ones way to finish the 'Hello'. The second level is no better. I managed to get to level 4 before losing my grip on the game. This is one tough customer. Anyone else have better luck?

Later,
Steve

3912. Re: XL Emulator for SGI

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: thor@math.tu-berlin.de
Message-ID: <thor.881071037@math.tu-berlin.de>
Source record: 68196

Hi Martin!

Martin Mielke <martin@jaleo.idecnet.com> writes:

>Hello Atarians!

>is there any XL/XE emulator for Silicon Graphics (UNIX workstations)
>available???

Yup, there is. It's basically David's emulator, with a lot of bug fixes
applied. Just send me an EMail, and you'll receive the full package. Some
work needs still to be done, but the whole thing is getting really stable
now.

So long,
Thomas

_____don't_cut_here,_it_could_damage_your_terminal_____
_____ _____ _____
/ / / / / / / EMAIL: thor@einstein.math.tu-berlin.de
/ /____/ / / /____/ http://www.math.tu-berlin.de/~thor/thor/index.html
/ / / / / / \ PGP available on request, finger print:
/ / / /____/ / / 11 FC 46 B0 7F 42 43 AC 38 A4 78 9A 24 BC 77 BE
_____

3913. TAF meeting December 17th - MIDI night

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: dreibel@idirect.com
Message-ID: <34843183.0@nemo.idirect.com>
Source record: 68197

Agenda for Toronto Atari Federation meeting for December 17th, 1997:

ATARI - THE MIDI CHAMP!

The Atari ST computer, the first on the market with standard MIDI ports and intelligently designed software, became the number one choice of recording studios and home recordists throughout the late eighties and early nineties. And today, despite the encroachment of the PC and Mac in the studio enviroment, many artists still rely on their STs for their projects for their relative ease of use and lower system overhead. This TAF meeting will be of especial interest to MIDI users, as there will be demonstrations of the latest incarnation of E Magic Logic (2.5), perhaps one of the best sequencing programs for the Atari on the planet; as well as a demo of a new arpeggiator program from upstart company Electronic Cow. You'll be amazed at just what an Atari is still capable of!

TORONTO ATARI FEDERATION User Group meetings are held on the Third Wednesday of the Month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Meetings start 7:30 PM, $2.00 to non-members. Membership is $35 CDN a year, and includes a subscription to the club newsletter PHOENIX and full use of the TAF Online BBS. A membership in TAF IS Atari support!

TAF BBS - 416-421-8999
TAF home page - http://www.interlog.com/~schrist/taf/
TAF PHOENIX page - http://www.outer-net.com/~redfrog/phoenix.htm
Dan Dreibelbis, TAF VP - 416-766-4743 or dreibel@idirect.com

//////////////////////Daniel L. Dreibelbis//////////////////////
ST/TT/Falcon/8-bit Vice President, Toronto Atari Federation (TAF)
Thorn in the side of all net.twits
email: dreibel@idirect.com
///////////////"And yet, the Fuji Lives!" ///////////////////

3914. Re: Does Page6 Mag still exist?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Dec2161203@co.umist.ac.uk>
Source record: 68198

In article <1506.274T1213T10774948@pianosa.demon.co.uk> "Brad Rogers"
<brad@pianosa.demon.co.uk> writes:

[snip]
> >weren't at AMS '97 at the beginning of this month, and with it being
>
> AFAIK, they've been poor attenders of such events for some time, so I don't
> think that's necessarily an indication of anything.
Well I don't know about the 1996 AMS, since I didn't go to that one,
but they had been regular attenders of previous Autumn AMS's. Considering
that AMS is held just outside Stafford (Page 6's home) and used to be
THE Atari 8-bit Show in the UK... Maybe they didn't care much for other
shows, but AMS was the exception. It's the 6th one I've been to, and
the only time I've not seen Page 6 there (and Micro Discount for that
matter). Still as you say NAU is no longer the Ellingham's only
income, maybe they had more pressing concerns. But with stand prices
cheaper than they have been in the past it would have been an
opportunity for them to sell more of their PD disks =)

3915. IEBA Directory

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <881086004snz@spheroid.demon.co.uk>
Source record: 68199

```
The fourth edition of the Independent Eight Bit Association's Directory
of Eight Bit Services is just published.

For an information pack please send your postal address to:

ieba@spheroid.demon.co.uk
--
Brian Watson
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
: Protext Robot Software Pipeline Tutorials 8BIT IEBA WACCI Publicity :
::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
```

3916. Atari-search the web quickly with Search Spaniel

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: smith@umes07.avl.co.at
Message-ID: <250028480@searchspaniel.com>
Source record: 68200

```
To Atari-search the most search engines
in the shortest time, use the internet's newest
search engine - Search Spaniel at:
http://www.searchspaniel.com/
```

3917. CD collections

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Randy <randy.crihfield@East.Sun.COM>
Message-ID: <34846927.9F5D0A16@East.Sun.COM>
Source record: 68201

Hey Guys!

ok, I give up. who's selling CD sets of old commercial
software these days? I own thousands of disks and would rather
not port it over to CD on my own. I had Rob Satonica doing this
but after almost TWO YEARS he still hasn't gotten more than a few
hundred done.

Send me some mail if you know who's selling pretty much complete
collections these days.

(flames, of course, go to /dev/null!)

Randy

3918. Program to control a Lego train

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.971202155544.541073895A-100000@conrad.appstate.edu>
Source record: 68202

I would like to write a program to control a Lego train. I would need to out
put variable voltage (0-9V) from the computer to the train track. Does anyone
have any ideas about how this might be done?

ccee88oo
C8O8O8Q8PoOb o8oo
dOB69QO8PdUOpugoO9bD
CgggbU8OU qOp qOdoUOdcb ....
6OuU /p u gcoUodpP ....
\\\// /douUP ... ...
. \\\////. . ...
.. |||/\ . . ..
.. |||\/ ... .
. ||||| . .. Thomas Main ..
.........//|||||\.............................main@appstate.edu.........

3919. F.S.-- ATARI Portfolio Parallel Interface

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: nobody@nowhere.com
Message-ID: <3484823c.1622916@news.conc.tdsnet.com>
Source record: 68203

```
This is a Parallel Interface that plugs into the
ATARI Portfolio handheld computers and lets you
connect a printer or any other parallel device.
The bids start at $10
You can buy it here http://www.onsale.com/category/inv/00204768.htm
```

3920. FS: 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <881099699.31117@dejanews.com>
Source record: 68204

1050 disk drive for sale, tested and works, but sold as-is. $15+shipping.

--------------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

3921. Re: Info on ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <348483FD.FEF1BE2F@aol.com>
Source record: 68205

The ATR8000 was a self contained Z-80 computer, however it could be used by an Atari through the SIO connectors allowing an Atari to use its Serial, Parallel and Floppy disk port. The 64K module supported the use of C/PM v2.2 and could use the Atari as a terminal with a special 80 column terminal cartridge. You could also add a daughter card called a Co-Power-88 which would add an Intel 8088 processor and 256K of memory, you could also get up to 512K of memory as well. A third party company (Lurie & Associates I think) made several hard drive interfaces for the ATR8000 as well. The ATR8000 was a "Must Have" item for any Atari owner.

Curt

3922. Re: PBI Ram Expansion?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <34848538.5FBC1AA@aol.com>
Source record: 68206

Hi Bill,

The 1090XL would have been very nice and there is next to nothing on
the motherboard so duplicating it shouldn't take much effort. However,
the PBI has severe timing problems and a real 1090XL has to use a
shielded cable no longer then 3"s or the system tends to lock up a alot.

Curt

3923. Re: Article Archive?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: ernest@wxs.nl
Message-ID: <348487d7.10492325@news.wxs.nl>
Source record: 68207

On Sun, 30 Nov 97 17:57:23 GMT, kheller2@ix.netcom.com (Karl Heller)
wrote:

>
> Has anyone given serious thought to creating an archive of 8bit
>informational articles? What I mean by this is that I have hundreds of text
>files from Compu-Serve, programmers, hardware hackers, etc... that I have
>collected over the years. It would be nice to be to "click" on, say, XF551
>and find a large pool of technical articles written on it.
>
> This all came about because I'm pooring through files trying to find
>information on MIO ram chips. I recall something funky about them from a CIS
>chat group way back when. While doing this I found a few tech files on the
>XF551 and how to hook it up as a parallel device. Up until this time I
>thought the only parallel hack was for the 1050. See what one learns from
>spending the day with old 5 1/4 floppies? =)
>
>Karl
Having one place with lots of documentation and information would be
a great idea. It would be nice if some site could provide access to
these pieces of information with a searchable index.
This made me realize that putting a collection of this type of
information on a CD would be a good alternative to having it on-line.
Or at least a good start. Sure, there are a lot of good magazines
that had various articles with good content. The Megazines for
instance. Since we will be releasing Pooldisk II in the very near
future, I would like to put this type of articles on the CD. At least
you can search the files for a certain text. So everyone is welcome
to send me articles by E-mail, so that we can add them to the CD.
If possible, please include the source of the text, so that we can
avoid copyright infringement. Any editors out there that used to
put together usergroup newsletters are welcome to send me
articles that have been published, as long as we get permission
to put it on the CD.
Send whatever you like to ernest@wxs.nl
Any help is greatly appreciated.

Keep those XL's/XE's humming, Ernest.

3924. Re: Atari 800 & Percom drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0212972205460001@port308.bitstream.net>
Source record: 68208

In article <660140eso1@news.clarkson.edu>, davisoja@polaris.clarkson.edu
(John Davison) wrote:

> > Make sure you have a disk with DOS on it, you need DOS.SYS and
> >DUP.SYS to load up, so if your getting a boot error, at least the drive
> >is talking with the computer. Now all you need to do is insert an
> >Atari DOS disk like Atari DOS 2.0s, or MyDOS 4.5 or SpartaDOS, any Atari
> >DOS so you get the basic disk control commands loaded so you can access
> >the contents of your disks.
> >Curt
>
> I do this and get the Atari Memo Pad. =(I tried putting the disk in
> with the label facing left, then facing right. I tried putting the SIO
> cable into both of the ports on the back of the drive. And yes, I turn
> the drive on before the Atari, and the SIO cable does indeed connect the
> two. I tried both of my DOS disks.
>
> Actually, I've never even used DOS on my atari before. All of my disks
> are either bootable or BASIC programs, in which case I use them in
> conjunction with the BASIC cart.
>
> I haven't gotten any disk to boot. Am I missing something that should be
> completely obvious or does it look like I have a bad drive or cable?

It could be the drive is set a drive ID other than D1. (This would be true
if it was previously used with another drive set up as the boot drive.)
There should be some DIP switches in the back for setting the drive ID. I
seem to recall the Atari will only boot from D1 (i.e., drive ID 1).

Mark

3925. FS : 130 XE,800 XL,1050 & XF551 PAL

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Lord-Chaos@t-online.de
Message-ID: <6626kitvh2@news00.btx.dtag.de>
Source record: 68209

```
I have three 1050 Disk Drives (50 DM each)
one XF 551 Disk Drive (60 DM)
two ATARI 800 XL computer systems (30 DM each)
one ATARI 130 XE computer system (60 DM)

and ATARI XC12 , 1050 recorders , 10 DM/each.
```

for sale.All Pal systems (Germany) with 220V power supply.
If you re interested , send an email.
I have lots of software on disk,cart and tape , too.

3926. reading .BAS files on PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-02 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <348499D0.F962C09D@cc.usu.edu>
Source record: 68210

I've discovered the Antic archives on the www, but all of the example programs are in Atari .BAS format. Is there a way that I can convert these files to ASCII format so I can read them on my PC?
-Tom

3927. FS: Old Atari mags. and Books

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: jguettle@nortel.ca
Message-ID: <664en8$lro@bcrkh13.bnr.ca>
Source record: 68083

I have the following old magazines and books available to anyone who is willing to pay the shipping costs. I am posting these for my parents. They would prefer to send everything to one address instead of making multiple shipments, so prefence goes to the person willing to take it all.

Jim Guettler
jguettler@nortel.NoSpam.ca (remove NoSpam to send email)

Atari Connection:
Spring 1981
Summer 1981
Fall 1981
Spring 1983
Summer 1983
Fall 1983
Summer 1984
Winter 1984

Atari Program Exchange
Fall 1981
Spring 1982
Summer 1982
Fall 1982
Winter 1982-83
Wummer 1983

A.N.A.L.O.G.
No. 6
No. 7
April 1984

Catalogue of Atari Products
Winter 1982

Catalogue of Atari Home Computers
1982

Books - Don't know author or publisher

- Atari Graphics
- Compute's First and Second Book of Atari
- 101 Atari Computer Programming Tips & Tricks
- Atari Sound & Graphics
- Atari Basic (2 books)
- The Creative Atari
- Computer Tutor Atari

- The Atari Resource

3928. New A8 Emulators for Amiga/PMac

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Frank-Oliver Malisch <fomasp@mchp.siemens.de>
Message-ID: <664do2$4cv$1@salomon.mchp.siemens.de>
Source record: 68084
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc,comp.sys.amiga.games

Hi,

I found this in comp.sys.amiga.emulations:

[begin forwarded message]

I just wanted everyone to know that we have decided to release our 8 bit
Atari 400/800/XL/XE and Apple II emulations to the public at no cost. You
can download the emulations from our web site. Look in the AMIGA section
under ACE (Atari Console Emulator) and AII (Apple II Plus emulator):

http://www.ctaz.com/~msdei

These emulations were to be part of the software included with EMPLANT
years ago, but never were.

These emulations are great, and I know that many of you will get a kick
out of being able to play the old classics.

When you visit our web site, you will also notice that we now have
MACINTOSH and PC areas. In the MACINTOSH area we have 'WACKE', which is
a PowerMAC only version of the Atari 400/800/XL/XE emulator. In the PC
area, you will see an announcement and preliminary specs for FUSION...
yes, a MAC emulation for the Intel boxes.

Nobody panic, we are just expanding our product line, not jumping ship.
:-)

Enjoy!

Jim Drew, Microcode Solutions

-------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

[end forwarded message]

My question is:

Has anybody already been able to actually run ACE, the A8 emulator
on an Amiga ? On my machine I get an error message 'can't open
emulation/screens' or something like that :-((

From what the manual states ACE seems quite interesting
as it suggests, that the Amiga's custom chip hardware is heavily involved
in the emulation task. The Amiga Chipset expands on some of the ideas already
implemented in the A8. There is hope that this emulator will run faster
than Atari800 by David Firth, which sacrifices speed for portability

at least on underpowered machines like the Amiga (50 Mhz 68030) using
planar graphics. Especially chunky to planar conversion on Atari800
seems to be quite slow compared to Magic64 which has to deal with a
similar problem, but is a lot faster.

Anybody else upgraded the 'Jay Minor Path' from A8 to Amiga ?
Is ACE the same emulator as ACE for the PC ?

Greets

Frank-Oliver

remove 'asp'in the name field of my e-mail adress to reply

--

3929. Re: Omitrend's Universe

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: James Todd <stdjat02@shsu.edu>
Message-ID: <3485BD1F.F12665EE@shsu.edu>
Source record: 68085

I have a complete original Universe game with the BIG manual.
Unfortunately, I won't be able to help until Jan.1.
Please e-mail an annoying message to me after Christmas to remind me.

3930. Re: New A8 Emulators for Amiga/PMac

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <664jfdjmm1@flood.xnet.com>
Source record: 68086
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc,comp.sys.amiga.games

Frank-Oliver Malisch (fomasp@mchp.siemens.de) wrote:
: My question is:
:
: Has anybody already been able to actually run ACE, the A8 emulator
: on an Amiga ? On my machine I get an error message 'can't open
: emulation/screens' or something like that :-((

Yes, I've been running ACE successfully for some time.

This discussion really belongs on comp.sys.amiga.emulations, and has been
redirected there.

: From what the manual states ACE seems quite interesting
: as it suggests, that the Amiga's custom chip hardware is heavily involved
: in the emulation task. The Amiga Chipset expands on some of the ideas already
: implemented in the A8. There is hope that this emulator will run faster
: than Atari800 by David Firth, which sacrifices speed for portability
: at least on underpowered machines like the Amiga (50 Mhz 68030) using
: planar graphics. Especially chunky to planar conversion on Atari800
: seems to be quite slow compared to Magic64 which has to deal with a
: similar problem, but is a lot faster.

I haven't been able to get Atari800 to run with any sort of respectable
speed in previous versions, and the new versions are incompatible with the
latest (v47) ixemul.library, so if it's better I can't tell.

: Is ACE the same emulator as ACE for the PC ?

No.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine Anchor, Amiga Legacy
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

3931. Atari 8-bit and compression

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <664j98vut1@news.aatech.com>
Source record: 68087

Has anyone looked at

http://www.infosys.tuwien.ac.at/Staff/lux/marco/lzo.html

and considered porting it to the 8-bit?

It looks like it gives us the benefit of using PCs for better compression
while still allowing the files to be uncompressed on the 8-bit.

I'm not that familiar with what's available as 8-bit development tools, so
I'm not sure how well suited I am for the job.

Anyone up to the challenge, or am I misreading this stuff?

Jason Duerstock
jason@sdi.cluephone.com
jason@ntalr.aatech.com

3932. Re: Remeber AtariSoft?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: John J Boyle <magrep@globalnet.co.uk>
Message-ID: <664km8$8aq$1@heliodor.xara.net>
Source record: 68088

I dont know if they produced original games but they did re release other
classic games under ATARISOFT title

Gareth Davies wrote in message <3485AE38.9C3B75FC@dial.pipex.com>...
>Just looked through an old mag and saw AtariSoft advertising games for
>the C64 and Spectrum but not for the Atari 8 bits. I remember this
>struck me as odd at the time. Did they ever produce Atari 8 bit games?
>
>Gareth Davies.
>
>

3933. Re: UK 8 bit owners want to swap progs?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: John J Boyle <magrep@globalnet.co.uk>
Message-ID: <664ks0$8ef$1@heliodor.xara.net>
Source record: 68089

yes i will trade. either swap,sell or loan.
email me on
magrep@globalnet.co.uk

Gareth Davies wrote in message <3485ADA0.34F6ABB0@dial.pipex.com>...
>All the posts of games for sale seem to be US. Not surprising really
>since that's where they were most popular but anyone in the UK want to
>swap/sell carts or disks - "pirates" or originals?
>
>Gareth Davies.
>
>

3934. www.atari.nu

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19971203230300.SAA05652@ladder02.news.aol.com>
Source record: 68090

Atari Prototypes & Vaporwares has moved !!!

The new site is now at www.atari.nu

Hundreds of brand new, never before seen images of rare & never released Atari products such as The Atari 600 prototype, the Atari CX-2000 prototype, the Game Brain, the Atari STylus, even several prototypes which are unknown and unclassified. Also there are articles and information from past magazines, newspapers and internal Atari documents.

Plus the addition of Atari Sounds & Movies, featuring this month 3 new AVI's from Alan Alda "Like A Kid", The Atari 7800 Test Lab and The Fun is Back Atari 2600 commercials.

Stop by and check out the new look and all the new information and images at the Atari Prototypes & Vaporware website.

Curt Vendel

3935. Re: Remeber AtariSoft?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: sseago9073@aol.com
Message-ID: <19971203234400.SAA12074@ladder01.news.aol.com>
Source record: 68091

>
>They were the same games that the Atari already had! I don't think anything
>was made by Atarisoft for the Atari, but Atari Corp. released them on
>cartridges mainly for the Atari. Datasoft also made disk/tape versions of
>several of the same games (Pole Position, Pac-Man, Dig Dug) Take Atarian
>care. BTW Atari versions were much better than the C64 versions
>
>Gareth Davies <xrb56@dial.pipex.com> wrote in article
><3485AE38.9C3B75FC@dial.pipex.com>...
>> Just looked through an old mag and saw AtariSoft advertising games for
>> the C64 and Spectrum but not for the Atari 8 bits. I remember this
>> struck me as odd at the time. Did they ever produce Atari 8 bit games?
>>
>> Gareth Davies.
>>

Sun Remarketing still sells them for the Apple II series. I think there are
about 12 or 15 titles and they are $9 each or $45 for all.
Wes

3936. Geos for Atari b bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <34860b93.24088417@news.primenet.com>
Source record: 68092

Digging deep, as memory serves, I had a demo disk of 'Geos' for the Atari8. After talking to a guy at work that was into C-64's, he informed me that Geos (mouse and all), was a regular OS an the C-64. Why did it never migrate to the Atari Xl. Xe's?
BTW, I bought Geo Works for the PC some years ago but don't have any use for it anymore. Does anyone know if this is the same company that made Geos for the 8bit computers?

I think there was also more 80 column stuff for the C-64. They even had a Y-C cable and monitor. I not being a traitor, I'm just curious about how and why things went down like they did back then as I never bothered with C-64 because at that time, they were considered inferior??

3937. alt.atari.binaries (worthless, should be dropped)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <34890f83.25096044@news.primenet.com>
Source record: 68093

This NG is worthless. A binary group with an anal moderator.
blade@dyn.ml.org (Rich Tietjens) is apparently it's host. I
posted a message there stating what I thought of his posting
policies and my opinion of it's wasting internet resources, by
just sitting there doing NOTHING and he blocked the message :)

3938. Re: WOW!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2lny29yy6.fsf@caligula.srv.net>
Source record: 68094

The Doctor <dklugh@iwaynet.net> writes:

> So what happens when you want to play Lode Runner or Ultima?

They look like hell. Somewhere I have a hacked version of Lode Runner
from Germany that uses a 4-color mode. Very nice.

You can always use the composite output when you want to use something
that uses artifacting, assuming you have NTSC equipment.

> If artefacting bothered you in Ice-T,why didn't you just turn down
> the colour knob?

Because a split video display is much sharper and easier to read.

Brent

3939. FS - Atari 810 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: djneo@blkbox.com
Message-ID: <3484bff7.883736@news.blkbox.com>
Source record: 68095

Drive is in working condition.
email offers to djneo@blkbox.com

p.s. if you are looking for any atari computer cables email me, I have

a box full of all different kinds, printer boxes, printer cables,
video cables (atari brand, sealed)... much more

NO SPAM in effect - tired of all the email
remove NOSPAM from email address to reply

3940. Re: Program to control a Lego train

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <662p5v$cmb@freenet-news.carleton.ca>
Source record: 68211

Thomas Main (main@conrad.appstate.edu) writes:
> I would like to write a program to control a Lego train. I would need to out
> put variable voltage (0-9V) from the computer to the train track. Does anyone
> have any ideas about how this might be done?

What kind of controls does the train normally use? If its just a r
hand type control w/ a variable resistor, you could use a dallas
digital pot attached to the joystick port for a very quick solution.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

3941. WTB : Atari 800XL or 130XE PAL

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bcffb4$8c4a3180$a9374382@hawks-pentium>
Source record: 68212

I would like to get a couple of Atari PAL computers for a couple of friends. They must be PAL machines and with all cables. With drive and software preferably, but not necessary! Thanks a lot and take Atarian care

3942. Re: ANNC: SIFE 0.0 IS HERE

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <663132$j3v$1@nuke.csu.net>
Source record: 68213

Bill R. Core (he110@cleveland.Freenet.Edu) wrote:

: Is SIFE usable with a mouse? That would be easier in my opinion
: than using a joystick.

Not at this point. I'm not very good coding with mice, and the one
ST mouse I have doesn't work right (mouse button's broken).

Definitely a possibility, though!

But then again, 8x16 isn't too big of an area to mess with, so... :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3943. Re: New Ice-T trouble

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <6631q6$j3v$2@nuke.csu.net>
Source record: 68214

Thomas J. Andrews (tandrews16@delphi.com) wrote:
:
: Can anybody give me a specific FTP address where I can find Ice-T 2.72?
: Also, anything I ought to know about FTP-ing before I try it for the first
: time?

TSK TSK! You should know by now to go to "XL Search" and do a search for
things when you need to find them! Over 500 files are listed in the
database! More soon (hopefully!)

http://zippy.sonoma.edu/kendrick/nbs/xlsearch/

And if you didn't think of that, you should have at least though of
going straight to the "Telecomm/Terminals" directory at UMich! :)

ftp://atari.archive.umich.edu/atari/8bit/Telecomm/Terminals/
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/

:)

GOod luck!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

3944. Re: MIO 1MEG upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19971203074801.CAA05920@ladder01.news.aol.com>
Source record: 68215

In article <881010319.5398@dejanews.com>, cowpoke1@hotmail.com writes:

>I've located the MIO 1meg upgrade document, and I want to attempt to do
>this modification. The document calls for and ICD 1MEG-MIO ROM. Does
>anybody out there have this rom image? Does it exist in cyberspace?
>I want to get ahold of this, since without it, this upgrade is not
>possible!

I think I have the image somewhere, in 2 8k parts. I will have to dig it up.

>On a side note, has
>anyone ever build the ANTIC Eprog (EPROM Programmer/
>Reader?). I built it
>years ago, and just now pulled it out of the closet
>to get it working. It
>doesn't read data from a ROM consistently.
>My next try at getting this thing
>to work is to erase the EPROM and
>read it again. Anyone have success with
>this?

I built one, and it turned out to be a lifesaver. On more than
one occasion I have used it to burn new EPROMs to replace
blown ROMs. I also used it to burn a new EPROM for the
XF551 3.5" upgrade from Bob Woolley's article.

Which computer are you using it with? Nobody seems to
know why, but the Antic Eprog only works with the old 800's.
It will get the inconsistent results with the XL's, and it won't
work at all with the XE's.

Also, did you add the modification to read 16k EPROMs in
8k banks? If memory serves, it was in the April '86 issue,
in (I think) the I/O Board column.

One good test for the Eprog is to read an EPROM which has
been erased. It should read all $FF's.

Good luck with it.

3945. Taquart Site /yoshi.meil.pw.edu.pl/ - Bad news.

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: slawek@gaja.ipan.lublin.pl
Message-ID: <663en6qrb1@helios.man.lublin.pl>
Source record: 68216

Hi Atarians.

I have bad news for you, the Taquart site on yoshi.meil.pw.edu.pl
is no more! all stuff will be deleted, soon... But... maybe there
will be another site... If i recieve a lot of posts which will
make me sure that the site was necessary ... for you...

For ctx mail to: slawek@gaja.ipan.lublin.pl

Cu,
Slaves/Taquart

3946. Re: WOW!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: The Doctor <dklugh@iwaynet.net>
Message-ID: <663hkf$8hk$1@triglav.iwaynet.net>
Source record: 68217

> Bill R. Core <he110@cleveland.Freenet.Edu> wrote in article
> <65t4b3$j1t@alexander.INS.CWRU.Edu>...
> >
> > Someone was talking about how Split Luma/Chroma does not
> > produce artifacting. I was outputting Split L/C with my 130XE
> > and Magnavox 1CM135 monitor, and I was getting artifacting!
> > This got me to thinking- and I wondered if I had all the pins
> > right on my monitor cable. So I shut the system down, took
> > the cable apart, looked at the pinout in the 130XE manual, and
> > Lo and behold!!! I had one pin reversed left to right.
> > I was outputting Composite video instead of Composite Chroma!!!
> > In effect, I was simply getting too much color signal to the
> > monitor. I fixed the problem, and _WOW_! There is ZERO
> > artifacting AT ALL! Ice-T is a beautiful joy to work with now!
> > I can be in graphics 8, turn up the color saturation all the
> > way, and the mode is still completely artifact-free.

So what happens when you want to play Lode Runner or Ultima?
If artefacting bothered you in Ice-T,why didn't you just turn down the colour
knob?

3947. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <663j6u$8up$1@triglav.iwaynet.net>
Source record: 68218

harvey klein <harveyklein@webtv.net> wrote:
> I have a 130XE that I use for downloading (through Delphi). For graphic
> surfing I use Web TV which is inexpensive and does everything a PC with
> windows can do, except for downloading.

That doesn't make any sense.How can it not download? (it'd be pretty useless if it couldn't)

And I thought that WebTV just did HTTP.I don't even think that you can reach gopher or FTP sites.After reading their web site it seems that WebTV is kind've a gypp.Not even telnet! At least with telnet you could log in to a UNIX system to use all the features that WebTV left out.(which is just about every protocol there is but HTTP,POP3 and SMTP)
Correct me if this has changed.
I'll stick with Linux.(I'm using TIN right now)

At least with the Netlink you can play games over the (preferably local) phone lines.And I still think that it's stupid that Sega didn't incorparate TCP/IP into the games.And as for choosing IRC over telnet...

Who told you that all PCs could do was "www & mail"?
("downloading" is what HTTP is for!)
I smell more WebTV brain-washing!

> It would really be cool if I could tie the 2 together - graphic surfing
> and downloading at the same time.
> The Web TV box plugs directly into the TV as does my XE. Anyone think
> it might be possible to develop a common interface?

I can't stand using a TV for computers.How do you see the entire picture?

As for the atari's usefulness,you could view the GIF files you downloaded.Try JVIEW.And there are Amiga tracker module (MOD.) players.
(check the FAQ)

3948. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_881143075@rtfm.mit.edu>
Source record: 68219
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

3949. Re: Atari Touch Tablet and the pen with the button

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34855A30.E1F42C16@ix.netcom.com>
Source record: 68220

Kenneth Jennings wrote:
>
> I'm pulling all my Atari stuff out of boxes and I came
> across my touch tablet. I also came across a brochure
> for the XL stuff that includes a picture of the tablet
> with a stylus that had a cable that connected to the
> touch tablet. Sure enough, but I turned it over and
> there is a tiny jack like a mini-headphone jack on it.
> I've never actually seen a tablet with one of these
> styli(?). Everyone I've seen including mine has this
> ugly white plastic stylus with an orange ball on one end
> that looks totally out of place with the Atari touch
> tablet packaging and and always gets lost for weeks at
> a time. Then I came across a programming book for the
> Atari that describes the Koala and Atari touch tablet
> and reports that the Atari stylus also had its own
> switch on it that was a separate input value from
> both buttons on the tablet.
>
> Hmmm. I'm starting to feel ripped off. I bought this
> thing (along with my now broken XF551) directly from
> Atari when they were dumping their warehouses of 8-bit
> stuff.
>
> Does anyone have a plug-in stylus? Does anyone have
> an idea how to make one? (Doesn't seem too hard, just
> a switch wired correctly into the right kind of jack.)
> Does anyone know why Atari stopped supplying the real
> pens with the button on them? (People's kids strangling
> each other with the cords?)
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com

Kenneth,
The Atari Touch Tablet stylus is simply a plastic, somewhat piynted
(pencil like) stick with a normally open, single pole single throw,
momentary contact micro switch in it. This switch is simply wired to a
2-pole mini plug. Polarity doesn't matter.
The horizontal pad readings are read from paddle(0) values 0 to 228 and
the vertical readings are from paddle(1) vlaues 0 to 228. The left
button on the unit is ptrig(0) not pushed=0 pushed=1, the right putton
on the unit is stick(0). Not pushed=15 pushed=7. The stylus button is

also stick(0) not pushed=15 and pushed=14. Ther are other values
depending on combinations of the 3 buttons being pushed together, but I
don't have them handy at the moment.

As for why they stopped the original stylus is beyond me.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3950. WTB - 256 KB Atari XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <34858652.167E@jaleo.idecnet.com>
Source record: 68221

Hello Atarians!

it seems that the best way to get more than 64 KB is to buy a 130 XE or
any other 8-bitter with at least 256 KB.
Please send your offers to me directly and don't post them just because
I don't read the news so often... although I see that some old good
friends are still alive and kicking!

You can reach me under: martin@jaleo.idecnet.com

Regards from the "always hot" side of the screen, =B-)

M@rtin (a.k.a. Pimpf)

3951. Re: writing Atari on PCs

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <34858EDD.794B@jaleo.idecnet.com>
Source record: 68222

Tom Rosso wrote:
>
> It is my goal to play GemDrop on my 800xl, but I have come across a
> problem. I need a way to copy files downloaded off the internet from my
> PC to my Atari. I have a 5 1/4 drive on my pc, a bunch of dd/dd disks
> that work on my atari, and a 1050. I use AtariDOS 2.5. I've downloaded
> the MYUTIL.ZIP package off of the net, but I can't get it to read any of
> my atari disks. help me!
> -Tom

Hello Tom,

if you ever find a solution PLEASE get in touch withe me as I have the
same problem!

TIA,

M@rtin (a.k.a. Pimpf)
martin@jaleo.idecnet.com

3952. Newbie HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: "David S. Hatt" <dhattAT@usinternetDOT.com>
Message-ID: <34858FDD.75B0EBF2@usinternetDOT.com>
Source record: 68223

Came across a 130XE at a thrift but no power supply :(Would really
like to see if it works and if so to start learning some progrming etc.
Does anyone have an extra power supply they would be willing to give up
for minnimal $$$ (since I don't know if the thing even works)?

Thanks
reply to Davidh(AT)rasmussen.edu

3953. Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: teresa chermok <tchermok@flash.net>
Message-ID: <01bd0016$254e2240$3c3f1ed1@zsys1>
Source record: 68224

I remember there being a Compute Book with the Basic Source Code available
does anyone have this book and if so would ya be willing to part with it???
thanks...

3954. UK 8 bit owners want to swap progs?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Gareth Davies <xrb56@dial.pipex.com>
Message-ID: <3485ADA0.34F6ABB0@dial.pipex.com>
Source record: 68225

All the posts of games for sale seem to be US. Not surprising really since that's where they were most popular but anyone in the UK want to swap/sell carts or disks - "pirates" or originals?

Gareth Davies.

3955. Remeber AtariSoft?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Gareth Davies <xrb56@dial.pipex.com>
Message-ID: <3485AE38.9C3B75FC@dial.pipex.com>
Source record: 68226

Just looked through an old mag and saw AtariSoft advertising games for the C64 and Spectrum but not for the Atari 8 bits. I remember this struck me as odd at the time. Did they ever produce Atari 8 bit games?

Gareth Davies.

3956. FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <3485D860.FFADF5E4@mail.bcpl.lib.md.us>
Source record: 68227

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ATARI 8-BIT HARDWARE
--------------------
(1) Atari 800XL Computerin box $20
(2) Atari 800Xl Computers $20
(2) Atari 1050 Disk Drives w/o power supply $20
(1) Atari 850 Interface - untested $25
(1) Atari XM301 300Baud Direct Connect modem w/box $10
(2) Atari 1030 300Baud Direct Connect modems $10
(1) Atari 410 Program Recorder $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(2) Atariwriter Word Processor
(1) Basic Computing Language

ATARI 8-BIT Tapes ($1 each) for program recorders
-----------------
(1) Lords of Karma
(1) Rosen's Brigade
(1) Telengrad
(1) Empire of the Overmind
(1) Crush, Crumble, and Chomp
(1) King Arthur's Heir
(1) Air Strike
(1) Astro Chase

COMMODORE 64
------------
(1) 64Modem $5
(1) 1650 Automodem $5

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

3957. Re: Remeber AtariSoft?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd0021$67fb86e0$c2374382@hawks-pentium>
Source record: 68228

They were the same games that the Atari already had! I don't think anything was made by Atarisoft for the Atari, but Atari Corp. released them on cartridges mainly for the Atari. Datasoft also made disk/tape versions of several of the same games (Pole Position, Pac-Man, Dig Dug) Take Atarian care. BTW Atari versions were much better than the C64 versions

Gareth Davies <xrb56@dial.pipex.com> wrote in article
<3485AE38.9C3B75FC@dial.pipex.com>...
> Just looked through an old mag and saw AtariSoft advertising games for
> the C64 and Spectrum but not for the Atari 8 bits. I remember this
> struck me as odd at the time. Did they ever produce Atari 8 bit games?
>
> Gareth Davies.
>
>
>

3958. alternate reality

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Erica Henning <henning@sg1.hep.fsu.edu>
Message-ID: <3485B48F.6BF07266@sg1.hep.fsu.edu>
Source record: 68229

ATTN: EVERYONE

I am on an endless search for the game ALTERNATE REALITY for the atari 800xl. I believe that the original game is on floppy disks. If anyone out there has this and would like to sell it to me, price is always negotiable. PLEASE, my brother really would like this as a christmas gift.

Email me a.s.a.p. with any information or sale offers.

Thanks a bunch!!!

Erica Henning

you can email me at the following address: henning@sg1.hep.fsu.edu

3959. Information Needed On Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: Emlyn Lang <emlynlang@tinet.ie>
Message-ID: <01bd0028$0feb1b80$45e9869f@emlynlang>
Source record: 68230

I'm currently trying to find out information on the joystick port of a 130
XE

I can remember reading once that the joystick port could be used to send an
output(I think it was 0V- and a number of 5V+ outputs)
The output could be controlled by poking specific address.

I would be very grateful if someone could give me some help.

Thanks a lot.

Scobby

emlynlang@tinet.ie

3960. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-03 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <664c6u$7bq$1@newsd-123.bryant.webtv.net>
Source record: 68231

I guess I didn't define "downloading" with my Web TV. What I meant is that I can't save a page or file to disk (although it can be saved to a printer). I CAN access the ftp sites - I do this on a regular basis, see which files I am interested in, and then switch to my Atari and download the files to disk via Delphi.

I hope this clarifies matters.

3961. Christmas and Happy New Year Page ! !

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: WebMaster <webmaster@becotel.demon.nl>
Message-ID: <971.7277T20T807@becotel.demon.nl>
Source record: 68096

If your are looking for some great picture for Christmas take a look on :

Beco Tel's Christmas and Happy New Year Page

http://www.becotel.demon.nl/christmas/

+ + + +

3962. Re: Touch tablet games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: aartman@cis.ysu.edu
Message-ID: <665ccp$dn5$1@news.ysu.edu>
Source record: 68097

Patrick Mulvey (pmulvey@erols.com) wrote:
: Steve Wallace wrote:
: >
: > Ethan (ethanm@fa.disney.com) wrote:
: > : I have a touch tablet for my 800xl- anybody know what game went with
: > : this thing? Got any extras?
: >
: > : Thanks!
: >
: > The Atari Touch Tablet wasn't a game but a device for drawing pictures on
: > your TV or monitor screen. It came with cartridge software called Atari
: > Artist (RX8053). Games for the touch tablet should be possible though.
: > Analog magazine published a music program for it called Musorqa in the Sep
: > '85 issue (#34).
: >
: > SteveOne very good game from Analog was Planetary Defence by Tom Hudson (might
: be wrong on that) It was played with a joystick or either Touch Tablet or
: Koala Pad. The game worked best with the latter and was quite fast!

don't know if this is common knowledge, or if for that matter anybody'd be
interested, but the touch tablet uses the same thing-whatever its called-
as the paddles. . .in basic i think it was paddle(0) and paddle(1), as well
as ptrig(0) and ptrig(1). . .it used one paddle for horizontal and one for
vertical (returning as always for atari 0-255-2^8). . .i messed around with
it as a kid. . .that's all

Aaron
Youngstown State University

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D
Don't know if this is common knowledge, or if anyone is inters

3963. Followup to 'can someone be filtered from usenet'

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <665dkk$p4h@alexander.INS.CWRU.Edu>
Source record: 68098

Thanks to the people who responded, both in this group and in e-mail about my question regarding being 'filtered' from usenet.

I can't followup to my message about 'possible to 'filter' someone from usenet. Because all my followups fail to appear in CFN. I could not/can not see the Re:xxx followups to my messages, ie. I cannot see any threads I join or start from CFN. I searched www.dejanews.com, which a couple people suggested I look at. It seems I've been not only not been seeing any followups to either original posts or followups to my followups, but this has been going on for years (I had 240 posts and followups in dejanews, many I'd never seen before.)

This certainly explains a lot. What I mean is, there is a LOT missing from what I can see, and I suspect a great deal of usenet doesn't see what I say. As to whether it has to do with CFN, one person said the only thing to do was use another service, I don't know. For some time, I felt that my stuff was getting 'lost' somewhere. My visit to dejanews proved that. Also possible is that one can be 'filtered' from usenet.

My conclusion at this point. The absence of any way to followup to other people's posts, and to see other people's followups to my posts makes comp.sys.atari.8bit sorta useless except to read it and send e-mail to people who's messages I read. I have no idea the source of the 'lost' articles, but at least now I know why it never seemed that people followed up to my posts, and people might understand why their followups to my posts are never posted back to.

Russ

3964. Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: Ejber Ozkan <ezz@gauge.co.uk>
Message-ID: <3486A1FC.13967F35@gauge.co.uk>
Source record: 68099

Hi , I cant seem to find a version of BBSB that works on any emulators,
Can some kind person sendme a working file or direct me to one
, or is it that emulators (im using XLIT) cant 'do it' yet...

Cheers
--
. * . Ejber Ozkan ezz@gauge.co.uk
. ____ (+ . "When I say unto the wicked thou shalt
. | | . + . + Surely die.And thou givest him not
____| |____ . _______ warning, nor speakest toward the wicked
_ |____ ____| . | R.I.P | from his wicked way, to save his life;
(o) | | /(= : | | + The same wicked man shall die in his
_:_____| |_|_______| | iniquity; By his BLOOD will I require
_ at thine hand." Ezekeil3 ;)gravediggas
|_____
Or just go down he pub ;)

3965. Auction: 8-Bit Games/Disks/Printer/Cable/Dealer Demo/Track and Fld Ctrlr

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971204125500.HAA15509@ladder01.news.aol.com>
Source record: 68100

December Auction - Update 7

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, December 15, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Atari 8-Bit Computer Accessories
A1. Panasonic KX-P1092 Epson Compatible Dot Matrix Printer. Includes 2 ribbons (installed and extra unopened)/Operating Instructions manual (includes codes, charts, type-in BASIC examples). Without paper separator (wire rack). Supports near letter quality print. Handles friction feed or fan-fold paper. Very nice condition. Works well with Atari 850 Interface. Actual shipping added. -$19.95

semslie

A2. Atari 850 to Centronics Printer Cable. Works with above and other dot matrix printers. -$8.95 semslie

A3. Atari Dealer Demo Cartridge. 16K Dealer Demo in Centipede Case. Self-running. Shows advanced capabilities. Well executed programming tricks. Begins with multicolor Atari Logo with all colors displayed at once. Includes Household management, Recordkeeping (animated pencil), Home Entertainment (shows Star Raiders with different style tie-fighter), Investment Analysis, and Service Centers (draws U.S. map). Extremely rare. -$35 grabben

A4. AtariWriter Cartridge. Includes 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$7.95 min

A5. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$8.95 min

A5a. Koala Pad. Includes Koala Pad touch tablet, stylus, Micro Illustrator and Touch Tablet Owners Manual. Very Rare. No Disks. -$8.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A6. Miner 2049er (computer style) -$3 disk doctor
A7. Robotron: 2084 (computer style) -$3 disk doctor
A8. Final Legacy (computer style) -$2.50 min
A9. Joust (computer style) -$2.50 disk doctor
A10. Missile Command (computer style) -$2.50 min
A11. Super Breakout (computer style) -$2.50 min
A12. Barnyard Blaster (XE game system style - supports light gun *see Item A41 below) -$2.50 min
A13. Flight Simulator II (XE game system style) -$2.50 steg
A14. Millipede (computer style) -$2.50 disk doctor
A14a. Kindercomp cartridge. -$2.50 min
A14b. Centipede cartridge -$2.50 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A15. Star Raiders II -$5.95 min
A16. Battlezone -$5.95 min
A17. Ballblazer -$5.95 min
A18. Rescue on Fractalus! -$5.95 steg
A19. Desert Falcon -$5.95 min
A20. Thunderfox -$5.95 min

Atari 8-Bit Computer - Disks
A21. Pogo Joe (flip side for C64) disk -$1 min
A22. HomePak (flip side for C64), Batteries Included disk -$1 min
A23. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A24. Party Quiz Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A25. F-15 Strike Eagle, Micropose disk -$1 min
A26. Blade of Blackpoole, Sirius disk -$1 min

A27. Twerps, Sirius disk -$1 min
A28. Spy vs. Spy and Spy vs. Spy II (Island Caper). Disk with Instructions. -$2.95 min
A29. Boulder Dash, First Star disk -$1.95 min
A30. Gruds in Space, Sirius disk -$1 min
A31. Repton, Sirius disk -$1 min
A32. Ali Baba and the Forty Thieves -$2 Joseph Red
A33. Murder on the Zinderneuf, Electronic Arts. Complete in package with disk and instructions/reference card. -$2.95 min
A34. Nudmehi Replica 1+1 Backup and Utilities Program. Designed to back up all Atari software prior to 8/15/82. Includes Sector Disassembler, Sector Search, Disk Bitmap, RPM Speed Adjustment. Support for optional data disks (not included). Disk and Instructions. -$2.50 Joseph Red
A35. CASDIS. Machine language program that converts Atari cassette-based programs to disk. Supports BASIC, machine language, and multi-load programs. With 28 page instruction manual. -$1.25 semslie
A36. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A37. Atari Word Processor Program Master Diskette -$1.95 min
A38. APX Insomnia Sound Editor with instructions -$1.95 min
A39. Ultima II Disk 2 Player Disk -$.25 min
A40. S.A.M. Software Automatic Mouth Disk, Don't Ask Computer Software -$1 min
A40a. Track Attack disk, Broderbund -$1 min
A40b. Hacker disk, Activision -$1 min
A40c. Drol disk, Broderbund -$1 min
A40d. Spy Hunter disk, Sega -$1 min
A40e. Master of the Lamps disk, Activision -$1 min
A40f The Great American Cross Country Road Race, Activision -$1 min
A40g. Maxi Golf, Activision 2 disk set -$1.50 min
A40h. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1 min

Atari Controllers
A41. Light Gun. Works with XE system and 8-bit computers. Use with Barnyard Blaster (above). -$6 TheMaverick
A42. Track and Field Controller (Blue with 3 buttons - 2 Run and 1 Jump/Throw). Works with 2600 and 8-bit Track and Field games. Very rare. -$12.95 disk doctor
A43. Standard Atari Paddle Controllers (pair) -$2.95 min
A44. Atari Standard Joystick (single) -$4 ebacher
A45. Atari Standard Joystick (single) -$4 ebacher
A46 Epyx 500XJ Joystick with Autofire -$3.95 disk doctor
A47. TAC-2 Joystick -$5 ebacher

Miscellaneous
A48. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$1.95 disk doctor
A49. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A50. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A51. BCs Quest for Tires Poster. Approximately 17x23.5 inches. $.50 min
A52. Millipede (8-bit) box (crushed). $.25 min
A53. Atari Enamel Olympic Pin (see picture in Summer 84 Atari Connection)

-$2.95 grabben
A53a. Super Nintendo Mortal Kombat II Instructions -$.25 min
A53b. Colecovision French labels for Front Line. Excellent, like-new condition. -$.25 min

Books/Instructions
A54. Inside Atari BASIC. BASIC programming book. Key concepts (full of type-in examples). Fundamentals of Atari Graphics. GTIA Graphics, Game Controllers. 183 pages. -$2.95 semslie
A55. Atari 410 Program Recorder Owners Guide (full color) -$.50 steg
A56. Energy Czar Computer Program Instructions (20 pages) -$.50 min
A57. Disk Operating System II Reference Manual. 100 page DOS 2 reference manual. -$1.50 min
A58. APX Ultimate Renumber Utility Instructions -$.50 min
A59. Atari Haunted House (Creative Computing) Instructions -$.50 steg
A59a. APX (Atari Program Exchange) Keyboard Organ Instructions -$.50
A59b. APX (Atari Program Exchange) Sketchpad Instructions -$.50
A59c. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50
A59d. APX (Atari Program Exchange) Presidents of the United States Instructions -$.50

A60. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$3.95 min

A61. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$4.95 min

A62. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$3.95 min

A63. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$8.95 min
A64. Atari 800 Home Computer Owners Guide. CO60057. Rev. 1 (full color). -$1.95 semslie
A65. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1.95 min
A66. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1.95 min

Atari 2600 Manuals
0. Asteroids, Atari (b&w, 5 languages) -$.75 min
1. Human Cannonball, Atari (small black) -$.75 min
2. Hunt & Score, Atari (small black) -$.75 min
3. Ice Hockey, Activision (colored) -$.75 min
4. Indy 500, Atari (small black) -$.75 min
5. Joust, Atari (colored) -$.75 min
6. Jungle Hunt, Atari (colored) -$.75 min
7. Kaboom!, Activision (colored) -$.75 min
8. Keystone Kapers, Activision (colored) -$.75 min

9. Krull, Atari (colored) -$.75 min
10. Laser Blaster, Activision (colored) -$.75 min
11. Mario Bros., Atari (colored) -$.75 min
12. Maze Craze, Atari (small black) -$.75 min
13. Megamania, Activision (colored) -$.75 min
14. Midnight Magic, Atari (b&w) -$.75 dgeller
15. Millipede, Atari (colored) -$.75 min
16. Miner 2049er, Tigervision -$6 jeremy
17. Miniature Golf, Atari (small black) -$.75 min
18. Missile Command, Atari (colored) -$.75 min
19. Moon Patrol, Atari (b&w) -$.75 min
20. Ms. Pac-man, Atari (silver colored) -$.75 min
21. Night Driver, Atari (small black) -$.75 min
22. Oink!, Activision (colored) -$.75 min
23. Outlaw, Atari (small black) -$.75 min
24. Pac-Man, Atari (colored) -$.75 min
25. Peles Championship Soccer, Atari (small colored) -$.75 dgeller
26. Phoenix, Atari (colored) -$.75 min
27. Pitfall!, Activision (colored) -$.75 min
28. Planet Patrol, Spectravideo -$.75 min
29. Plaque Attack, Activision (colored) -$.75 min
30. Raiders of the Lost Ark, Atari (colored) -$.75 min
31. Realsports Football, Atari (b&w) -$.75 min
32. Realsports Tennis, Atari (b&w) -$.75 min
33. Revenge of the Beefsteak Tomatoes, Fox -$.75 min
34. River Raid, Activision (colored) -$.75 min
35. Road Runner, Atari -$.75 dgeller
36. Robot Tank, Activision (colored) -$.75 min
37. Seaquest, Activision (colored) -$.75 min
38. Shark Attack, Apollo -$.75 min
39. Skeet Shoot, Apollo -$.75 min
40. Skiing, Activision (colored) -$.75 min
41. Sky Diver, Atari (colored) -$.75 min
42. Sky Jinks, Activision (colored) -$.75 min
43. Slot Racers, Atari (small black) -$.75 min
44. Space Invaders, Atari (colored) -$.75 min
45. Space Invaders, Atari (small black) -$.75 min
46. Space Jockey, Vidtec -$.75 min
47. Space Shuttle Flight Manual, Activision (colored) -$.75 min
48. Space War, Atari (colored) -$.75 min
49. Spider Fighter, Activision (colored) -$.75 min
50. Squeeze Box, US Games -$.75 min
51. Stampede, Activision (colored) -$.75 min
52. Star Raiders, Atari (colored) -$.75 min
53. Star Ship, Atari (small black) -$.75 dgeller

Game Catalogs
54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$1 dgeller
55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller

57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
58. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25
dgeller
59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller

Atari 5200 Cartridges
60. Activision Decathlon very good label -$3 vinceb33
61. Buck Rogers with very good label -$1.50 vinceb33
62. Choplifter! Complete in box with instructions. In new condition (purchased
new but opened box and used once or twice). -$4 min
63. Congo Bongo with very good label -$2 min
64. James Bond 007 with very good label -$7 min
65. Joust - very good label -$1 vinceb33
66. Kaboom! - very good label -$1 min
67. River Raid - very good label -$1.50 min
68. Space Shuttle - very good label -$2 min
69. Star Raiders - very good label -$1 min
70. Star Trek with very good label -$2 min
71. Super Breakout - very good label -$1 min
72. Super Cobra - very good label -$1 vinceb33
73. Zaxxon with very good label -$19.95 min
74. Rescue on Fractalus! New in box (sealed) -$9.95 min
75. Zone Ranger. New in box (unsealed) -$9.95 min
76. Bounty Bob Strikes Back cartridge -$24.95 min
77. Gorf cartridge -$2.50 vinceb33
78. Quest for Quintana Roo cartridge -$3.50 min
79. Wizard of Wor cartridge -$2.50 vinceb33
80. Realsports Baseball cartridge -$1 vinceb33
81. Realsports Soccer cartridge -$1 min
82. Realsports Tennis cartridge -$1 vinceb33
83. Realsports Football cartridge -$1 min
84. Keystone Kapers. New in box (unsealed) -$9.95 min
85. Pac-man cartridge -$1 min

IBM PC
86. Williams Arcade Classics CD: Bubbles, Defender II, Robotron 2084, Defender,
Joust, and Sinistar. Complete in original box. -$13.95 min
87. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position,
Galaxian, and Dig Dug. Complete in original box. -$9.95 min
88. Microsoft Flight Simulator for Windows 95 CD. Complete in original box.
-$12.95 min
89. Toolworks Reference Library. Complete in original box. -$1.95 min

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.50 min
O2. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition.
-$3.95 min
O3. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O4. Atari 5200 Super Breakout single -$.50 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1983 (Volume 3 Number 1). Electronic Information (Electronic Bulletin Boards are latest boon). Right at Home: Atari 1200 XL Home Computer. New Products: Timewise, Atari 1020 Color Printer, Telelink II, AtariWriter. The Future in Your Computer (A Revolutionary New Way To Communicate: Telecommunications). Computer Classroom - Creating a mailing list on your 410 or 1010 program recorder, type-in programs. Home Computer Photos. Creating Your Own Computer Animated Cartoons. Reviews: Mickey in the Great Outdoors. Ads: E.T., APX, AtariWriter. -$8 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1983 (Volume 3 Number 2). Listening for Extra-Terrestrials with a Home Computer. New Special Programming Section: Subroutines Galore - Music and Harmony, GTIA Power, Varnames, Farrah, and more! Why Computing Isn't Just for Boys. New XL Family Hardware Reviews. 600XL, 800XL, 1450XLD, 1025 Printer, 1030 Modem, Atari Touch Tablet, 1010 Program Recorder, and more. Software Reviews: Speed Reading, Caverns of Mars, Getaway!, Donkey Kong, Juggles House, Family Finances, Dig Dug, Paint. E.T. Fan Club Formed. Atari 1200XL 2-page ad. Type-in programs. -$8 ebacher

M3. Atari Connection (The Home Computer Magazine) Fall 1983 (Volume 3 Number 3). Special Education Issue. LOGO vs. BASIC - Which is Best? Arcade Game Design. Ten Tips From the Programming Pro (Chris Crawford). Hardware Review - New Products: Remote Control Joystick, Atari Light Pen, Experimental Designs. Computer Classroom: ANTIC and GTIA, Character Set Graphics, Character Redefinition and Animation, Player/Missile Graphics, Map Mode Graphics, type-in examples. Learning to Learn with the Father of LOGO. Flying High with Superman (Info about 26-second animation in Superman III). Ads: Donkey Kong, Getaway!, AtariWriter. -$8 ebacher

M4. Atari Connection (The Home Computer Magazine) Winter 1984 (Volume 3 Number 4). The Professional AtariWriter - A Complete Guide. The Fine Art of Computing - A Learning Guide to Computer Literacy. To Copy or Not to Copy - Computer Ethics. Type In Programs - Atari Sound Synthesizer (Make Your Computer Sound Like Different Instruments), Sound Machine, more. Ads: Atari XL Computers, Ms. Pac-man, AtariWriter, BASIC XL, MAC/65. -$8 ebacher

M5. Atari Connection (The Home Computer Magazine) Spring 1984 (Volume 4 Number 1). The Computer That Rolls (Dungeons and Dragons Dice Generator Type-In Program). Ten Tips From the Programming Pros (Secrets from LucasFilms Game Group). Robots Come Home (Really Friendly Machines That Speak Your Language). Tracking Your Trak-Ball with type-in programs. Dr. Wacko, Joystick Movement and Control Tutorial. Reviews: Star Wars Arcade Game, Atari Logo, Berzerk, Ms. Pac-man, Moon Patrol, Crystal Castles, Advanced Musicsystem, Oscar's Trash Race. Ads: Synapse Encounter, Dimension X, Zeppelin; AtariWriter; Top-DOS; Jungle Hunt; Pole Position. -$8 ebacher

M6. Atari Connection (The Home Computer Magazine) Summer 1984 (Volume 4 Number 2). Creative Applications: Touch Tablet, AtariLab, Light Pen. The Sound of Micros. The Making of the Atari Light Pen. Body Heat: Science Comes Alive with AtariLab. 10 Hex Tips from the Programming Pros (Atari Advanced Games Group Article). Fantasy Character Generator Type-In Program. Seniors Take to Computers. Ads: Joust, Jupiter Mission, Indus GT Drive, Moon Patrol, Pole

Position, Dig Dug, Dallas Quest. Reviews: Ballblazer, Rescue on Fractalus!, Firefox, Typo Attack, BASIC XL, Sky Writer. Bits and Pieces Type-In Programs. -$8 ebacher

Atari Explorer (Replaced Atari Connection):

M7. Atari Explorer February 1985. The New Atari Computers (The Atari XE Series, Peripherals). The Atari 130ST and 520ST. An Introduction to MIDI. Alphabet Train type-in program. The People of the New Atari - Jack Tramiel, Leonard Tramiel, James Copland, David Harris, Gregory Pratt, and more. The Art of Computer Game Design by Chris Crawford. Atari Telecomputing. Inside Memory - Exploring Your Atari's Memory. Atari Logo type-in program. Reviews - Millipede, Track and Field. Atari Proofreader, Questron Ads. -$3.95 min

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer Summer 1985. ST Graphics (Using the ST's Graphics from Logo and the GEM VDI. Ads: AtariLab Starter Set. The Games of Summer. A Direct Line to Atari (Atari BBS online). Atari at Summer Consumer Electronics Show (Includes Something Really New - CD ROM). Pronto, the Home Information System. Learning Software. An Interview with AtariSoft. Word Processing (6 Products compared). Reviews: Video Title Editor, Blue Max 2001, Computer Ambush, Bounty Bob Strikes Back. The Horizontal Scroll (Programming Article with 5 type-in programming examples). Logo Player Missile Graphics. Strategy Tests Standout: MULE, Archon, Archon II, Dragonriders of PERN. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M12. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy

type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

3966. Re: writing Atari on PCs

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3486AABF.CFD37A44@ix.netcom.com>
Source record: 68101

Martin Mielke wrote:
>
> Tom Rosso wrote:
> >
> > It is my goal to play GemDrop on my 800xl, but I have come across a
> > problem. I need a way to copy files downloaded off the internet from my
> > PC to my Atari. I have a 5 1/4 drive on my pc, a bunch of dd/dd disks
> > that work on my atari, and a 1050. I use AtariDOS 2.5. I've downloaded
> > the MYUTIL.ZIP package off of the net, but I can't get it to read any of
> > my atari disks. help me!
> > -Tom
>
> Hello Tom,
>
> if you ever find a solution PLEASE get in touch withe me as I have the
> same problem!
>
> TIA,
>
> M@rtin (a.k.a. Pimpf)
> martin@jaleo.idecnet.com

Tom and Martin,
If you have an 850 or similar interface and terminal program, you could
use a null modem cable to transfer the files. This would be sorta like
calling a BBS to d/l the files. I do this often and it works great. It's
not fast, but effective.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3967. Re: Information Needed On Joystick Ports

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3486ACE9.2FF0CF6A@ix.netcom.com>
Source record: 68102

Emlyn Lang wrote:
>
> I'm currently trying to find out information on the joystick port of a 130
> XE
>
> I can remember reading once that the joystick port could be used to send an
> output(I think it was 0V- and a number of 5V+ outputs)
> The output could be controlled by poking specific address.
>
> I would be very grateful if someone could give me some help.
>
> Thanks a lot.
>
> Scobby
>
> emlynlang@tinet.ie

Emlyn,
First POKE 54018,56 to set the port to output, then POKE
54016,databyte. More detailed info is available in "Mapping The Atari"
and "Your Atari Comes Alive" project book. Both are available from B&C
ComputerVisions at www.myatari.com.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3968. Reinhard's Rarities Auction 12-03-97

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <666ck1$230$3@mark.ucdavis.edu>
Source record: 68103
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600,rec.games.video.atari,comp.sys.atari.8bit

Welcome to yet another Reinhard's Rarities Auction!
I have the following stuff available in my current auction.
I'm looking to trade for Atari 2600 and Atari 400/800 carts ONLY!

You can find a list of what I already have on my Atari 2600 pages at:

http://www.pribish.com/atari.html

I'm looking for Atari 2600 and Atari 400/800 stuff not on my list,
so please e-mail me with any trade offers. There are only a few
rules to help speed this along...

1) Don't bid unless you plan to buy
2) I reserve the right to trade or pull any item

Increments: $1: Amounts from $1 to $20
$2: Amounts from $21 to $40
$3: Amounts from $41 to $60
$5: Amounts over $60

I'd prefer payment of a U.S. Postal Money Order, available at the post
office for 85 cents, and will ship the day or day after the M.O. arrives.
Items will be sent 2 weeks after payment by check to ensure the check
clears. Buyer pays shipping, which is $3 flat for any number of carts,
shipped within Canada/US. The shipping on systems, controllers, etc. or
for winners in overseas destinations will be the exact shipping cost.

This auction will run until Monday, December 8, 1997 and
switch to an e-mail only 24-hour Once-Twice-Sold format.

You can get an up-to-the-minute auction update before you bid at:

www.pribish.com/auction.txt

Thanks, Reinhard

ATARI 2600

Airlock (Data Age) 3 qan
Alien (20th Century Fox) 3 morbid
Alpha Beam with Ernie (Atari) 4 qan
Acid Drop (PAL)(Salu)(Mint w/Box,Manual) 12 cwilkson
Beany Bopper (20th Century Fox) 3 tdjafari
Beat 'Em & Eat 'Em (shrinkwrapped)(Mystique) 11 LEFTYLE5
Big Bird's Egg Catch (Atari) 3 tdjafari
Bridge (Activision)(Manual) 3 verbal
Checkers (Activision) 5 cwilkson

Cookie Monster Munch (Atari) 3 qan
Crackpots (Activision) 6 DAMMIT
Crash Dive (20th Century Fox) 5 sbolton
Crypts of Chaos (20th Century Fox) 5 A54BR9
Deadly Duck (20th Century Fox) 5 sbolton
Dishaster (Zimag) 11 Mukchup
Double Dragon (Activision) 7 LEFTYLE5
Encounter at L-5 (Data Age) 3 qan
Entombed (U.S. Games) 5 M.Kerstens
Fantastic Voyage (20th Century Fox) 4 tdjafari
Flash Gordon (20th Century Fox) 4 qan
Frankenstein's Monster (Data Age) 6 M.Kerstens
Front Line (Coleco) 5 M.Kerstens
Ghost Manor/Spike's Peak (Xonox) 10 DAMMIT
Ghostbusters (Activision) 3 tdjafari
Ghostbusters II (PAL)(Salu)(Mint w/Box,Manual) 11 qan
Gyruss (Parker Brothers) 6 DAMMIT
H.E.R.O. (Activision) 10 DAMMIT
James Bond 007 (Parker Brothers) 12 verbal
Jawbreaker (Tigervision) 11 Mukchup
Karate (Froggo) 4 qan
Klax (Atari)(PAL, shrinkwrapped) 15 deny1
Kung-Fu Master (Activision) 4 min
Lost Luggage (Apollo) 4 qan
M.A.D. (US Games) 3 qan
Marine Wars (Konami) 13 LEFTYLE5
Master Builder (Spectravideo)(PAL) 20 min
Miner 2049'er (Tigervision) 6 combee
Mogul Maniac (Amiga)(with Joyboard Controller!) 20 sbolton
Moonsweeper (Imagic) 4 qan
My Golf (PAL)(Salu)(Mint w/Box,Manual) 11 LEFTYLE5
Name This Game (US Games) 4 qan
No Escape! (Imagic)(with MINT Manual) 4 qan
Pac-Kong (PAL)(Starsoft) 5 qan
Piece O' Cake (no end label)(US Games) 4 min
Pitfall II (Activision) 3 tdjafari
Planet Patrol (torn end label) 2 tdjafari
Pooyan (Konami) 7 DAMMIT
Porky's (20th Century Fox) 6 verbal
Pressure Cooker (Activision) 3 min
Private Eye (Activision) 8 DAMMIT
Quick Step (Imagic) 4 qan
Raquetball (Apollo) 3 min
River Raid II (Activision) 9 englew
River Raid II (Activision)(Mint w/Box,Manual) 11 cwilkson
Seaquest (Activision) 2 vinceb33
Skate Boardin' (Absolute) 3 tdjafari
Skin Diver (bare cart, no labels)(Sancho) 6 LEFTYLE5
Snoopy & the Red Baron (Atari) 10 min
Sorceror (Mythicon) 4 qan

Space Canyon (Panda) 16 LEFTYLE5
Space Cavern (red label)(Apollo) 3 min
Squeeze Box (U.S. Games) 3 min
Star Fox (Mythicon) 4 M.Kerstens
Star Wars: The Arcade Game (Parker Brothers) 25 cwilkson
Strategy X (torn front, no end label)(Konami) 6 DAMMIT
Super-Ferrari (PAL)(Starsoft) 5 min
Tapeworm (Spectravision) 4 qan
Tapeworm (torn end label)(Spectravision) 2 min
Tapper (Sega) 10 sbolton
Taz (Atari) 5 sbolton
Tomcat F-14 Flight SImulator (Absolute) 5 JBookwalte
Track & Field (with 2 T&F controllers!)(Atari) 20 englew
Wustenschlacht (PAL)(Starsoft) 6 LEFTYLE5
Zaxxon (Coleco) 2 tdjafari

ATARI 5200

Astrochase (Parker Brothers) 5 toddlawrence
Blueprint (CBS) 4 sbolton
Dreadnaught Factor (Activision) 4 sbolton
Gyruss (Parker Brothers) 5 vinceb33
Keystone Kapers (Activision) 4 sbolton
K-Razy Shootout (CBS) 13 toddlawrence
Miner 2049'er (Big Five) 7 toddlawrence
Mountain King (CBS) 4 MAZ
Mr. Do!'s Castle (Parker Brothers) 10 tlgrooms
Pengo (Atari) 3 sbolton
Popeye (Parker Brothers) 3 vinceb33
Q-Bert (Parker Brothers) 2 cocoman
Rescue on Fractalus (sealed)(Lucas Films) 5 sbolton
River Raid (Activision) 3 sbolton
Space Shuttle (Activision) 3 sbolton

ATARI 7800

F-18 Hornet (Absolute) 4 englew
Kung-Fu Master (Absolute) 5 toddlawrence

ATARI 400/800 (carts)

Alphabet Zoo (Spinnaker)(no label) 2 min
Astrochase (Parker Brothers) 4 sbolton
Atariwriter (Atari) 3 min
Claim Jumper (Synapse) 5 ebacher
Demon Attack (Imagic) 4 ebacher
Eastern Front (Atari) 5 sbolton
Frogger (Parker Brothers) 3 dbetz
James Bond 007 (Parker Brothers) 7 ebacher
K-Razy Kritters (CBS) 5 ebacher
Kindercomp (Spinnaker) 2 min

Letter Perfect (LJK Enterprises) 5 ebacher
One-On-One (Atari XEGS, works on 400/800) 5 ebacher
Pitstop (Epyx)(Manual) 3 min
Protector II (Synapse)(Manual) 7 ebacher
Smart Terminal (MPP) 4 ebacher
Star Trek: S.O.S. (Sega) 5 phineas

ATARI 400/800 (disks)

Ultima IV - All contents Mint: A/B Program/Town Disk,
History of Britannia, Book of Magic, Cloth Map,
Player Reference Card, Clue Book insert, Registration Card,
& Metal Ankh. The Britannia scenery disk may not be original
(no label) but it plays fine. Box in excellent shape 30 zzyzx97

Temple of Apshai - All contents Mint: Instruction Manual,
Disk (includes Upper Reaches of Apshai on back),
Upper Reaches Manual, Command Card, Epyx Catalog,
Epyx Warranty/Registration Card. Box in excellent shape.
Also includes an Atari Basic Programming cartridge
which is needed to operate this game 3 zzyzx97

Flight Simulator II - Near Mint contents: Disk, Pilot's Operating
Handbook and Airplane Flight Manual, Flight Physics & Aircraft
Control Manual, AT-FS2 Flight Reference Card, Ver. 1.5 Release
Notes & SubLogic Registration Card. Also includes the Scenery
Disk (1. Chicago 2. Los Angeles 3. Seattle 4. New York)
and Mint condition reference charts for all 4 cities. 4 zzyzx97

ATARI JAGUAR

Alien vs. Predator 11 LEFTYLE5
Evolution: Dino Dudes (manual) 6 phineas

COLECOVISION

Artillery Duel (Xonox) 6 phineas
BC's Quest for Tires II: Grog's Revenge 4 tdjafari
Buck Rogers (Sega)(manual) 3 sbolton
Centipede (Atarisoft) 4 tdjafari
Centipede (Atarisoft)(no end label) 3 min
Defender (Atarisoft) 3 tdjafari
Flipper Slipper (Spectravideo) 10 usedgame
Frenzy 3 sbolton
Galaxian (Atarisoft) 5 ralf.griewel
Gorf (CBS version!) 5 sbolton
Mr. Do!'s Castle (Parker Brothers) 15 usedgame
One on One (Micro Fun) 5 phineas
Pitfall (Activision) 3 sbolton
Pitfall II (Activision) 3 sbolton
Pitstop (Epyx) 3 min
Sammy Lightfoot (Sierra On-Line) 9 phineas

Sir Lancelot (Xonox) 12 phineas
Spectron (Spectravideo) 8 phineas
Squish 'Em Sam (Interphase) 3 jedi
Star Wars: The Arcade Game (Parker Brothers) 5 sbolton
Super Cobra 3 tdjafari
Tarzan 3 tdjafari
Telly Turtle 3 moberhause
Zaxxon (CBS version!) 6 csb

INTELLIVISION

Burger Time (shrinkwrapped) 2 tdjafari
Buzz Bombers (Box, Manual, Overlays) 4 combee
Carnival 2 vinceb33
Demon Attack 2 tdjafari
Donkey Kong 2 tdjafari
Donkey Kong Jr. 4 parcival
Dragonfire (Overlays) 4 parcival
Dreadnaught Factor 3 JXLCAD
Frogger (manual) 2 tdjafari
Happy Trails 2 combee
Learning Fun I (white label) 2 *TRADED*
Masters of the Universe: He-Man (Manual) 4 verbal
Motocross (white label)(Manual) 3 sbolton
NFL Football (Shrinkwrapped) 2 cocoman
Nova Blast 2 combee
Pitfall (M,2O) 2 tdjafari
Q-Bert 3 tdjafari
River Raid 3 tdjafari
Safecracker 4 parcival
Shark! Shark! (Manual, 2 Overlays) 3 holbroui
Slap Shot Super Pro Hockey (w. label)(Box, Manual) 7 ltravis
Slap Shot Super Pro Hockey (white label) 4 min
Stampede 2 cocoman
Swords & Serpents 4 parcival
Thunder Castle (white label)(Box, Manual) 10 NigeFan
Thunder Castle (white label) 4 jedi
Tower of Doom (white label)(Box, Manual) 10 NigeFan
Tower of Doom (white label) 4 min
Tropical Trouble 4 parcival
World Championship Baseball (white label) 4 min

NINTENDO

Alien Syndrome (Tengen) 3 min
Bases Loaded (Jaleco) 3 min
Battle Chess (Data East) 5 bfhom
Bump 'n' Jump (Vic Tokai) 5 min
Captain Comic (Color Dreams) 3 ltravis
Clash at Demonhead (Vic Tokai)(Manual) 3 min
Deathbots (American Video Entertainment) 3 min

Donkey Kong (Nintendo) 5 ltravis
Dragon Warrior (Enix Corporation) 3 min
Dragon Warrior III (Enix Corporation)(box) 6 zerootaku
Firehawk (Camerica) 3 min
Fist of the North Star (Taxan) 3 min
Gauntlet (Tengen) 3 ClassicGMR
Jeopardy! (Game Tek) 5 ltravis
Joshua & the Battle of Jericho (Wisdom Tree) 5 sbolton
Journey to Silius (Sunsoft) 3 min
Joust (Hal America) 3 min
King of Kings - The Early Years (Wisdom Tree) 5 sbolton
Krazy Kreatures (American Video Entertainment) 3 min
Lee Travino's Fighting Golf (SNK) 3 min
Lode Runner (Broderbund) 3 ralf.griewel
Low G Man (Taxan) 3 min
M.U.L.E. (Mindscape) 3 moberhause
Master Chu and the Drunkard Hu (Color Dreams) 3 min
P'Radikus Conflict (Color Dreams)(Manual) 3 aa852
Pac-Man (Tengen) 5 min
Pinbot (Nintendo) 3 min
Q-Bert (Ultra Games) 3 A54BR9
Raid 2020 (Color Dreams) 3 min
Ring King (Data East) 3 min
Robo Warrior (Jaleco) 3 min
Silent Assault (Color Dreams)(Box, Copy of Man.) 3 aa852
Skull & Crossbones (Tengen)(Box, Manual) 5 aa852
Spelunker (Broderbund) 3 min
Spy Hunter (Sunsoft) 5 min
Super Mario Brothers 3 (Nintendo)(Manual) 3 ltravis
Super Pitfall (Activision) 3 sbolton
Tecmo World Wrestling (Tecmo) 3 min
Tiles of Fate (American Video Entertainment) 3 ltravis
TIme Lord (Milton Bradley) 3 min
Uninvited (Kemco/Seika)(Box, Manual) 6 ltravis
Ultimate Basketball (Sammy)(Box, Manual) 3 aa852
Wheel of Fortune Junior Edition (Game Tek) 3 ltravis
WrestleMania Challenge (LJN, Ltd.) 3 min

SEGA MASTER SYSTEM

Alien Syndrome (box, manual) 3 moberhause
Bomber Raid (Activision)(box) 3 moberhause
Cyborg Hunter (Activision)(box) 3 cocoman
Arcade Smash Hits (Virgin Games)
(box & manual in 8 different languages, cart all MINT)
(includes Centipede, Missile Command and Breakout) 20 usedgame

TURBOGRAFX-16 HU-CARDS

Bloody Wolf (docs) 4 phineas
Bonk's Adventure (case, docs) 6 sbolton

Devil's Crush (case, docs) 4 sbolton
Double Dungeons (case, docs) 4 sbolton
J.J. and Jeff (case, docs) 4 sbolton
Keith Courage in Alpha Zones (case, docs) 2 min
Legendary Axe (case, docs) 4 phineas
Legendary Axe II (case, docs) 5 ralf.griewel
Motor Roader (case, docs) 4 sbolton
Ninja Spirit (case, docs) 4 phineas
Ordyne (case, docs) 4 combee
Power Golf (case, docs) 6 sbolton
Talespin (case, docs) 4 sbolton
Tiger Road (case, docs) 4 sbolton
TV Sports Basketball (case, docs) 4 phineas
TV Sports Football (case, docs) 4 phineas
Victory Run (case, docs) 4 phineas

APF SYSTEM

Catena (untested, cart & labels in great shape) 2 sbolton

MACINTOSH

Myst CD-ROM (with manual) 4 sbolton

VECTREX

Berzerk (box, overlay) 6 ralf.griewel

COMMODORE 64

Donkey Kong (Atarisoft) 4 ralf.griewel
Fast Load (worn label)(Epyx) 2 min
Fraction Fever (Spinnaker) 2 moberhause
Galaxian (Atarisoft) 3 ralf.griewel
Star Trek: SoS (Sega)(end label torn off) 2 Jungler
Star Wars: The Arcade Game (Parker Brothers) 4 moberhause
Zenji (Activision) 3 sbolton

ODYSSEY 2 CART PACKAGE #1.............................. 10 sbolton
----
(All these are untested but are in good shape)

Computer Intro
Keyboard Creations
Volleyball
Alien Invaders-Plus (box)
Speedway/Spin Out/Crypt-O-Logic (box,manual)
Quest for the Rings
Baseball
Football
Thunderball
K.C. Munchkin

Sub Chase/Armored Encounter

ODYSSEY 2 CART PACKAGE #2..... 2 min

(All these are untested but are in good shape)

Alien Invaders-Plus!
Speedway/Spin Out/Crypt-O-Logic
K.C. Munchkin
Sub Chase/Armored Encounter

* *

ARCADIA SUPERCHARGER PACKAGE #1..... 25 cwilkson

Boxed Phaser Patrol 1 which includes both the
Phaser Patrol cassette (with insert) and the
actual Supercharger unit itself, plus:

Commie Mutants from Space 2 (box,cassette & liner)
Fireball 3 (box,cassette & liner)
Escape From the Mindmaster 5 (cassette & liner)
Dragonstomper 6 (cassette & liner)
Killer Satellites 7 (cassette & liner)

ARCADIA SUPERCHARGER PACKAGE #2..... 10 ralf.griewel

Arcadia Supercharger unit with the following games:

Phaser Patrol 1 (cassette & liner)
Commie Mutants from Space 2 (cassette & liner)

* *

ODYSSEY 2 CATALOG/MANUAL PACKAGE:..... 2 sbolton

Five different Odyssey 2 catalogs, version #'s:
EL3313-1 EL 3328-1 EL3358-3 EL 3380-1 EL 3380-2

Manuals for Armored Encounter/Sub Chase, I've got your Number,
Pachinko and Take The Money and Run

* *

Cloth Map ONLY to Ultima V 2 zzyzx97

* *

Galaxian Tabletop Arcade Game by Coleco.
Missing one side decal, but otherwise
in excellent condition (with batteries!) 15 usedgame

* *

Coleco Telstar Arcade Cartridge #1 (Road Race, Tennis, Quick Draw)
with the light gun from the same system. Both are untested but

seem to be in great shape 3 min

* *

Manual Package #1: 101 Atari 2600 manuals..... 25 ebacher

3-D Tic-Tac-Toe, Air-Sea Battle, Asteroids, Asteroids (Sears), Backgammon, Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout, Casino, Centipede, Championship Soccer, Circus Atari, Codebreaker, Combat (2 styles), Decathlon, Defender, Demon Attack, Demons to Diamonds, Desert Falcon, Dodge 'Em, Donkey Kong (Coleco), Dragster, E.T., Enduro, Fire Fighter, Football, Frogger, Galaxian, Golf, Grand Prix, Hangman, Haunted House, Home Run, Human Cannonball, Indy 500, Joust, Jungle Hunt, Kaboom!, Keystone Kapers, Laser Blast, Lost Luggage, Maze Craze, Megamania, Midnight Magic, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Phoenix , Pitfall, Pole Position, Q-Bert, Raiders of the Lost Ark, Realsports Baseball, Realsports Tennis, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space War, Stampede, Star Raiders, Star Raiders (Sears), Star Ship, Star Wars: The Empire Strikes Back, Starmaster, Street Racer, Super Breakout, Super Breakout (Sears), Super Challenge Baseball, Super Challenge Football, Superman, Surround, Swordquest (Earthworld), Swordquest (Fireworld), Tutankham, Vanguard, Venture (Coleco), Video Checkers, Video Chess, Video Olympics, Video Pinball, Warlords, Winter Games, Yar's Revenge.

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A) 43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C) 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #2: 71 Atari 2600 manuals.....15 moberhause

Air-Sea Battle, Asteroids, Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout, Casino, Centipede, Circus Atari, Combat (2 styles), Cosmic Ark, Defender, Demon Attack, Dodge 'Em, Donkey Kong (Coleco), E.T., Enduro, Football, Frogger, Grand Prix, Haunted House, Home Run, Indy 500, Jungle Hunt, Kaboom!, Laser Blast, Maze Craze, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Pitfall, Pole Position, Raiders of the Lost Ark, Realsports Baseball, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space War, Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Super Breakout (Sears), Superman, Surround, Swordquest (Earthworld), Tutankham, Venture (Coleco), Video Chess, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A) 43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #3: 46 Atari 2600 manuals..... 10 moberhause

Air-Sea Battle, Asteroids, Basketball, Berzerk, Bowling, Breakout, Casino, Circus Atari, Combat, Defender, Demon Attack, Donkey Kong (Coleco), Enduro, Football, Frogger, Indy 500, Kaboom!, Laser Blast, Maze Craze, Missile Command, Ms. Pac-Man, Night Driver, Outlaw, Pac-Man, Pitfall, Pole Position, Realsports Baseball, River Raid, Sky Diver, Space Invaders (2 styles), Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Superman, Surround, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #4: 32 Atari 2600 manuals..... 5 moberhause

Asteroids, Berzerk, Breakout, Casino, Circus Atari, Combat, Defender, Football, Frogger, Indy 500, Laser Blast, Missile Command, Night Driver, Outlaw, Pac-Man, Pitfall, Realsports Baseball, River Raid, Space Invaders (2 styles), Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #5: 13 ColecoVision manuals..... 7 BASSINLG

Cabbage Patch Kids: AITP, Cosmic Avanger (2), Donkey Kong, Mousetrap (2), Mr. Do!, Slither, Turbo, Victory, War Games, Roller Controller manual and Driving Controller manual

* *

Manual Package #6: 10 Nintendo NES manuals..... 3 sirus

All-Pro Basketball, Baseball Stars, Gyruss, Jack Nicklaus Golf, Jeopardy 25th Anniversary Edition, Kings of the Beach, Simon's Quest, Super Off-Road, Tecmo Bowl, Wheel of Fortune

* *

Atari 2600 catalogs, etc..... 5 tdjafari

Atari game catalogs: 1983 Atari Stars silver game catalog,
42 game Atari catalog (81-Rev. A), 43 game Atari catalog (81-Rev. B),
43 game Atari catalog (81-Rev. C) and 45 game Atari catalog (82-Rev. D)
49 game Atari catalog (82-Rev. E) -- Coleco 1982 game catalog
Activision game Catalogs: 1981 small black/red catalog, Winter 1982 Red catalog, Winter/Spring 1983 blue catalog, Fall/Winter 1983 blue catalog
Imagic 1982 Rev. A silver catalog, Imagic 1982 Rev. D black catalog

M-Network 1982 catalog, Parker Bros. 1982 silver catalog,
Parker Bros. 1983 catalog (includes McDonalds, Incredible Hulk,
and Lord of the Rings artwork and previews for the 2600!)

Original 6-switch CX2600 Owner's Manual, 4-switch CX2600A
Owner's Manual, Atari 2600 Jr. Owner's Manual, Atari Remote Control
Wireless Joysticks Installation Instructions, Atari Centipede Bug-Off
Contest entry form, Yar's Revenge: The Qotile Ultimatum Comic Book
Atari Force #1 Comic book in near Mint condition.

* *

The ATARI CONNECTION Volume 2, Number 2, Summer 1982,
in NEAR MINT Condition with all inserts intact. 5 ebacher

* *

COLECOVISION PACKAGE..... 70 bassinl

ColecoVision with power supply, 2 standard controllers,
owner's manual, in the original styrofoam inner packaging,
(no outer box), plus the following 31 ColecoVision games:

B.C.'s Quest for Tires B.C.'s Quest for Tires II: Grog's Revenge
Buck Rogers: Planet of Zoom Cabbage Patch Kids: AITP (manual)
Carnival Centipede (Atarisoft)
Defender (Atarisoft) Donkey Kong (manual)
Donkey Kong Jr. (manual) Frenzy
Front Line Heist , The (Microfun)
Ladybug Looping (manual)
Omega Race (manual) Pepper II (manual)
Pitfall Pitfall II
Pitstop (Epyx) Popeye
Q-Bert Rocky Super Action Boxing (manual)
Space Panic Squish 'Em Sam (Interphase)
Star Wars: Arcade (Prkr Bros) Super Action Baseball
Super Action Football Time Pilot (manual)
Venture (manual) Zaxxon (manual)
Smurf: RIGC (manual)

* *

INTELLIVISION PACKAGE..... 50 tdjafari

Modified boxed Intellivision which has a 9-pin customized
detachable left controller, and 1-piece plastic joysticks
replacing the plastic directional pads on both controllers.
Includes a Master Component owner's manual, Intellivision
game catalog (1982), Imagic game catalogs from '82 & '83,
an Intellivoice module and the following 44 games:

Advanced Dungeons & Dragons (M,2O) Astrosmash (M,o2O)
Auto Racing (white label)(M) Baseball (white label)(M,2O)

Burgertime (M,2O) Carnival
Checkers Demon Attack
Donkey Kong (M) Dragonfire (2O)
Electric Co. Word Fun (2O) Football (w. label)(M,2O,playbook)
Frog Bog (M,2O) Frogger (M)
Golf Happy Trails
Hockey (white label)(M,2O) Las Vegas Poker & B.J. (B,M,2O)
Lock 'n' Chase (white label)(M,2O) Loco-Motion (M,2O)
Masters of the Universe: He-Man Mission X
NASL Soccer (B,M,2O) NBA Basketball (B,M,2O)
Night Stalker (white label)(M,2O) PItfall
Safecracker Skiing (white label)
Slap Shot Super Pro Hockey (w. label) Snafu (M,2O)
Space Armada (M,2O) Space Battle (M,2O)
Space Hawk (2O) Space Spartans (1O)
Stampede Star Strike (M,2O)
Sub Hunt (B,M,2O) Swords & Serpents
Tennis (M,2O) Thunder Castle (white label)
Triple Action (Shrinkwrapped) Tron Maze-A-Tron (M,1O)
Utopia (white label)(M,2O) World Championship Baseball (wl)

* *

(#1) ATARI 5200 PACKAGE.............................. 50 sbolton
----
Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 30 games:

Berzerk (M) Pac-Man (M,2O)
Centipede (M,2O) Pengo (M)
Choplifter Pole Position (M)
Countermeasure (M,2O) Popeye (box)
Defender (M,2O) Q-Bert
Dig Dug (M) Qix (M,2O)
Football (M, 2 Playbooks) Rescue on Fractalus (Sealed)
Frogger (M,2O) Soccer (M,2O)
Galaxian (M,2O) Space Dungeon
Joust Space Invaders (M,1O)
Jungle Hunt Star Raiders (M,2O)
Kangaroo (M) Super Cobra
Missile Command (M,2O) Tennis (M)
Moon Patrol Super Breakout (M,2O)
Ms. Pac-Man (M) Vanguard

* *

(#2) ATARI 5200 PACKAGE.............................. 25 sbolton
----
Atari 5200 4-port console in original box with styrofoam/cardboard

inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 17 games:

Centipede (M,1O) Pac-Man (M)
Countermeasure Pole Position (M)
Defender (M) Popeye
Dig Dug Qix
Football (Red & Blue Playbooks) Soccer (1O)
Galaxian (2O) Space Invaders (M,1O)
Kangaroo (M) Star Raiders (M,2O)
Missile Command (M,2O) Super Breakout (M,2O)
Ms. Pac-Man

* *

Atari 5200 Trak-Ball controller, mint condition in original
box, has original styrofoam/cardboard inserts, manual, and
even the red tape holding the ball in place! 25 cwilkson

* *

(#1) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 15 cwilkson

* *

(#2) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 15 ImaTwit

* *

(#1) ATARI 7800 PACKAGE..... 20 min

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 10 Atari 7800 games:

Asteroids Centipede
Dig Dug Food Fight
Galaga Ms. Pac-Man
One-On-One Pole Position II
Joust Desert Falcon

* *

(#2) ATARI 7800 PACKAGE..... 12 rjmurill

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 6 Atari 7800 games:

Asteroids Centipede
Dig Dug Galaga
Food Fight Pole Position II

* *

TEXAS INSTRUMENTS 99/44A PACKAGE..... 10 tdjafari

Texas Instruments 99/44a computer with power supply,
rf adapter, pair of Amiga Power Stick palm-sized joystick
controllers (2nd player controller works but is flaky)
and the following 11 cartridge programs (2 dups):

Donkey Kong (Atarisoft)
Home Financial Decisions (box and manual)
Household Budget Management (2 copies, both w/box and manual)
Music Maker (box and manual)
Parsec (box and manual)(2nd loose copy)
Personal Real Estate (box and manual)
Personal Record Keeping (box and manual)
Securities Analysis (box and manual)
Terminal Emulator II (box and manual)

* *

FAMICOM PACKAGE..... 40 zerootaku

Famicom (Japanese NES) system complete with
original power supply, two controllers, rf switchbox,
light gun, and the following 3 games:

Duck Hunt Wild Gunman Hogan's Alley

* *

EMERSON ARCADIA 2001 PACKAGE..... 25 ImaTwit

Emerson Arcadia 2001 system with power supply,
2 hardwired controllers, and the following 4 games:

American Football (torn label) Escape
Space Raiders Tanks A Lot

* *

TURBO GRAFX16 PACKAGE..... 27 morbid

Turbo GrafX16 system with power supply, rf cable,
5 player adapter, 3 controllers, and these 2 HuCards games:

Keith Courage in Alpha Zones (w/ case & manual)
Double Dungeons (w/ case & manual)

* *

SEGA GENESIS PACKAGE..... 40 bfhom

Sega Genesis system in original box & styrofoam, w/ power supply,
rf cable, owner's manual, (2) standard 3-button controllers &

(1) Megafire 3-button controller . Also includes Arcade Power Stick
controller in original styrofoam & box with manual, & these 13 games:

Alien Storm Altered Beast (box, manual)
Cool Spot Evander Holyfield's Boxing
Gaiares (box, manual) Gauntlet IV (box, manual)
Hardball John Madden Football (box, manual)
Jurassic Park (box, manual) NBA Jam (box, manual)
Sports Talk Baseball (box, ml) Streets of Rage (box, manual)
Super Monaco GP (box, manual)

* *

ATARI 800 PACKAGE..... 80 tdjafari

(Note: Everything from here until the end of the list is included
in the Atari 800 package. Everything weighs about 80 lbs.,
so please take the shipping into account before you bid -
I will only ship this system within the U.S. - thanks)

Atari 800 Computer w/ 48K RAM, power supply
Atari 800 Operator's Manual
The Atari 800 Home Computer Owner's Guide

(2) Atari 810 Disk Drives with power supplies
The Atari 810 Disk Drive Owner's Guide
Disk Operating System II Reference Manual
Dos 3: An Intro to the Atari Disk Operating System

Atari 410 Program Recorder
Atari 410 Program Recorder Operator's Manual
The Atari 410 Program Recorder Owner's Guide
(Includes built-in power supply and connecting cable)

Atari 850 Interface Module w/ power supply (untested, powers up fine)
(1) Spare Atari 850 Interface Module (untested, powers up fine)
Atari 850 Interface Module Technical Manual
Atari 850 Interface Module Operator's Manual

(4) connecting cables to connect everything above

Atari Touch-tablet (untested)
Koala Pad (untested)

2 Atari joystick controllers, pair of paddle controllers
2 Wico Command Control trackballs
2 Wico bat-style joystick controllers

CASSETTE PROGRAMS

Conversational French (All 5 Cassettes, manual, plastic binder)
Conversational German (All 5 Cassettes, manual, plastic binder)
Conversational Italian (All 5 Cassettes, manual, plastic binder)
Conversational Spanish (All 5 Cassettes, manual, plastic binder)

An Invitation to Programming 3: Introduction to Sound and Graphics
(includes both cassettes, box and manual)

(22) CARTRIDGES:

Assembler Editor Computing Language (with User's manual and Errata)
Asteroids (with manual)
AtariWriter Word Processor (with manual and quick reference card)
Basic Computing Language (with Reference Manual)
Centipede
Defender (with manual)
Dig Dug
Donkey Kong (with manual)
Frogger (Parker Brothers)(with manual)
Galaxian
Joust
Jungle Hunt
Missile Command (with manual)
Ms. Pac-Man
Music Composer
Pac-Man (with manual)
Pilot Programming Language
Pole Position
Qix
Space Invaders (with manual)
Star Raiders (with manual)
Super Breakout

(18) ORIGINAL DISKS WITH MANUALS

Arcade Album #1: Spy's Demise, The Spy Strikes Back
and Thunderbombs all on one disk
Andromeda Mission: Asteroid
Apple Panic Music Box
Blue Max Slime
Bridge Master Space Chase
Cytron masters Space Eggs
Dimension X Wayout
DodgeRacer Zaxxon
Downhill (APX) Zork I
Jaw Breaker

BOOKS AND OTHER DOCUMENTATION

Atari Home Computer product catalog
Atari Home Computers: The Next Generation catalog

Programmer's Card (Laminated guide to hardware registers, OS shadow,
Antic modes, IOCB structure, Useful OS Equates, etc.)

Inside Atari Basic - 183 ppg. (Carris, 1983, Reston Publishing)

Atari Basic: A Self-Teaching Guide - 332 ppg.
(Albrecht, Finkel & Brown, 1979, Wiley & Sons)

Atari Sound and Graphics: A Self-Teaching Guide - 234 ppg.
(Moore, Lower & Albrecht, 1982, Wiley & Sons)

The Atari Assembler - 270 ppg. (Inman & Inman, 1981, Reston Publishing)

6502 Assembly Language Programming - 606 ppg.
(Leventhal, 1979, McGraw-Hill)

6502 Assembly Language Subroutines - 550 ppg.
(Leventhal & Saville, 1982, McGraw-Hill)

Machine Language for Beginners - 350 ppg.
(Mansfield, 1983, Small System Services, Inc.)

Mapping the Atari - 194 ppg. (Chadwick, 1983, Small System Services, Inc.)

Master Memory Map for Atari 400/800 Computers - 30 ppg.
(Sherer, 1982, Educational Software, Inc.)

Atari Pilot for Beginners - 229 ppg.
(Conlan & Deliman, 1983, Reston Publishing)

The Elementary Atari - 287 ppg. (Sanders, 1983, Datamost, Inc.)

Your Atari Computer: A Guide to Atari 4/800 Personal Computers - 458 ppg.
(Pool, McNiff & Cook, 1982, McGraw-Hill)

Inside Atari DOS - 120 ppg. (Wilkinson, 1982, Small System Services, Inc.)

Compute!'s First Book of Atari - 184 ppg.
(1981, Small System Services, Inc.)

Compute!'s Second Book of Atari - 250 ppg.
(1982, Small System Services, Inc.)

Compute!'s First Book of Atari Graphics - 248 ppg.
(1982, Small System Services, Inc.)

The RS-232 Solution - 194 ppg. (Cambell, 1984, Sybex, Inc.)
(Guidebook showing how to connect systems to RS-232 peripherals)

The Complete Handbook of Personal Computer Communications - 546 ppg.
(Glossbrenner, 1985, St. Martin's Press)

Games For Your Atari - 125 ppg. (Bunn, 1983, Virgin Books)

Atari Program Exchange - Program Submission Materials
Atari Program Exchange - Program Author's Handbook
Atari Program Exchange - Manuals Only:
Atari Program-Text Editor, Basic Program Compressor
(Masher), Deep Blue C Compiler, Deep Blue Secrets,
Disk Fixer (Fix) - Rev. 2.0, Extended Fig-Forth,
Forth Turtle Graphics Plus, Fun-Forth, Ion Roadway,
Load 'n Go, Salmon Run, Speed-O-Disk, Typo Attack

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| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
| Graphic and Web Site Designer | "Art as expression - Not as market |
| Atari 2600 Game Cart Collector | campaigns - Will still capture our |
| Prog/Speed/Death Metal Drummer | imaginations" - Neil Peart |
```

3969. Re: Geos for Atari b bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971204152000.KAA23526@ladder02.news.aol.com>
Source record: 68104

GEOS never came out for Atari computers. It was made available for Apple and C64s, because they sold a lot more computers than Atari did. Some really nifty computers have come and gone, Atari among them, mainly due to lack of good business strategies, pure and simple.

Bob Stone

Bostone1@aol.com

3970. Re: Geos for Atari b bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <665njf$2dv$3@flood.xnet.com>
Source record: 68105

Bob Nixon (bigrex@nospam.primenet.com) wrote:
: Digging deep, as memory serves, I had a demo disk of 'Geos' for
: the Atari8. After talking to a guy at work that was into C-64's,
: he informed me that Geos (mouse and all), was a regular OS an the
: C-64. Why did it never migrate to the Atari Xl. Xe's?
: BTW, I bought Geo Works for the PC some years ago but don't have
: any use for it anymore. Does anyone know if this is the same
: company that made Geos for the 8bit computers?

Yes, Geo Works (and anything from the current company "Geoworks") is from the same people that did the original GEOS.

And I think the reason for the lack of GEOS on the Atari 8-bits is its point in history--1985-1986 was the peak for the Commodore 64, Commodore launched a redesigned 64 model with GEOS bundled in, and millions more sold.

The Atari 8-bit line was not enjoying quite the same success in the 1985-1986 period, as I recall, so Berkeley Softworks (as they were known at the time) was not about to invest in the platform.

: I think there was also more 80 column stuff for the C-64. They
: even had a Y-C cable and monitor. I not being a traitor, I'm just
: curious about how and why things went down like they did back
: then as I never bothered with C-64 because at that time, they
: were considered inferior??

The C128 had a true 80 column mode. You could coerce an 80 column text mode out of a 64, somewhat painfully, through hardware or software. It didn't work with very much. But both the 64 and 128 always had Y/C outputs...that's why the C= 1702 monitor took Y/C inputs and so many Atari people use them.

I didn't consider the 64 inferior, at the time or now. :)

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine Anchor, Amiga Legacy
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

3971. Auction, Books, Magazines, Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: CStadler@mgpi.com
Message-ID: <666jmgdqv1@metro.atlanta.com>
Source record: 68106

*** AUCTION ***

Best off takes any and or all.
Email CStadler@mgpi.com for bid

* COMPUTE 1983 Package *

Compute June 1983, Compute July 1983, Compute August 1983
Compute September 1983, Compute October 1983, Compute November 1983
Compute December 1983

* COMPUTE 1984 Package *
Compute January 1984, Compute February 1984, Compute March 1984
Compute May 1984, Compute July 1984, Compute August 1984
Compute September 1984, Compute October 1984, Compute November 1984
Compute December 1984

* COMPUTE 1985 Package *
Compute January 1985, Compute Feburuary 1985, Compute April 1985
Compute May 1985, Compute June 1985, Compute July 1985
Compute August 1985, Compute September 1985, Compute October 1985
Compute November 1985, Compute December 1985

* COMPUTE 1986 Package *
Compute January 1986, Compute February 1986, Compute March 1986
Compute April 1986, Compute June 1986

* ANTIC PACKAGE / MISC *
Antic November 1983
Antic December 1984
Antic August 1985, Antic November 1985, Antic December 1985
Antic January 1986, Antic February 1986, Antic March 1986
Antic April 1986, Antic September 1986
Antic January 1987
Family Computing Volume 1 Number 1
K Power April 1984

SOFTWARE PACKAGE :

Software (diskette/box/instructions/complete)
****
Super Huey, The Eidolon, Snooper Troops, Gauntlet, Temple of Apshai, Ace of
Aces, Gambler, Infiltrator, Bill Budge Pinball Const Set, Flight Simulator
II, Spitfire Ace

Software (diskette/instructions only)
****

Silent Service, F15 Strike Eagle, Summer Games, Leader Board

Software (diskette only)
****
Fight Night, World Karate Championship

Software (Cartridge Only)
****
Frogger II, Super Breakout, BASIC, PACMAN, Easter Front, Star Wars, Miner 2049er, Eagles Nest (XE Only), Qbert, Pitstop, Gorf, James Bond 007, Star Raiders, Centipede, Atari Writer, Qix, Computer Chess

3972. Infos gesucht [german translation of "news wanted"]

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <666kr7$r42$2@fbi-news.informatik.uni-dortmund.de>
Source record: 68107

Hallo!

Ich suche neue Informationen zur Atari *-Bit Szene, z.B.

- Termine von Messen, Regionaltreffen, Aktionen
- Infos ueber _neue_ Hardware, Software
- Berichte von Messen/Aktionen/Treffen
- Infos ueber aktuelle Software/Updates
- Neue, interessante URLs zu Atari 8-Bit.
- und was ihr sonst fuer interessant haltet.

Ich schreibe naemlich fuer den ABBUC e.V., einem deutschen Atari 8-Bit-Club
einen Newsletter, das ist eine Art moderierte Mailingliste, auf der Infos
in kurzform verschickt werden. Und ich bin auf eure Mithilfe angewiesen.

Schickt mir eure Infos in Kurzform an abbuc.news@poboxes.com

Naehere Infos dazu findet ihr im Web unter:
http://www.poboxes.com/abbuc.news (deutsch)
http://www.meijer.demon.nl/atari/abindxnl.html (hollaendisch)
http://www.meijer.demon.nl/atari/abindxen.html (englisch)

Danke fuer Eure Unterstuetzung!

Thomas Rosanski
privat: thomas @ rosanski.de
Universitaet: rosans00 @ marvin.informatik.uni-dortmund.de
Abbuc News: abbuc.news @ poboxes.com

3973. news wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <666kep$r42$1@fbi-news.informatik.uni-dortmund.de>
Source record: 68108

The german user group "ABBUC e.V." provides a kind of moderated mailing list,
called "ABBUC News". This is a newsletter, where I put all new and interesting
information around the user group and around activities/hardware/software
for atari 8bit computers.

If you have any interesting information,
e.g.
- fair dates, club meetings
- infos about _new_ hardware, software that is released
- reviews about club meetings, fairs etc.
- infos about whats going on in the atari 8bit world
- new and interesting URLs
- other special infos about the atari 8bit

please send it to abbuc.news@poboxes.com
The newsletter will be in german languange only, althought there is an
english translation of it on the web.
See http://www.poboxes.com/abbuc.news for german languange infos
or http://www.meijer.demon.nl/atari/abindxen.html for english languange infos
or http://www.meijer.demon.nl/atari/abindxnl.html for netherlands infos.

Please send mails with new, actual infos only. No outdated infos wanted.

Thanks for supporting the german atari 8bit users.

Thomas Rosanski
privat: thomas @ rosanski.de
University: rosans00 @ marvin.informatik.uni-dortmund.de
Abbuc-News: abbuc.news @ poboxes.com

3974. Re: alt.atari.binaries (worthless, should be dropped)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: ShutUp@shutup.net
Message-ID: <3486e072.10537978@news.pacbell.net>
Source record: 68109

All moderated groups are worthless. Whenever you have to kiss
someone's ass, everything gets watered down. Everyone's busy kissing
each other's asses, worrying about "netiquette" bullshit, worrying
about offending the "big cheese", etc., etc..

Just because I responded to your message
doesn't mean we're palsy-walsys, ok?

3975. For Sale: Atari Trak-Ball (Mint in box)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: Trevor Holyoak <trevor@holyoak.com>
Message-ID: <3487022E.DF81108C@holyoak.com>
Source record: 68110
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.atari

Atari Trak-Ball Model # CX80. "For use with the Atari Video Computer System (2600 & 7800) and all Atari Home Computers (400/800/XL/XE). Works with any Joystick-compatible game. Full 360 degrees of precision control. Amazing response for higher scores in fast-action game play. Left and right fire buttons." New, mint condition, in unopened box.

For more info, please visit
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2509952

3976. WANT TO BUY: ATARI 1050 DISK DRIVE, WANT TO SELL: 2 800's, 3 800XL's, "WARP SPEED HAPPY DRIVE"

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: Matthew Spielman <mspielma@mrc-group.com>
Message-ID: <348714D0.793C@mrc-group.com>
Source record: 68111

I desparately need to get my hands on an atari 1050 disk drive to help
my father transfer some of his old papers and documents from his
AtariDOS disks to a PC (and play my old, favorite games in the process).
Mid-West US and NE US only please.

3977. Re: Geos for Atari b bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <3487057A.16B0DA0F@aol.com>
Source record: 68112

The Atari's did have an graphical OS called Diamond GOS, actually I gave some help to the programmer on the icons. It was a cartridge based software package that gave a very similar look & feel as Atari's TOS and could use a joystick or an ST mouse. Diamond Write, Diamond Paint and Diamond Publish were released, however they were a bit slow a buggy, but it was still cool to see a GEM type interface on the 8-bits, at one point discussions with Atari were started for Atari to sell Diamond, but nothing came of it, then a deal was made with a software publishing house which ended up ripping off the author and that whole deal when sour.

Another product which was promised by, I think it was David Sullivan was called GOES, it sounded very promising, he did release a Graphics 0 mode based OS initially, but the final true graphically version were bank switching, SpartaDOS X compatibility and other listed featured never materialized. I believe ANTIC had a type in program back in like 85 or so which was called "Windows" which allow you to do pop-up windows with whatever content you wanted, that had some promise to it.

At one point even the 65816 Turbo-OS had been discussed to have a graphics interface, but that was realistic since the Antic I believe couldn't talk with the 65816, I know there are certain problems involved, Bob Woolley knows a lot about this since he was toying around with added a 65816 PBI card to an XL computer.

I guess Berkley Systems just never wanted to do GEOS for the Atari's, too bad too since I've seen GEOS and it looked really good.

Curt

3978. Re: Disk Drive I/O cable needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <348705FC.6041A896@aol.com>
Source record: 68113

Hi Mason,

Try B&C Atari Sales & Service at www.myatari.com, they have Atari SIO cables still in the original bags, also Weird cables has Atari cables too. I don't have the url off the top of my head, goto this page and click on the Weird Cables link: www.atari.nu/cables.html

Curt

3979. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <348753C7.164@spnt.com>
Source record: 68114

Subject: Re: Programming in BASIC (BXL/BXE)
From: kenneth@spam.not.sayeth.i (Kenneth Jennings)
Date: 1997/11/24
Message-ID: <34798eb9.10634805@news.aatech.com>
Newsgroups: comp.sys.atari.8bit
[More Headers]

On Sat, 22 Nov 97 08:55:01 GMT, The_Shadow@spnt.com wrote:

>I do a lot of programming in both Atari Basic and ML, but I
>have to tell you that while you may enjoy programming in BXL
>or BXE, if you ever intend on anyone else ever being able to
>use your programs stick to either Standard Atari Basic or
>ML. Not everyone has or is interested in purchasing
>BXL/BXE, and I found that when I wrote programs in those
>languages, I couldn't GIVE them away, let alone sell them.
>The identical programs in Atari Basic or ML sold like
>hotcakes.

I discovered this when I submitted a bunch of games to
Compute!, ANTIC, and Analog. Nobody would touch
anything in Basic XL. But it makes me wonder why any
of them published stuff in Action.

Since Action would supposedly compile into ML, it made those programs
more universally runnable.

>With a few short in-line USR routines, you could do anything
>BXL/BXE would do with standard Atari Basic, and make your
>program runnable on ANY machine without the need of a
>special language.

Well, the one thing you can't duplicate is the inherent
increase in execution speed of a Basic XL/XE program.
The same Basic program (in case anyone is not aware;
BASIC XL/XE will load Atari BASIC SAVE'd programs just
fine) runs much faster on Basic XL/XE.

Sure you can! Use the Turbo Basic routine, TURBO_OS.COM or SPEED.COM or
one of the others, and it will run even faster than BXL/BXE in standard
Atari Basic.

BXL/BXE will not load ALL Atari Basic programs and run them either.
When I took over Carina, there were tons of Atari Basic modules which
simply would not run under BXL/BXE for love nor money. While it is safe

to say that it will load and run many of them, I have found that most really worthwhile programs require extensive modification to work correctly under BXL/BXE.

>Since I can't run TextPro without physically unplugging a
>BXL/BXE cart, I finally just said the heck with them all
>together as did everyone else I know, since TextPro is much
>more important than the few programs that run on BXL/BXE.

>My experience has also been that the non-Atari routines in
>BXL/BXE are rather flaky, operating differently on different
>carts. This is not the case with in-line USR routines which
>should work smoothly on any machine.

The only thing I'm aware of is that the move function on my BASIC XL cart behave differently between the 800 OS B (works right there) and XL OS (works wrong there). Loading the Translator on the XL fixes the problem. Otherwise, I've noticed no problems with BASIC XL.

Many of the cart functions which used the SET command would vary widely between carts and computers as well. Having tested several carts which purport to be the same identical version, a program will run differently on each, particularly in the timing region, which while this may not always be critical, it certainly can be.

The bottom line is that while every xl/xe user has Atari Basic, and certainly the majority of 400/800/1200 users do as well, the BXL/BXE carts are far more rare, and writing programs which require them is a very poor choice if you ever plan on letting your program be used by anyone other than yourself, with your specific BXL/BXE cart.

The Shadow

3980. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <348754DF.3281@spnt.com>
Source record: 68115

Subject: Re: Programming in BASIC (BXL/BXE)
From: Robert S Ely <rely@ix.netcom.com>
Date: 1997/11/25
Message-ID: <347AC463.CB777620@ix.netcom.com>
Newsgroups: comp.sys.atari.8bit
[More Headers]

Kenneth Jennings wrote:
>
> On Sat, 22 Nov 97 08:55:01 GMT, The_Shadow@spnt.com wrote:
>
:::::::Much stuff deleted::::::::::

>
> The only thing I'm aware of is that the move function on my
> BASIC XL cart behave differently between the 800 OS B (works
> right there) and XL OS (works wrong there). Loading the
> Translator on the XL fixes the problem. Otherwise, I've
> noticed no problems with BASIC XL.

How so? Move work as documented on my 130XE. Observe the
cautions and
comments and all is well, as far as I can see. I've used it many times.

>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

This as well as many other BXL/BXE functions will vary widely between
carts and computers. While yours may appear to work flawlessly, this
will not be true for many others. This inconsistancy is exactly why I
would never recommend using these languages in anything which is planned
for public distribution.

The Shadow

3981. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: The Shadow <The_Shadow@spnt.com>
Message-ID: <34876088.2FFC@spnt.com>
Source record: 68116

Subject: Re: Programming in BASIC (BXL/BXE)
From: Robert S Ely <rely@ix.netcom.com>
Date: 1997/11/24
Message-ID: <34797F4A.7099AB2C@ix.netcom.com>
Newsgroups: comp.sys.atari.8bit
[More Headers]

The_Shadow@spnt.com wrote:
>
> I do a lot of programming in both Atari Basic and ML, but I
> have to tell you that while you may enjoy programming in BXL
> or BXE, if you ever intend on anyone else ever being able to
> use your programs stick to either Standard Atari Basic or
> ML. Not everyone has or is interested in purchasing
> BXL/BXE, and I found that when I wrote programs in those
> languages, I couldn't GIVE them away, let alone sell them.
> The identical programs in Atari Basic or ML sold like
> hotcakes.
>
> With a few short in-line USR routines, you could do anything
> BXL/BXE would do with standard Atari Basic, and make your
> program runnable on ANY machine without the need of a
> special language.

This is true to a point. There is a BASIC XL runtime package
that CAN
be given away with BXL programs. While you can't sell the runtime
program, you can sell the BXL program. I just wish they (OSS or ICD) had
come out with a BXE runtime.

While this is true, the runtime package does not take into account how
the SET commands on the original cart were set, and in many cases the
programs will act irratically when run using the runtime package.

OSS and ICD were notorious for creating products which were incompatible
and specifically designed to force you into buying more of their
products, and forcing your friends into buying their products. I have
been an advocate against since pratices from the beginning, and I still
am today. As Turbo Basic illustrated quite nicely, you don't have to
sacrifice standard Atari compatibility to add more power. I have yet to
see a single Atari Basic program which would not run perfectly, although
faster, with Turbo Basic. I can not say the same thing with BXL/BXE.

> Since I can't run TextPro without physically unplugging a
> BXL/BXE cart, I finally just said the heck with them all
> together as did everyone else I know, since TextPro is much
> more important than the few programs that run on BXL/BXE.

Are you running T-Pro under SpartaDOS? If so, there is a
program you
get with in the SpartaDOS Tool Kit called OSS.COM that allows you to
turn off any OSS/ICD cart. Xon or Xon2.com are used to turn them back on
again. Actually OSS.COM should be able to do that as well. By turning
off the cart, it essentially removes it from the system while not
actually physically removing the cart.

I've tried all of those programs under all of the Dos's, and never had
success with any of them. TextPro still thinks Basic is on, and will
not run properly, as do some other programs which have the same
problem. Any program which correctly checks for Basic is not going to
be fooled by the patch to trick them into thinking there isn't a Basic
cart plugged in when there really is, and it is a terrible practice to
expect programmers to look for your patch and abide by it, when it is
not the proper way of doing things.

Each cart, program etc. must remain compatible and use legal calls on
their own accord. While you can control the way your program/cart will
act, it is simply irresponsible to expect everyone else to write their
programs to coincide with your illegal code.

BXL/BXE and SpartaDos are prime examples of programs which could have
been leading edge breakthroughs if the programmers would have been more
concerned with compatibility and the end user rather than the profit
they could gain from them.

To this day, people don't seem to understand that if you write good
programs, you don't have to worry about the bottom line. That's exactly
why Shadow Software is still going strong, and ICD and OSS no longer
support Atari, because they ran out of people they could rip off.
Software designed with the end user in mind, rather than profit, is what
will inevitably separate the men from the boys. The boys have to find
new boys to play with, while the men already have their long established
friends to rely on.

Sure, I make less now than I did 10 years ago, but I am still here while
the others are long gone. I guess that should prove my point better
than anything else. There are still plenty of Atarians out here willing
to buy good compatible programs, and if you only concern yourself with
that, the bottom line will take care of itself.

> My experience has also been that the non-Atari routines in
> BXL/BXE are rather flaky, operating differently on different
> carts. This is not the case with in-line USR routines which
> should work smoothly on any machine.
>

> The Shadow
I haven't seen this? I have run stuff on my 800XL and 130XE that
I
wrote in BASIC XL and XE (assuming BXE isn't using upper 130XE RAM), and
all programs worked fine. I should try some on my 800. I just acquired
this unit recently. I would guess that if the ML routine was written
properly, it would work on all 8-bit systems.

If you are using the same cart to run them which they were written
using, then there is rarely a problem. The problems arise when a
different cart is used. The carts were not all equal. I have used 6 of
them and had every one of them act differently on different things. In
fact, the version of BXL I like the best is the disk based version,
which seems to run identically on every machine. There was seemingly
only one version of the disk based version, rather than the continual
changes in the carts. Even 2 carts with the same version number act
differently, and if you disassemble the code, sure as heck, the source
is slightly different. Why they didn't change the version number, I'll
never know.

The Shadow

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

3982. Re: For Sale: Atari Trak-Ball (Mint in box)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: The Maverick <TheMaverick@Volcano.Net>
Message-ID: <34876468.29A2@Volcano.Net>
Source record: 68117
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.atari

WOW! Another rip-off E-bay auction!

Those who regularly frequent this newsgroup (r.g.v.a.) know that the going price for these around here (mint in box) is about $5-7 since a bunch just hit the market (and maybe less if you live by one of the vendors blowing them out for a couple bucks.)

Isn't it great we have E-bay so people can get ripped off??

the Mav

--

> The Maverick: Too crazy for the looney bin...

> Mav's "I'm not home" Page
http://www.volcano.net/~themaverick

3983. 8bit accesing files from /|\ ST/Falcon

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: john.moffat@lion-nathan.co.nz
Message-ID: <881294589.11496@dejanews.com>
Source record: 68118

Hi there,

Just wondering if anyone can help me out please.

I have got my old Atari 800xl at home right alongside my Atari Falcon 030
What I would like to do is access my CD ROM of Atari software directly
form the 8-bit.

From what I understand..... This would be like APE on the PC It is
possible with an SIO2PC cable (with modifications for the Falcon's port)
The files on my CD are a combination of .ATR, .OBJ, .BIN, .XFD, .COM I
have heard rumours of people out there who do this

What I would like is for someone who has done this, or is doing it to let
me know EXACTLY what I need, and how to do it (Oo-er!) My floppies are
all starting to have occasional errors, and my 1050 drive is starting to
give up.

Any help is most appreciated to stop me buying a PC to do this.

Many, many, many thanks,

Cheers,

John E. Cash
john.moffat@lion-nathan.co.nz

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

3984. Re: New Ice-T trouble

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <ptdkwKw.tandrews16@delphi.com>
Source record: 68119

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>And if you didn't think of that, you should have at least though of
>going straight to the "Telecomm/Terminals" directory at UMich! :)
>
>ftp://atari.archive.umich.edu/atari/8bit/Telecomm/Terminals/
>http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/
>
>:)

Thanks, Bill. I have it - my first FTP transfer! We all have to start somwhere...

TJ

3985. Re: GeoWorks Ensemble

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-04 00:00:00 UTC
From: "Bruce H. Stull" <brucesx@northlink.com>
Message-ID: <6687v1$9dv$1@baygull.rtd.com>
Source record: 68120
Cross-posted to: misc.forsale.computers.other.software,comp.sys.cpm,comp.sys.tandy,comp.sys.atari.8bit,misc.forsale.computers.pc-specific.software,misc.forsale.computers.pc-specific.misc,comp.os.msdos,comp.os.geos.misc

Hi, Yujin!

I can send you Ensemble for evaluation for the cost of the disks and
postage - $8.00. (Sorry, but I have done this three times before in advance
and they never sent the money).

Bruce

Yujin Nagasawa wrote in message <34866C3C.59AA@mail.ic.sunysb.edu>...
>I am looking for old GeoWorks Ensemble (Ver 1.2 or so)
>or GeoWorks Pro. If you have one for sale, please E-mail
>me.
>
>Thank you,
>Yujin
>
>ynagasaw@ic.sunysb.edu

3986. Re: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <6698n4$cht@cyber1.servtech.com>
Source record: 68033

In article <34831c32.16608964@207.97.159.250>,
whistler's brother <tatata@noway.com> wrote:
>On 1 Dec 1997 19:40:03 GMT, eplicon@aol.com (Eplicon) wrote:
>
>>> [...] we got out Miner 2049er, [...]
>>
>>
>>[...] (haven't played it [...] since my 1050 finally died [...]) [...]
>>
>Didnt miner come on a cart? Why would you need a disk to play it?

Shoot, mister, where've you BEEN? Back in those days, not everybody got
their game software by actually BUYING THE CARTRIDGE -- to some folks,
even today, it comes as a surprise even to FIND OUT that "Miner 2049er
came on a cart!" A lot of people "mysteriously acquired" DISK-based
copies of the game, and ONLY EVER saw it in that form! Not that I speak
from personal experience, of course.

Apropos Bounty Bob, anybody ever manage to create a usable disk-based
version of the Bounty Bob Strikes Back cart? I attempted it once, but got
tangled up in converting the cart's bank-switching scheme into a
disk-based "paging" one, and never completed the project...

Chris Chiesa
lvt-cfc@servtech.com

3987. Re: MIO 1MEG upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <66992d$csf@cyber1.servtech.com>
Source record: 68034

In article <881010319.5398@dejanews.com>, <cowpoke1@hotmail.com> wrote:
>
>On a side note, has anyone ever build the ANTIC Eprog (EPROM Programmer/
>Reader?). I built it years ago, and just now pulled it out of the closet
>to get it working. It doesn't read data from a ROM consistently.
>My next try at getting this thing to work is to erase the EPROM and
>read it again. Anyone have success with this?

Haven't actually built/used the thing myself, but I seem to recall Bob Puff telling me, gosh, close to ten years ago now, that SOMEBODY's published, build-it-yourself EPROM programmer/reader didn't work well. He might well have been speaking of the ANTIC one -- and CERTAINLY was, if there weren't any OTHERs! Bob naturally got around the problem by designing and building (and selling, I'm sure) his own, better unit...

Chris Chiesa
lvt-cfc@servtech.com

3988. FA on Ebay: Atari 800; 810; 850; 1050; SupraModem; Ultima 5, Ultima 4

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34882f82.721256@news.earthlink.net>
Source record: 68035

2630710: ATARI 1050 floppy disk drive 5.25"
Bidding starts at: $9.00
Auction ends on: 12/08/97 19:14:32 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2630710

2631294: SupraModem 2400
Bidding starts at: $5.00
Auction ends on: 12/08/97 19:23:49 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2631294

2678680: ULTIMA 5 for PC from Origin
Current bid: $9.00
Auction ends on: 12/09/97 23:04:47 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2678680

2679666: ULTIMA 4 from Origin for the Apple 2
Bidding starts at: $9.00
Auction ends on: 12/09/97 23:59:35 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2679666

2754353: ATARI 800 Computer
Bidding starts at: $9.00
Auction ends on: 12/12/97 01:01:29 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2754353

2754382: ATARI 810 Floppy Disk Drive
Bidding starts at: $9.00
Auction ends on: 12/12/97 01:05:21 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2754382

2754411: ATARI 850 Interface
Bidding starts at: $9.00
Auction ends on: 12/12/97 01:08:54 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2754411

ZZyzx

"Me, indecisive? I'm not so sure about that."

3989. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/vendev_881320955@rtfm.mit.edu>
Source record: 68036
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: November 24, 1997

Welcome to the comp.sys.atari.8bit newsgroup!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael Current
mailto:mcurrent@carleton.edu

Please refer to the latest version of this FAQ list whenever possible!

Available via these locations and Usenet FAQ archives everywhere:

http://www.faqs.org/faqs/atari-8-bit/vendev/

ftp://rtfm.mit.edu/pub/faqs/atari-8-bit/vendev

news:comp.sys.atari.8bit news:comp.answers news:news.answers

Or you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: Introduction

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed=
=2E
Persons or entities holding rights to products, but not selling or supportin=
g
them in any way, are NOT listed here.

"Vendor" =3D Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" =3D Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
```

developer. No prices are given.

"Publisher" =3D Publishes a print or disk magazine, or a book. Complete
subscription or ordering information should be given, including prices.

"Repair Shop" =3D Can repair many 8-bit Atari and related hardware devices. =
Be
sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication
title. If no company name exists, a personal name is used. "See"
references indicate complete information may be found under the given
heading. "See also" references indicate closely-related information may
be found under the given heading.

When writing to request catalogs, it's always a good idea to include a
Self-Addressed Stamped Envelope. When writing to foreign firms, try
enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for
personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed,
shareware payment required for continued use
=46reeware - protected by copyright, may be freely copied and distributed,
no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything
with it, period.

Software is protected by copyright from the moment of creation. No copyrigh=
t
notice is required for copyright protection.

Software does not enter the Public Domain unless explicitly released to the =
PD
by the copyright owner. If there is no copyright notice, software must be
considered Freeware rather than in the Public Domain.

My article "Intellectual Property Protection for Computer Software" appeared
in Atari Classics, 3(1), 1994, pp. 4-7, or see:
http://www.library.carleton.edu/staff/michael/acarticle.html

Verfications -> YOU!

This list is in a constant state of development, and comes with no
guarantees. Information of this nature constantly ages; therefore, the
information contained in this list is constantly updated. Please use the
latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most
updates to this list come from you, the user of the list, I'd like to
recognize a few of my more prominent sources:

- Atari Classics, published by Bob Woolley
- New Atari User, published by Page 6 Publishing (Les and Sandy Ellingham)
- Classic Computing, published by the Historical Computer Society

"Hi!" to Marek Tomczyk, who has supplied so much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to
send me updates that correct errors that you find. If you use this
list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC/AMS & Portronic (Armin Stuermer)
=46roebelstrasse 14a
D-65203 Wiesbaden
Germany
tel: +49 611/9600975
Developer: Portronics hardware: Uni Pad, Power Pad, Stereo Blaster/Phaser,
Herbert; AMC/AMS software

American Techna-Vision (Ralph Maddox)
15338 Inverness St.
San Leandro CA 94579-2016

USA
tel: (510) 352-3787
mailto:rmax99@ix.netcom.com
Vendor: new hardware

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Associated Enterprises
2781 Houston Dr
Los Osos CA 93402-4309
USA
(805) 528-1117 (voice)
(805) 534-1117 (fax)
mailto:DCBBERRY@aol.com (Dave Berry)
mailto:halling@silcom.com (Vic Halling)
http://www.silcom.com/~halling/
Vendor: new and used hardware and software

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45

D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 3265 Online: Mon.-Fri.: 19.00h - 06.45h (MEZ)
Sat.+Sun.: 15.00h - 06:45h (MEZ)
mailto:wburger@cww.de
http://home.t-online.de/home/WBurger/
Developer: various hardware and software,
(including BW-DOS 1.10 printed German manual)
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

Atari Classics (Bob Woolley, Editor)
1161 Bay St
Alameda CA 94501-3911
USA
mailto:rwoolley@pacbell.net
mailto:75126.3446@compuserve.com
Publisher: Atari Classics (print magazine)
"Published no more than six times a year"
Software disks will be distributed every second issue
6 Issues 12 Issues 18 Issues
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
=46AX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avalon
See: L.K. Avalon

Subject: B

B&C ComputerVisions
5917 Stope Way
El Dorado, Ca. 95623-4716
USA
tel: (916) 295-9270
=46AX: (916) 295-9271
After Nov 1 1997 the area code becomes (530)
mailto:myatari2@juno.com
http://www.myatari.com/
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.com:80/Fujidom/
Vendor: used hardware, used software

Matthias Belitz
See: Steve Birmanns

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
=46AX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

BEWESOFT (Jiri Bernasek)
Na Hrebenkach 42
150 00 Praha
Czech Republic
Developer: BW-DOS 1.30

Steve Birmanns and Matthias Belitz
Germany
mailto:stefan_birmanns@ac.cybercity.de
mailto:matz@kawo2.rwth-aachen.de
http://www.kawo2.rwth-aachen.de/~matz/atari/
Developers: MSC IDE-Harddisk-Controller

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (BSC) (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
mailto:bensmith@teleport.com
http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
=46resno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA

tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animal=
s,
Mathematics, Fractals

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germany
tel: +49 -(0) 7428-1260
Developer: PC SLOT: Schematics + handler software, PC Herc Card,
ISA<->Atari interface card, Connector for above

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
=46ederal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.geocities.com/Hollywood/Lot/4205/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K)

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Classic Atari OnLine (online magazine)
See: David Schmudde

Classic Computing (print magazine)
See: Historical Computer Society

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Classics
RR 1 Box 117
Cabool MO 65689-9504
USA
tel: (417) 469-4571
Vendor: used hardware
Repair shop.

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
=46AX: (714) 538-1707
mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services (CSS)
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
=46AX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps

mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
mailto:ddjt62c@prodigy.com
Service: converts disks from Atari 5.25" to IBM PC 3.5" format
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk (AVD) Shell (for MS-DOS)

Cyber Networking (Nelson Nieves)
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
mailto:nelson@cybernetworking.com
Developer: Atari 8-bit--SpartaDOS Project
Project Disk 1: Cls, ChkDisk, Code, Cold, Compare, DelTree, EOLCmp, ExPrint,
=46Atr, FTD, Reset, Tree, TSplit, UnDel, WipeDisk, WipeFile, xErase, xPeek,
xPoke, xType;
NN Tools

Subject: D

Dadgum Games
P.O. Box 1154
Issaquah, WA 98027-1154
USA
tel: 1-888-313-4699 (orders only)
tel: 425-313-4699
mailto:sales@dadgum.com
Publisher: Halcyon Days: Interviews with Classic Computer and Video Game
Programmers (software for Mac or PC)

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson)
mailto:dand1@azstarnet.com
http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
mailto:nirdary@pacificnet.net
http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE Hard- & Softwareservice
=46irma Matthias Faust
=46anny-Lewald-Ring 102
D-21035 Hamburg
Germany
Tel: +49-(0)40-735 21 84
=46ax: +49-(0)40-735 57 80
BBS: +49-(0)40-735 57 80 (a lot of XL/XE-Software for download)
mailto:databyte@computer4u.com
mailto:databyte@databyte.hh.eunet.de
http://ourworld.compuserve.com/homepages/matzi
Vendor: hardware and software
Developer: Wordprocessors Text-800 and Text-130, Briefkopf 1029 (Publishin=
g
Software), Makler & El Bordello (strategic games like Kaiser or Hanse)

DataQue (NO LONGER REACHABLE???)
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
mailto:dataque.1@genie.com
mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cabl=
e

David M. Deaven
mailto:deaven@ishmael.ameslab.gov

http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

DGS
See: Dean Garraghty

Digi-Key
701 Brooks Ave S
Thief River Falls MN 56701-2723
USA
tel: 1-800-344-4539 Orders
tel: (218) 681-6674
=46AX: (218) 681-3380 Orders
=46AX: (218) 681-3380
http://www.digikey.com/
Vendor: general electronic parts

Digital Data Factory (Edward Williams)
200 Crestview Dr Apt 62
Jacksonville AR 72076-4068
USA
(501) 985-2082
Used hardware
Repair Shop.

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

Division Software
mailto:d.soft@freenent.hamilton.on.ca
Developer: Genterm (IBM terminal program supporting ATASCII graphics)

Discount Video Too (Gary)
3223 S US Highway 1 Ste F
=46ort Pierce FL 34982-6380
USA
tel: (561) 464-0019 1pm-9pm (EST) Mon-Sat
mailto:modemkid@gate.net
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
mailto:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W Artesia Blvd
Gardena CA 90248-3215
USA
tel: 1-800-543-0540
tel: (310) 217-8021
=46AX: (310) 217-0950
BBS: (310) 217-1922
mailto:ecsc@caprica.com
http://www.eio.com/
Vendor: general electronic parts

Emulators Inc. (Derek Mihocka)
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
=46AX: (206) 236-0257
mailto:emulators@msn.com
http://www.emulators.com/

Developer: ST Xformer 3.0, PC Xformer 3.7, PC Xformer 3.60, Xformer Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software (Angelo Vahatouras)
27 Stiles St
Elizabeth NJ 07208-1902
USA
tel: (908) 558-9518
mailto:VangelisV@AOL.com
Vendor: commercial software. "has over 1,000 titles for the Atari 8 &
16 bit machines, please E-mail for complete listings"

Subject: F

=46ar North Computers
59 College Rd., #217
=46airbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

=46IRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
mailto:david@signus.demon.co.uk
http://www.signus.demon.co.uk/david/
Developer: Alien Encounter, Superman, Test Computer Language,
UltraSpeed Copier 2.3, 1050 Menu - MultiBoot Variety,
Atari800 Emulator 0.8.0

=46riedland Computer Systems, Inc. (Nolan Friedland)
tel: (612) 689-0880

mailto:quinn@sliders.com
Vendor: hardware and software

Ron Fries
mailto:rfries@tcmail.frco.com
Developer: POKEYSND 2.0: POKEY Chip Sound Emulation Library
ftp://members.aol.com/atari800xl/pokey20.zip

=46utura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
Developer: XL-it! 0.20
A win95 frontend by mailto:e9326116@stud1.tuwien.ac.at (Roland Gimpl)
is located at http://stud1.tuwien.ac.at/%7Ee9326116/atari/

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England

tel: (01302) 784642
mailto:RGorexxx@aol.com
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab X=
E,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies,
Guntris, Tag!

Thomas Grasel
Dillenburgerstrabe 61
60439 Frankfurt / Main
Telefon / Fax: 069 / 577516
mailto:tgrasel@controlware.de
http://home.t-online.de/home/TGrasel/
Developer: hardware: SIO2PC-Interface 4.16, PC-Xformer-Kabel,
Autom. 2-Rechnerinterface, Schaltnetzteil f=FCr ATARI (SNT),
8-Kanal Digitalvoltmeter (DVM), XL Schaltinterface

Subject: H

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
mailto:jharris@poboxes.com
Developer: the MAE assembler 1.1 (also wrote: Jawbreaker, Frogger, Hackers=
)

Highlander Soft (Raimund Altmayer)
See Also: Micro Computer Service
Konz, Germany
Developer: Turbo-BASIC-XL, IDE hard disk interface

Mike Hill
mailto:mhill@one.net
http://w3.one.net/~mhill/
Developer: Pokey 0.62 (800/800XL/5200 emulator for MSDOS),
Printer Port Pokey Sound Card

Historical Computer Society (HCS) (David A. Greelish)
3649 Herschel St

Jacksonville FL 32205-9060
USA
mailto:historical@aol.com
http://www.cyberstreet.com/hcs/
Publisher: Classic Computing (quarterly print magazine, ISSN:1074-2557)
US$14/year or $3 for a sample issue, USA
US$16/year Canada
US$20/year International
US$3 sample issue

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
3431 S Federal Blvd Ste G
Englewood CO 80110-1826
USA
tel: (303) 762-8080
Vendor: hardware and software
Repair shop.

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

---

Subject: I

The Independent Eight Bit Association (IEBA)
32/34
Carfin Street
New Stevenston
Motherwell
Scotland ML1 4JL
tel: 01698 732403
mailto:Brian@spheroid.demon.co.uk (Brian Watson, Publicity Officer)
Vendor: directory of clubs, magazines, repairers, suppliers, etc., for
ALL 8-bit computers. Other projects planned.

Subject: J

Jameco Electronics
1355 Shoreway Rd
Belmont CA 94002-4100
USA
tel: 1-800-831-4242
tel: (415) 592-8097
=46AX: 1-800-237-6948
=46AX: (415) 592-2503
BBS: (415) 637-9025
mailto:info@jameco.com
http://www.jameco.com/
Vendor: general electronic components, computer products
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdevices
1850 S 10th St
San Jose CA 95112-4108
USA
tel: 1-800-538-5000 24 Hour Toll Free Ordering
=46AX: 1-800-538-5005 Fax Orders
tel: 1-800-538-5002 Technical Support
tel: (408) 494-1400 local phone number
USA
http://www.jdr.com/
Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kaiser Soft (Markus Romer)
Schiefersteinstr. 10
D-55606 Kellenbach

Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polen/Tschechien games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
NEWER NUMBER -> +48 601 21-29-05
=46AX: -659-34-14
mailto:karin@polbox.com
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra"
mailto:bobkla19@sisna.com
Vendor: new and used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 S Vancouver Ave
Russellville AR 72801-5632
USA
tel: (501) 967-3843
mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.16

KE-Soft (Kemal Ezcan)
=46rankenstrasse 24

63477 Maintal
Germany
tel: +49 6181 87539
=46AX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivatio=
n,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

King Kong (Torsten Schallt)
mailto:schallt@fh-worms.de
Developer: hardware for your XL and your 1050, tester of Power Drive 351 X=
=46

Konrad M.Kokoszkiewicz (Draco) and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
mailto:draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
=46AX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
mailto:chris@shenleyfields.demon.co.uk
http://www.shenleyfields.demon.co.uk/rainbow.html
Developer: Rainbow - Atari 8-Bit Emulator for the Apple Mac and
Windows 95/NT with Direct X

Rich "Twist" Lawrence
mailto:rich@kesmai.com
http://www.cris.com/~Twist/atari800win/
Developer: Atari800Win version 1.4 (Atari 8-bit emulator for Win9X/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
=46rance
mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107

United States
mailto:halliwee@ts436.dyess.af.mil
mailto:e.halliwell@genie.com
Developer: FlickerTerm 80, ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, MazeWar 3D, Cliff Diver

Subject: M

Ivan Mackintosh
mailto:ivan@rcp.co.uk
http://dales.rmplc.co.uk/ivan/atari/
Developer: ImageMan 0.3, Monitor 1.1, XFD2ATR, ADIR, ROBC2DOS

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables fo=
r
SIO ports joystick replacement cables and cable extensions (catalog availabl=
e)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro Computer Service
See Also: Highlander Soft
Mainz, Germany
Developer: Turbo-BASIC-XL

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121-353-5730 4pm-8pm Mon-Fri
=46AX: 0121-352-1669
mailto:101755.2443@compuserve.com
http://ourworld.compuserve.com/homepages/derekfern/
Vendor: new/used hardware, commercial software
Developer: Print Works (text processor for 1029 printer), Tagalon,

Tube Baddies, The Last Guardian, Zybex (in POKEY/GUMBY Stereo),
G.M Transfer Cable (SIO2PC compatible), 1050-2-PC Cable
MAJOR ATARI PARTS SOURCE

Mirage Software / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
=46AX: 671-76-22
Pawel M. Kalinowski, Executive Manager
Tel: +48 22 616 1555, Mobile: +48 601 61 50 19
mailto:atari@boss.com.pl
http://atari.boss.com.pl/
Vendor: hardware and software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock),
OMC65 (MAC/65 cross-assembler for DOS/Windows)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Ln
Austin TX 78757-7642
USA
mailto:74766.1561@compuserve.com
mailto:rldetlefsen@delphi.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256

United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
=46AX: (707) 527-0674
mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
=46armingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software (NBS)
c/o Bill Kendrick
7673 Melody Dr
Rohnert Park CA 94928-5435
USA
Phone..1-707-795-7852
=46ax....1-707-795-5678
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, Didi 7, DollMan, Fire,
Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games:
Aster Blast, Balloonier, Boom!, Chicken, Cooltris, Gem Drop, Mah Jongg, Puzz=
le,
Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: File Selector 0.=
4,
MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk,
PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
c/o S.J. Murray
P.O. Box 11903
Westhill

AB32 6GE
Scotland
Publisher: Futura (quarterly newsletter on disk)
4-issue/6-disk subscription: #10

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Subject: P

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual, 10 Prin=
t,
Enigmatix!, 10th Anniversary Demo, Mini Office II, Transdisk IV, The Big Dem=
o
Publisher: New Atari User (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2

Canada
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)171-9254660 (a cellular phone, always available)
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Portronics
See: AMC/AMS

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St
Winter Springs FL 32708-4341
USA
mailto:74030.2020@compuserve.com
mailto:potterj@real3d.com
mailto:jdpotter@worldnet.att.net
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (PPP) (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M. Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (c=hr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print; however, back issues are still available, and also disks with the programs from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
mailto:76702.1076@compuserve.com
Developer: BobTerm 1.22
(There's also a 1.23 that's specific to PC XFormer)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12

D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
=46AX: (504) 388-5263
mailto:tom@ready.rsip.lsu.edu
http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Softwa=
re
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Larry Richardson
6043 Dairy Rd
Baker FL 32531-8729
USA
mailto:lizr@crestviewfl.com
Developer: VTEX

Ronnie Riche
See: Dale F. Wooster for TextPRO documentation
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

=46abien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

David Schmudde
mailto:dschmud@heartland.bradley.edu
http://ourworld.compuserve.com/homepages/dschmud/fcao.htm
Publisher: Classic Atari OnLine (online magazine)

Ernest R. Schreurs and Bo Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
mailto:ernest@pi.net (Ernest)
mailto:stack@xs4all.nl (Bo)
Vendor: the POOLDISK PD/freeware/shareware CD-ROM (1.0)

Shadow Software (David Hunt, The Shadow)
16016 SE Division St Box 19
Portland OR 97236-1999
USA
mailto:The_Shadow@spnt.com (The Shadow)
tel: (503) 256-9974 24 hrs (Bravo Sierra Computers)
BBS: (503) 761-9074 (ACE of America)
Developer: Carina BBS

Sikor Soft
c/o Pawel Sikorski
1-go Sierpnia 28/64
02-134 Warszawa
Poland
tel: +48 22 846 66 01
Developer: Cyborg, Fire Stone

Richard Smith
P.O.Box 71017
16655 Yonge Street
Newmarket
Ontario
Canada L3X 1Y8
mailto:richs@interlog.com

http://www.interlog.com/~richs/atari.html
Vendor: commercial software (plus a bit of new hardware)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

Lenard Spencer
2513 Healy Dr
Orlando FL 32818-3109
mailto:lenspencer@aol.com
http://members.aol.com/lenspencer/atari8.htm
Developer: HyperSpeed (high-speed R: handler for Multi-IO and Black Box interfaces), Forem-XE Pro 5.4 (BBS program)

STAK Atari (print magazine)
See: Revista STAK Atari

SteveR's Classic Cartridges (Steve Reed)
mailto:Stever@on-ramp.ior.com
http://prowlers.net/stever (Updated Videogame page)
http://www.ior.com/~stever (Classic Cart Web Page)
BBS: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Vendor: used hardware and software

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
=46AX: (916)/661-1201
BBS: (916)/661-1538
mailto:steves@woodland.net
http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Stichting Pokey =3D Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands
Vendor: new hardware, commercial software, books
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip), t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart

Germany
tel: (0)711/45 51 71
mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: +61 7 54969169
=46AX: +61 7 54969056
mailto:sup8pdct@closer.brisnet.org.au
ftp://www.closer.brisnet.org.au/atari8cd/ (POOLDISK CD-ROM online)
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Vendor/Developer: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
9:00AM - 7:00PM Monday-Friday; 10:30AM - 6:00PM Saturday; Closed Sunday
tel: (410) 544-6943 Voice
=46AX: (410) 544-1329 FAX
tel: (410) 544-5354 Tech Support
mailto:info@toad.net mailto:orders@toad.net mailto:service@toad.net
http://www.ataricentral.com/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
See: Kaiser Soft

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527

Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
mailto:schrist@interlog.com (Stephen Christian)
http://www.interlog.com/~schrist/taf/
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
mailto:classics@nacs.net
http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.15, APE ProSystem 1.15,
APE Warp+ OS, Imagic 1.05

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson

(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61 (Lance Ringquist)
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hours
=46AX: (612) 449-0488
Vendor: new/used hardware, new/used software

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln

Parma Heights OH 44130-4654
USA
tel: (216) 843-8815 24hrs
mailto:vga2000@ix.netcom.com (preferred)
mailto:vga2000@io.com
mailto:dw901@cleveland.freenet.edu
http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Game OASIS (Charles Sumner)
10116 Aldrin Circle
El Paso, TX 79927
USA
mailto:rsumner@tnis.net
http://home.onestop.net/classics/
Vendor: used hardware

Video Magic
c/o Frank M. Polosky
PO Box 9542
Pittsburgh PA 15223-0542
USA
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Vogtlander (Helmut Weidner)
Vendor: hardware and software

Subject: W

Wacko Software
mailto:ellman@xs4all.nl
http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
mailto:dfwooster@aol.com
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $=
6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: =
$3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,

Rambrandt, BobTerm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
mailto:chasm@earthling.net (Charles Marslett)
mailto:chasm@bix.com (Charles Marslett)
mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

ZTM Software Manufacturers
P.O. Box 240
=46orked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=3D=
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End of atari-8-bit/vendev
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3990. montezuma revenge

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <34884620.2A02@wanadoo.fr>
Source record: 68037

```
hello
i search montezuma revenge or No 1
for xf33 for PC
Thank you
sorry i not speak french
Alain
```

3991. Re: reading .BAS files on PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EKqC9D.2G@iglou.com>
Source record: 68038

On 1997-12-02 slmph@cc.usu.edu said:
>I've discovered the Antic archives on the www, but all
>of the example programs are in Atari .BAS format. Is there a way
>that I can convert these files to ASCII format so I can read them
>on my PC? -Tom

You probably would have to load them in Basic on an emulator or a real Atari,
then LIST "D:FILENAME"

Bill Marcum

Net-Tamer V 1.09.2 - Test Drive

3992. FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <3488966A.14ED96B8@mail.bcpl.lib.md.us>
Source record: 68039

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 800XL Computerin box $20
(2) Atari 800Xl Computers $20
(2) Atari 1050 Disk Drives w/o power supply $20
(1) Atari 850 Interface - untested $25
(1) Atari XM301 300Baud Direct Connect modem w/box $10
(2) Atari 1030 300Baud Direct Connect modems $10
(1) Atari 410 Program Recorder $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(2) Atariwriter Word Processor
(1) Basic Computing Language

ATARI 8-BIT Tapes ($1 each) for program recorders
-----------------
(1) Lords of Karma
(1) Rosen's Brigade
(1) Telengrad
(1) Empire of the Overmind
(1) Crush, Crumble, and Chomp
(1) King Arthur's Heir
(1) Air Strike
(1) Astro Chase

COMMODORE 64
------------
(1) 64Modem $5
(1) 1650 Automodem $5

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

3993. Re: For Sale: Atari Trak-Ball (Mint in box)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <669r4f$8rh$1@flood.xnet.com>
Source record: 68040
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.atari

steve moore (moore.324@osu.edu) wrote:
: In article <667u1alqg2@flood.xnet.com>,
: jcompton@typhoon.xnet.com (Jason Compton) wrote:
: >Marlon P. Jones & Assoc. (www.mpja.com) is still, as of their latest
: >catalog, selling them for $1.95/ea.
: >
: Thank you for posting this - the last time I frequented this group, these were
: "rare"....I've always wanted one for Centipede.

There is a slight catch in that they require a $15 minimum (total) order,
but they have enough other junk that might be interesting to make up the
difference. :)

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine Anchor, Amiga Legacy
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

3994. Re: What happened to XL-IT ??

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <669t42$b86@bgtnsc03.worldnet.att.net>
Source record: 68041

Martin Sermak wrote:
>
> Where's Markus Gietzen's homepage now?
> The old one isn't responding.. And what's the newest Xl-It?
>
> Thanks

as far as I know, xl-it is dead at whatever was released months ago :-(

--
Remove an "h" from my address if you wish to reply.

3995. Re: For Sale: Atari Trak-Ball (Mint in box)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <667u1alqg2@flood.xnet.com>
Source record: 68121
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.atari

The Maverick (TheMaverick@Volcano.Net) wrote:
: WOW! Another rip-off E-bay auction!
:
: Those who regularly frequent this newsgroup (r.g.v.a.) know that the
: going price for these around here (mint in box) is about $5-7 since a
: bunch just hit the market (and maybe less if you live by one of the
: vendors blowing them out for a couple bucks.)

Marlon P. Jones & Assoc. (www.mpja.com) is still, as of their latest
catalog, selling them for $1.95/ea.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine Anchor, Amiga Legacy
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

3996. Assembler + Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: cgfm2@no.spam.hooked.net
Message-ID: <34877a25.343281@news.wenet.net>
Source record: 68122

Are there any commercial assemblers for the Atari 800XL? Not anything fancy and macro-based, but just with some good features?

Also, is it possible to read a 5-inch Atari floppy disk on a DOS based system? Clearly you'd need some program to make sense of the contents, but are all the tracks/sectors accessible?

Charles Mac Donald

3997. Re: Can I use 5200 carts on an 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: stosh@faber.edu
Message-ID: <6688q4iiu1@shadow.skypoint.net>
Source record: 68123

Otter <otter@oz.SpammersWillBeKilled&Eaten.net> wrote:
: On Sun, 30 Nov 1997 22:42:44 +0000,
: Gareth Davies <xrb56@dial.pipex.com> wrote:

:>Simple question for someone who knows, unfortunately I don't! Can anyone
:>help?
:>
:>Gareth Davies.
:>

: That would be a definite nope. The 5200 carts are way too big to fit
: in the XL's little slot. I'm sure there's other reasons as well, but
: that one is the most obvious.

: --Otter

However....(fortunately) most of the 5200 carts were "converted" to the
8-bits by the elusive "Glen the 5200 Man". Most of these are available on
some of the 8-bit FTP sites.

Scott

3998. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <668d2l$2jh$1@user2.teleport.com>
Source record: 68124
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

The Bravo Sierra Web Page has been fixed. If you find trouble with my
Web Page, please E-Mail me at bensmith@teleport.com.

A note to Repeat Customers: Welcome Back! I dont keep a Mailing List or
keep track of your Mailing/Shipping address. To expedite your order,
include your Mailing/Shipping address and it wouldn't hurt to include
your home and work number.

I am not a repairman/technician. I have some Hardware and other stuff
that needs work you can have some ***FREE*** Atari stuff for the cost
of Shipping & Handling. Inquiries welcome...

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare & Books/References! In BSC's Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can't attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.

I'm looking to trade for these Items for my Atari. I'm looking for
CatBoxes for Atari Jaguar, Jag-Links as well as Jag Controllers, Alien
vs Predator and even complete Jaguar Systems. If you have what I'm
looking for, check my Atari Catalogs for stuff to trade at:
http://www.teleport.com/~bensmith/bscomputers.shtml or
E-Mail bensmith@teleport.com for a trade.

Following is only a partial list of what's in my Computer HardWare &
SoftWare Catalogs. So check out my Catalogs!!!

Check out my Updated Atari Catalogs and find More Atari stuff! I've got
HardWare for both Classic Atari 8 Bit & ST such as Gemini 10X Printers,
Printer Stands, 9 Pin Panasonic Printers Ribbons, JoySticks & Under the
Monitor Power Directors to Manage & Protect your Equipment. Hardware
specifically for the Classic Atari 8 Bit: 800XLs, Commodore CM-141
Monitor, Atari 1050 Disk Drives, Atari 1050 Happy Drive, Indus GT Smart

Disk Drives, Paddles, Koala Pads, Atari CX85 Numeric KeyPads,SIO Cables and Direct Connect Printer Interfaces. HardWare specifically for the Atari ST: Spectre GCR Macintosh Emulators, Color & MonoChrome Monitors, Monitor Master Switch Boxes, Mouse Master Switch Boxes, Future (Indus) GT-100X Smart Disk Drives, Atari Double Sided SF314 Disk Drives, Advanced Gravis Mouse Stick Controller for the Amiga & Atari ST & Atari Mice. Game SoftWare for the Classic Atari 8 Bit: Battle of Antietam, Flight Simulator II & Scenery Disks, Gorf, Maniac Miner, Missile Command, Pac Man, Rosen's Brigade, Space Eggs, Space Journey Math Educational Software, Target Practice, Temple of Apshai and Zork. Game Software for the Atari ST: Advanced Dungeons & Dragons-Heroes of the Lance, Arkanoid, Brataccas, Defender of the Crown, Flight Simulator II, Gauntlet, Kings Quest, Major Motion, The Pawn, S.D.I., Sherman M4, UMS I & II & World Championship Karate. Productivity Software for the Classic Atari 8 Bit: Atari Basic, Atari Writer, CardWare, Home Filing Manager, Home Pak, Invitation to Programming, Print Shop, SynCalc, SynFile+ and VisiCalc. Productivity Software for the Atari ST: Analyze SpreadSheet, DacEasy Accounting, Data Manager ST, Degas, Degas Elite, PageStream, ProCopy, Turbo ST and VIP Professional. Plus a wealth of Books and Reference Materials. This and more you'll find in my Atari Catalogs!

I have some MFM & RLL Hard Drives I got Directly from the Shadow of Shadow Software. Older Technology made with a lesser chance of Planned Obsolescence. Built like Tanks. The Shadow tells me each one worked before they were taken off their Computers. Each one, $25, as is.
E-Mail: bensmith@teleport.com or call Ben at: (503)256-9974.
Model numbers follow...

Kalok KL320 MiniScribe 8425 SeaGate ST-238R SeaGate ST-225
Lapine Titan LT 300 RLL MiniScribe 3425 Conner CP-321
Seagate ST-157A

Now available on Bravo Sierra's FTP Site also available through the BSC Web Site is the ShareWare version of Carina BBS (CAR_BBS.ARC) By Shadow Software. The Best, Most Powerful BBS SoftWare on any 8 Bit Computer Platform. Also from The Shadow of Shadow Software (my Boss) a File called TESTERS.ARC. ShareWare from Shadow SoftWare that on your 8 Bit Atari, lets you test JoySticks & Paddles plus all your JoyStick Ports. You can test all 4 JoyStick Ports on a 400/800 & all the Joystick Ports on any 8 Bit Atari Computer. Both for the Atari 8 Bit. Register with Shadow Software to keep the support coming. And for those of you who wan't to run your Atari ST SoftWare on your PC, their's TOS2WIN.ZIP. This ShareWare Emulator from Germany has advantages over the GEMulator! This Emulator is SoftWare, so the faster the PC, the Faster you can run your ST SoftWare. Also, you don't need to process your Atari files in a special manner. Like in an Image format. Nor do you need to set aside a special area of your Hard Drive for your ST Files. Plus you should be able to use all your peripherals. Register and Support ShareWare!

I've added to my Web Site a page for Oddities. Rare Atari Vaporware that never made it to market such as the 1090XL expansion Box. I got it from The Shadow of Shadow Software. It is the Best one of the Few that Atari made. And the Last of these Prototypes made. Which means it's the closest to being perfected. Also 3" Amdek Disk Drives. Don't be mistaken, I don't mean 3.5 ". I mean the 3" standard that they stopped making soon after they started. Their are two 3" drive Mechanisms in each case. Go to: http://www.teleport.com/~bensmith/oddities.htm

Also, on BSC's Web Site! Links to Atari Support at other Locations... At one link you'll find a Web Site with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Site. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3999. FS:ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <3487E684.60A9@ccnet.com>
Source record: 68125

This is a multi-part message in MIME format.

--------------3EFD4BE32651
Content-Type: text/plain; charset=us-ascii
Content-Transfer-Encoding: 7bit

This is a ATR 8000 for your Atari 8-bit.This unit does a lot of cool
stuff.You can hook up a regular PC 5 1/4 and a PC printer.
Check below for more info.

--------------3EFD4BE32651
Content-Type: text/plain; charset=us-ascii; name="atr8000.txt"
Content-Transfer-Encoding: 7bit
Content-Disposition: inline; filename="atr8000.txt"

Date: Tuesday, 1 May 1984
From: Kevin Rappold
Re: ATARI CPM SYSTEM-ATR 8000

The following is a review of a CPM 80 system called ATR8000 and made by a
company called SWP (Software Publishing). The ATR8000 allows the heretofore
left out Atari user acces to the CPM 80 and 86 world. The Atari computer is
hooked up as normal except that the ATR8000 is connected in the same position
that the Atari 850 interface box would go i.e. between the computer and all
periperals. The 850 box is no longer used (similar in use to the vestigial
human tail bone now) and the ATR8000 serves as the Atari interface box now.
The system can operate in two modes: as a CPM 80 machine or as a normal Atari
machine. I will discuss both systems.

When used in the Atari mode, the ATR8000 becomes a super-interface box. The
ATR8000 has 1 serial port, 1 parallel port, a standard 25 line disk drive
interface port, an Atari connector for Atari to ATR8000 connection and an
Atari connector for ATR8000 to Atari type disk drives. SWP sells a new DOS
called MYDOS which will handle single, Atari double, and true double density
disks on Atari drives. MYDOS will also allow the connection of just about any
type of drive to the ATR8000 25 conductor drive port and allow Atari files to
be stored on those drives (I am using an IBM PC compatible DDDS drive). The
drives can be configured in any order and even the IBM drive can be used to
boot Atari self booting disks. The parallel and serial port can both be used
for printers. The serial port can be used for computer to computer or modem
connection. The standard disk port can be used to connect up any 5 1/4 or 8"
drive that uses a standard 25 conductor bus. Up to 4 drives can be hooked up
to this port. The Atari connector port can be used to do normal Atari
periperal daisey chaining just as the 850 would be used. While in the Atari
mode the ATR8000 buffers all output using whatever memory is on the system.
So it serves as both a disk and printer buffer thereby freeing the Atari

system of that I/O wait.

In the CPM 80 mode the ATR8000 is a 64k Z 80 CPM machine. The CPM capable system must be purchased with the maxed out 64k memory option (16k machines for Atari interface use only are available). The 64k system comes with CPM 80 2.2 and a few utilities. One benny is that it comes with a tailored XMODEM program for simple dumb terminal modem use. The CPM system does not come with MBASIC hawever (bummer!). Other included code: CBIOS.ASM, BIOS.ASM, ASM.COM, ED.COM, STAT.COM, DUMP.ASM, DUMP.COM, LOAD.COM, MODEM.COM, SUBMIT.COM, XSUBMIT.COM, DISKDEF.COM (FOR READING OTHER MICRO DISK FORMATS), SYSGEN.COM, DDSYSGEN.COM, DDINIT.COM, and a few others I can't recall now. The CPM system also comes with an Atari bootable program that lets the Atari display two 40 column windows for a total 80 column display. As an option, SWP will sell you an Atari bootable program which will put a full 80 columns on a monitor connected to the Atari. In the CPM mode you must have a standard disk drive of some sort to boot the double density CPM system disk. The Atari drive cannot be used to boot CPM. So far the CPM seems to be fairly generic and modifiable. As an aside the SWP ATR8000 CPM system does not have to use an Atari at all. Inside the box are jumpers to allow the system to be used with a terminal as the keyboard and screen instead of the Atari. I have hooked up an ADDS Regent 100 I have and it works perfectly. They recommend something that is similar to an ADM3. So this system is not only for Atari users. Like the Atari mode all the interfaces are the same with the terminal (if used) being hooked up at the Atari connector with an Atari to RS232 cable SWP will sell you.

Finally, there is a third system which I do not have. SWP will sell you an ATR8000 add on board which will turn the 64k CPM 80 system into a 256k MS DOS or CPM 86 system. This board is called the CO-Power 86 and uses the Intel 8086 I believe. The add on board allows the CPM 80 system to still be used. The board comes with MS DOS. CPM 86 is an option for an extra fee.

Little points of interest: they processed my order in about 2 1/2 weeks and the system was well packed. The documentation for set up and insallation is fairly good. The tecnical information and CPM documentation is lacking. There is no CPM manual. Only a few of the CPM routines are explained. They readily answered technical questions on the phone and appeared knowledgeable in helping me when my IBM drive wouldn't address properly.

Here are some general prices:

16k ATR8000.... $330.00
64k ATR8000 w/CPM... $430.00
80 Column Pgm... $30.00
Terminal cable... $30.00
Disk Drive cable... $30.00
MYDOS Pgm... $30.00
Co-Power 86 Board
w/128k, MS DOS $400.00
Co-Power 86 Board
w/256k, MS DOS $500.00

The system is a real bargain in my opinion. So far it has performed perfectly.

Kevin Rappold

Date: Thursday, 3 May 1984
From: Kevin Rappold
Re: CORRECTION TO ATARI CPM SYSTEM-ATR8000 REVIEW

I incorrectly stated in my review of the SWP ATR8000, that the coprocessor board, Co-Power 88, uses the Intel 8086...it doesn't, it uses the normal Intel 8088 chip.

Sorry about that.

Kevin Rappold

Date: Wed, 9 May 84 15:45 PDT
From: Harris Shiffman
Subject: ATR8000 Corrections

Some comments about the review of the SWP ATR8000:

In Atari mode, the ATR (either the 16K or the 64K model) will act as a printer interface and buffer (using either the serial or the parallel port on the ATR for the printer) and as a disk controller. The disk controller will handle any combination of up to four 5.25 and 8 inch diskette drives. It does not support hard disks, although I have heard that someone has modified one to do so.

The software support for the serial port is limited to handling a serial printer. There is no software support for serial devices while in Atari mode. (CP/M does provide such support.) The ATR's ROM includes a printer driver (P:), but no RS232 driver. To use a serial printer, you run a provided BASIC program which patches the ATR to send printer text to the serial port, instead of the parallel port. By the way, the ATR does NOT boot most of the copy protected disks I have used to test it, so it doesn't entirely replace the good old 810.

In CP/M mode, the ATR uses the Atari as a terminal (which is why it is easy to replace the Atari with a regular terminal). The 64K system comes with the terminal emulator for the Atari. This emulator supports the BIT3 80-column board as well as the movable window 40-column screen.

Date: Thu, 10 May 84 17:38 PDT
From: Bill Holland
Subject: Re: ATR8000 Corrections
To: Harris Shiffman

I DON'T KNOW WHAT KIND OF DRIVES YOU WERE USING BUT MY ATR WOULD BOOT ANY DISK I PUT IN IT. USING TANDON TM 100 DRIVES ALSO USING MYDOS THERE IS SUPPORT FOR USING THE SERIAL PORT

BILL

PS: MAYBE YOU HAVE A VERY OLD COPY OF ROM GIVE THEM A CALL AND FIND OUT
WHAT THE LATEST VERSION IS.

--------------3EFD4BE32651--

4000. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3487EEE9.BDFEED33@ix.netcom.com>
Source record: 68126

The Shadow wrote:
>
> Subject: Re: Programming in BASIC (BXL/BXE)
> From: kenneth@spam.not.sayeth.i (Kenneth Jennings)
> Date: 1997/11/24
> Message-ID: <34798eb9.10634805@news.aatech.com>
> Newsgroups: comp.sys.atari.8bit
> [More Headers]
>
> On Sat, 22 Nov 97 08:55:01 GMT, The_Shadow@spnt.com wrote:
>

> Well, the one thing you can't duplicate is the inherent
> increase in execution speed of a Basic XL/XE program.
> The same Basic program (in case anyone is not aware;
> BASIC XL/XE will load Atari BASIC SAVE'd programs just
> fine) runs much faster on Basic XL/XE.
> ----------
> Sure you can! Use the Turbo Basic routine, TURBO_OS.COM or SPEED.COM or
> one of the others, and it will run even faster than BXL/BXE in standard
> Atari Basic.

Interesting point. I've never used TBXL, Turbo_os ir speed.com. I'll
have to read up on these. I have TBXL, but prefer OSS BXL/BXE.

> BXL/BXE will not load ALL Atari Basic programs and run them either.
> When I took over Carina, there were tons of Atari Basic modules which
> simply would not run under BXL/BXE for love nor money. While it is safe
> to say that it will load and run many of them, I have found that most
> really worthwhile programs require extensive modification to work
> correctly under BXL/BXE.
> ----------

The only reason many Atari BASIC programs won't run is that they
contain BXL/BXE reserverd words used as variables. By changing the var
names, these progs should run like normal or better under BXL/BXE.

> The bottom line is that while every xl/xe user has Atari Basic, and
> certainly the majority of 400/800/1200 users do as well, the BXL/BXE
> carts are far more rare, and writing programs which require them is a
> very poor choice if you ever plan on letting your program be used by
> anyone other than yourself, with your specific BXL/BXE cart.
>
> The Shadow
> ----------

With the use of the BASIC XL runtime library, you can distribute your BXL programs and run them on almost any of the 8-bit machines (RAM is the limiting factor here). I just wish there was a BXE runtime library. I'd much rather use the 130XE's full potential rathers than limiting myself to 64K and limited reserved word library. BXE is much richer and even that could use a bit of enhancement as well as a runtime package and a compiler would also be nice.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4001. Re: FS: Old Atari mags. and Books

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: jguettle@bnr.ca
Message-ID: <668rr9$hhn@bcrkh13.bnr.ca>
Source record: 68127

They're sold! Thanks for the inquiries.

4002. Re: Programming in BASIC (BXL/BXE)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3487F586.84C56DFB@ix.netcom.com>
Source record: 68128

```
The Shadow wrote:
>
> Subject: Re: Programming in BASIC (BXL/BXE)
> From: Robert S Ely <rely@ix.netcom.com>
> Date: 1997/11/24
> Message-ID: <34797F4A.7099AB2C@ix.netcom.com>
> Newsgroups: comp.sys.atari.8bit
> [More Headers]
>
> The_Shadow@spnt.com wrote:
> >
> > I do a lot of programming in both Atari Basic and ML, but I
> > have to tell you that while you may enjoy programming in BXL
> > or BXE, if you ever intend on anyone else ever being able to
> > use your programs stick to either Standard Atari Basic or
> > ML. Not everyone has or is interested in purchasing
> > BXL/BXE, and I found that when I wrote programs in those
> > languages, I couldn't GIVE them away, let alone sell them.
> > The identical programs in Atari Basic or ML sold like
> > hotcakes.
> >
> > With a few short in-line USR routines, you could do anything
> > BXL/BXE would do with standard Atari Basic, and make your
> > program runnable on ANY machine without the need of a
> > special language.
>
> This is true to a point. There is a BASIC XL runtime package
> that CAN
> be given away with BXL programs. While you can't sell the runtime
> program, you can sell the BXL program. I just wish they (OSS or ICD) had
> come out with a BXE runtime.
> ------------------------------------------------------------------------
> While this is true, the runtime package does not take into account how
> the SET commands on the original cart were set, and in many cases the
> programs will act irratically when run using the runtime package.

There are only about 4 of the set commands you'd need to watch out for
that would behave badly if not set properly as you mention. This could
be accounted for. The two biggest offenders are set 8 and set 10. These
would be used in games and would most definitely cause problems in the
runtime package if not set the same as the cart routines.

> OSS and ICD were notorious for creating products which were incompatible
> and specifically designed to force you into buying more of their
> products, and forcing your friends into buying their products. I have
```

> been an advocate against since pratices from the beginning, and I still
> am today. As Turbo Basic illustrated quite nicely, you don't have to
> sacrifice standard Atari compatibility to add more power. I have yet to
> see a single Atari Basic program which would not run perfectly, although
> faster, with Turbo Basic. I can not say the same thing with BXL/BXE.
> ---

Woah. Running an Atari BASIC program under TBXL could have some of the
same problems as BXL/BXE since TBXL does have more reserved words than
stock Atari BASIC. There would have to be some altyerations to the
program is some of the TBXL reserved words were used as vars.Albeit,
much fewer than BXL/BXE.

> > more important than the few programs that run on BXL/BXE.
>
> Are you running T-Pro under SpartaDOS? If so, there is a
> program you
> get with in the SpartaDOS Tool Kit called OSS.COM that allows you to
> turn off any OSS/ICD cart. Xon or Xon2.com are used to turn them back on
> again. Actually OSS.COM should be able to do that as well. By turning
> off the cart, it essentially removes it from the system while not
> actually physically removing the cart.
> ---
> I've tried all of those programs under all of the Dos's, and never had
> success with any of them. TextPro still thinks Basic is on, and will
> not run properly, as do some other programs which have the same
> problem. Any program which correctly checks for Basic is not going to
> be fooled by the patch to trick them into thinking there isn't a Basic
> cart plugged in when there really is, and it is a terrible practice to
> expect programmers to look for your patch and abide by it, when it is
> not the proper way of doing things.
>
> Each cart, program etc. must remain compatible and use legal calls on
> their own accord. While you can control the way your program/cart will
> act, it is simply irresponsible to expect everyone else to write their
> programs to coincide with your illegal code.
>
> BXL/BXE and SpartaDos are prime examples of programs which could have
> been leading edge breakthroughs if the programmers would have been more
> concerned with compatibility and the end user rather than the profit
> they could gain from them.
>
> To this day, people don't seem to understand that if you write good
> programs, you don't have to worry about the bottom line. That's exactly
> why Shadow Software is still going strong, and ICD and OSS no longer
> support Atari, because they ran out of people they could rip off.
> Software designed with the end user in mind, rather than profit, is what
> will inevitably separate the men from the boys. The boys have to find
> new boys to play with, while the men already have their long established
> friends to rely on.
>

> Sure, I make less now than I did 10 years ago, but I am still here while
> the others are long gone. I guess that should prove my point better
> than anything else. There are still plenty of Atarians out here willing
> to buy good compatible programs, and if you only concern yourself with
> that, the bottom line will take care of itself.
> ---
>
> > My experience has also been that the non-Atari routines in
> > BXL/BXE are rather flaky, operating differently on different
> > carts. This is not the case with in-line USR routines which
> > should work smoothly on any machine.
> >
> > The Shadow
> I haven't seen this? I have run stuff on my 800XL and 130XE that
> I
> wrote in BASIC XL and XE (assuming BXE isn't using upper 130XE RAM), and
> all programs worked fine. I should try some on my 800. I just acquired
> this unit recently. I would guess that if the ML routine was written
> properly, it would work on all 8-bit systems.
> ---
> If you are using the same cart to run them which they were written
> using, then there is rarely a problem. The problems arise when a
> different cart is used. The carts were not all equal. I have used 6 of
> them and had every one of them act differently on different things. In
> fact, the version of BXL I like the best is the disk based version,
> which seems to run identically on every machine. There was seemingly
> only one version of the disk based version, rather than the continual
> changes in the carts. Even 2 carts with the same version number act
> differently, and if you disassemble the code, sure as heck, the source
> is slightly different. Why they didn't change the version number, I'll
> never know.
>
> The Shadow
> ---

Shadow,
Who has a copy of the disk based version of BXL? I want one.
Since you have a programming business, would you be willing to write a
new version of BASIC that has the capabilities of BXE and can have a
runtime package or compiler that will work on most machines and
established PC emulators? I'd be willing to pay good bux for something
like that. Especially if it is universally usable across real and
emulated systems. I suppose there would have to be a means of
determining how much RAM is available to provide maximum facilities.
Obviously programms written for a 130XE wouldn't work on anything with
less than 128K, however programs weitten for a 64K machine would be more
universal.

> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com

> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4003. Re: Touch tablet games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: Dennis McGuire <mcguired@erie.net>
Message-ID: <Pine.LNX.3.95.971205092204.21691A-100000@moose.erie.net>
Source record: 68129

On 4 Dec 1997, Aaron Artman wrote:

> don't know if this is common knowledge, or if for that matter anybody'd be
> interested, but the touch tablet uses the same thing-whatever its called-
> as the paddles. . .in basic i think it was paddle(0) and paddle(1), as well
> as ptrig(0) and ptrig(1). . .it used one paddle for horizontal and one for
> vertical (returning as always for atari 0-255-2^8). . .i messed around with
> it as a kid. . .that's all

It's a minor point, but the range is actually 0 to 228 rather
than 0 to 255.

4004. Want to buy Atari 800 Games.

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: Chris Shilliday <cyber@bright.net>
Message-ID: <34881A37.8DE3176@bright.net>
Source record: 68130

I am looking for any of the following Atari 800 titles:

Fort Apocalypse
Pac Man
Any Programming Language

Chris Shilliday
cyber@bright.net

4005. Re: For Sale: Atari Trak-Ball (Mint in box)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-05 00:00:00 UTC
From: moore.324@osu.edu
Message-ID: <6699jl$7f0$1@charm.magnus.acs.ohio-state.edu>
Source record: 68131
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.atari

In article <667u1alqg2@flood.xnet.com>,
jcompton@typhoon.xnet.com (Jason Compton) wrote:
>The Maverick (TheMaverick@Volcano.Net) wrote:
>: WOW! Another rip-off E-bay auction!
>:
>: Those who regularly frequent this newsgroup (r.g.v.a.) know that the
>: going price for these around here (mint in box) is about $5-7 since a
>: bunch just hit the market (and maybe less if you live by one of the
>: vendors blowing them out for a couple bucks.)
>
>Marlon P. Jones & Assoc. (www.mpja.com) is still, as of their latest
>catalog, selling them for $1.95/ea.
>
Thank you for posting this - the last time I frequented this group, these were
"rare"....I've always wanted one for Centipede.

Steve Moore

4006. Re: Assembler + Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: Dariusz Duma <dhor@iko.zakopane.top.pl>
Message-ID: <348947f6.0@news.tpnet.pl>
Source record: 68042

try get Quick Assembler

dhor

4007. Reinhard's Rarities Auction 12-05-97

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <66bh90$sc3$1@mark.ucdavis.edu>
Source record: 68043
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600,rec.games.video.atari,comp.sys.atari.8bit

Welcome to yet another Reinhard's Rarities Auction!
I have the following stuff available in my current auction.
I'm looking to trade for Atari 2600 and Atari 400/800 carts ONLY!

You can find a list of what I already have on my Atari 2600 pages at:

http://www.pribish.com/atari.html

I'm looking for Atari 2600 and Atari 400/800 stuff not on my list,
so please e-mail me with any trade offers. There are only a few
rules to help speed this along...

1) Don't bid unless you plan to buy
2) I reserve the right to trade or pull any item

Increments: $1: Amounts from $1 to $20
$2: Amounts from $21 to $40
$3: Amounts from $41 to $60
$5: Amounts over $60

I'd prefer payment of a U.S. Postal Money Order, available at the post
office for 85 cents, and will ship the day or day after the M.O. arrives.
Items will be sent 2 weeks after payment by check to ensure the check
clears. Buyer pays shipping, which is $3 flat for any number of carts,
shipped within Canada/US. The shipping on systems, controllers, etc. or
for winners in overseas destinations will be the exact shipping cost.

This auction will run until Monday, December 8, 1997 and
switch to an e-mail only 24-hour Once-Twice-Sold format.

You can get an up-to-the-minute auction update before you bid at:

www.pribish.com/auction.txt

Thanks, Reinhard

* *
6 more loose TI carts added to the TI package!!!
* *

ATARI 2600

Airlock (Data Age) 3 qan
Alien (20th Century Fox) 4 verbal
Alpha Beam with Ernie (Atari) 4 qan
Acid Drop (PAL)(Salu)(Mint w/Box,Manual) 12 cwilkson
Beany Bopper (20th Century Fox) 3 tdjafari

Beat 'Em & Eat 'Em (shrinkwrapped)(Mystique) 11 LEFTYLE5
Big Bird's Egg Catch (Atari) 3 tdjafari
Bridge (Activision)(Manual) 3 verbal
Checkers (Activision) 5 cwilkson
Cookie Monster Munch (Atari) 3 qan
Crackpots (Activision) 6 DAMMIT
Crash Dive (20th Century Fox) 5 sbolton
Crypts of Chaos (20th Century Fox) 6 verbal
Deadly Duck (20th Century Fox) 5 sbolton
Dishaster (Zimag) 15 kingkong
Double Dragon (Activision) 7 LEFTYLE5
Encounter at L-5 (Data Age) 3 qan
Entombed (U.S. Games) 5 M.Kerstens
Fantastic Voyage (20th Century Fox) 5 verbal
Flash Gordon (20th Century Fox) 5 verbal
Frankenstein's Monster (Data Age) 6 M.Kerstens
Front Line (Coleco) 5 M.Kerstens
Ghost Manor/Spike's Peak (Xonox) 10 DAMMIT
Ghostbusters (Activision) 3 tdjafari
Ghostbusters II (PAL)(Salu)(Mint w/Box,Manual) 12 englew
Gyruss (Parker Brothers) 6 DAMMIT
H.E.R.O. (Activision) 10 DAMMIT
James Bond 007 (Parker Brothers) 12 verbal
Jawbreaker (Tigervision) 11 Mukchup
Karate (Froggo) 4 qan
Klax (Atari)(PAL, shrinkwrapped) 16 englew
Kung-Fu Master (Activision) 4 min
Lost Luggage (Apollo) 4 qan
M.A.D. (US Games) 3 qan
Marine Wars (Konami) 13 LEFTYLE5
Master Builder (Spectravideo)(PAL) 20 min
Miner 2049'er (Tigervision) 6 combee
Mogul Maniac (Amiga)(with Joyboard Controller!) 20 sbolton
Moonsweeper (Imagic) 4 qan
My Golf (PAL)(Salu)(Mint w/Box,Manual) 11 LEFTYLE5
Name This Game (US Games) 4 qan
No Escape! (Imagic)(with MINT Manual) 4 qan
Pac-Kong (PAL)(Starsoft) 5 qan
Piece O' Cake (no end label)(US Games) 4 min
Pitfall II (Activision) 3 tdjafari
Planet Patrol (torn end label) 2 tdjafari
Pooyan (Konami) 7 DAMMIT
Porky's (20th Century Fox) 6 verbal
Pressure Cooker (Activision) 3 min
Private Eye (Activision) 8 DAMMIT
Quick Step (Imagic) 4 qan
Raquetball (Apollo) 3 min
River Raid II (Activision) 9 englew
River Raid II (Activision)(Mint w/Box,Manual) 11 cwilkson
Seaquest (Activision) 2 vinceb33

Skate Boardin' (Absolute) 3 tdjafari
Skin Diver (bare cart, no labels)(Sancho) 6 LEFTYLE5
Snoopy & the Red Baron (Atari) 10 min
Sorceror (Mythicon) 4 qan
Space Canyon (Panda) 16 LEFTYLE5
Space Cavern (red label)(Apollo) 3 min
Squeeze Box (U.S. Games) 3 min
Star Fox (Mythicon) 4 M.Kerstens
Star Wars: The Arcade Game (Parker Brothers) 30 Huhk
Strategy X (torn front, no end label)(Konami) 6 DAMMIT
Super-Ferrari (PAL)(Starsoft) 5 min
Tapeworm (Spectravision) 4 qan
Tapeworm (torn end label)(Spectravision) 2 min
Tapper (Sega) 10 sbolton
Taz (Atari) 5 sbolton
Tomcat F-14 Flight SImulator (Absolute) 5 JBookwalte
Track & Field (with 2 T&F controllers!)(Atari) 20 englew
Wustenschlacht (PAL)(Starsoft) 6 LEFTYLE5
Zaxxon (Coleco) 3 verbal

ATARI 5200

Astrochase (Parker Brothers) 5 toddlawrence
Blueprint (CBS) 4 sbolton
Dreadnaught Factor (Activision) 4 sbolton
Gyruss (Parker Brothers) 5 vinceb33
Keystone Kapers (Activision) 4 sbolton
K-Razy Shootout (CBS) 13 toddlawrence
Miner 2049'er (Big Five) 7 toddlawrence
Mountain King (CBS) 4 MAZ
Mr. Do!'s Castle (Parker Brothers) 11 vinceb33
Pengo (Atari) 3 sbolton
Popeye (Parker Brothers) 3 vinceb33
Q-Bert (Parker Brothers) 2 cocoman
Rescue on Fractalus (sealed)(Lucas Films) 5 sbolton
River Raid (Activision) 3 sbolton
Space Shuttle (Activision) 3 sbolton

ATARI 7800

F-18 Hornet (Absolute) 4 englew
Kung-Fu Master (Absolute) 5 toddlawrence

ATARI 400/800 (carts)

Alphabet Zoo (Spinnaker)(no label) 2 min
Astrochase (Parker Brothers) 4 sbolton
Atariwriter (Atari) 3 min
Claim Jumper (Synapse) 5 ebacher
Demon Attack (Imagic) 4 ebacher
Eastern Front (Atari) 5 sbolton

Frogger (Parker Brothers) 3 dbetz
James Bond 007 (Parker Brothers) 7 ebacher
K-Razy Kritters (CBS) 5 ebacher
Kindercomp (Spinnaker) 2 min
Letter Perfect (LJK Enterprises) 5 ebacher
One-On-One (Atari XEGS, works on 400/800) 5 ebacher
Pitstop (Epyx)(Manual) 3 min
Protector II (Synapse)(Manual) 7 ebacher
Smart Terminal (MPP) 4 ebacher
Star Trek: S.O.S. (Sega) 5 phineas

ATARI 400/800 (disks)

Ultima IV - All contents Mint: A/B Program/Town Disk,
History of Britannia, Book of Magic, Cloth Map,
Player Reference Card, Clue Book insert, Registration Card,
& Metal Ankh. The Britannia scenery disk may not be original
(no label) but it plays fine. Box in excellent shape 30 zzyzx97

Temple of Apshai - All contents Mint: Instruction Manual,
Disk (includes Upper Reaches of Apshai on back),
Upper Reaches Manual, Command Card, Epyx Catalog,
Epyx Warranty/Registration Card. Box in excellent shape.
Also includes an Atari Basic Programming cartridge
which is needed to operate this game 3 zzyzx97

Flight Simulator II - Near Mint contents: Disk, Pilot's Operating
Handbook and Airplane Flight Manual, Flight Physics & Aircraft
Control Manual, AT-FS2 Flight Reference Card, Ver. 1.5 Release
Notes & SubLogic Registration Card. Also includes the Scenery
Disk (1. Chicago 2. Los Angeles 3. Seattle 4. New York)
and Mint condition reference charts for all 4 cities. 8 dfuller

ATARI JAGUAR

Alien vs. Predator 11 LEFTYLE5
Evolution: Dino Dudes (manual) 6 phineas

COLECOVISION

Artillery Duel (Xonox) 6 phineas
BC's Quest for Tires II: Grog's Revenge 4 tdjafari
Buck Rogers (Sega)(manual) 3 sbolton
Centipede (Atarisoft) 4 tdjafari
Centipede (Atarisoft)(no end label) 3 min
Defender (Atarisoft) 3 tdjafari
Flipper Slipper (Spectravideo) 12 csb
Frenzy 3 sbolton
Galaxian (Atarisoft) 10 kingkong
Gorf (CBS version!) 5 sbolton
Mr. Do!'s Castle (Parker Brothers) 15 usedgame
One on One (Micro Fun) 6 ltravis

Pitfall (Activision) 3 sbolton
Pitfall II (Activision) 3 sbolton
Pitstop (Epyx) 3 min
Sammy Lightfoot (Sierra On-Line) 11 csb
Sir Lancelot (Xonox) 13 Joelie
Spectron (Spectravideo) 9 ltravis
Squish 'Em Sam (Interphase) 3 jedi
Star Wars: The Arcade Game (Parker Brothers) 5 sbolton
Super Cobra 3 tdjafari
Tarzan 3 tdjafari
Telly Turtle 3 moberhause
Zaxxon (CBS version!) 6 csb

INTELLIVISION

Burger Time (shrinkwrapped) 2 tdjafari
Buzz Bombers (Box, Manual, Overlays) 4 combee
Carnival 2 vinceb33
Demon Attack 2 tdjafari
Donkey Kong 2 tdjafari
Donkey Kong Jr. 5 sdcrawford
Dragonfire (Overlays) 4 parcival
Dreadnaught Factor 3 JXLCAD
Frogger (manual) 2 tdjafari
Happy Trails 3 sdcrawford
Learning Fun I (white label) 2 *TRADED*
Masters of the Universe: He-Man (Manual) 4 verbal
Motocross (white label)(Manual) 3 sbolton
NFL Football (Shrinkwrapped) 2 cocoman
Nova Blast 2 combee
Pitfall (M,2O) 2 tdjafari
Q-Bert 3 tdjafari
River Raid 3 tdjafari
Safecracker 4 parcival
Shark! Shark! (Manual, 2 Overlays) 3 holbroui
Slap Shot Super Pro Hockey (w. label)(Box, Manual) 8 kingkong
Slap Shot Super Pro Hockey (white label) 4 min
Stampede 2 cocoman
Swords & Serpents 4 parcival
Thunder Castle (white label)(Box, Manual) 12 kingkong
Thunder Castle (white label) 5 sdcrawford
Tower of Doom (white label)(Box, Manual) 15 kingkong
Tower of Doom (white label) 4 min
Tropical Trouble 4 parcival
World Championship Baseball (white label) 4 min

NINTENDO

Alien Syndrome (Tengen) 3 min
Bases Loaded (Jaleco) 3 min
Battle Chess (Data East) 5 bfhom

Bump 'n' Jump (Vic Tokai) 5 min
Captain Comic (Color Dreams) 3 ltravis
Clash at Demonhead (Vic Tokai)(Manual) 3 min
Deathbots (American Video Entertainment) 3 min
Donkey Kong (Nintendo) 5 ltravis
Dragon Warrior (Enix Corporation) 3 min
Dragon Warrior III (Enix Corporation)(box) 6 zerootaku
Firehawk (Camerica) 3 min
Fist of the North Star (Taxan) 3 min
Gauntlet (Tengen) 3 ClassicGMR
Jeopardy! (Game Tek) 5 ltravis
Joshua & the Battle of Jericho (Wisdom Tree) 5 sbolton
Journey to Silius (Sunsoft) 3 min
Joust (Hal America) 3 min
King of Kings - The Early Years (Wisdom Tree) 5 sbolton
Krazy Kreatures (American Video Entertainment) 3 min
Lee Travino's Fighting Golf (SNK) 3 min
Lode Runner (Broderbund) 3 ralf.griewel
Low G Man (Taxan) 3 min
M.U.L.E. (Mindscape) 3 moberhause
Master Chu and the Drunkard Hu (Color Dreams) 3 min
P'Radikus Conflict (Color Dreams)(Manual) 3 aa852
Pac-Man (Tengen) 5 min
Pinbot (Nintendo) 3 min
Q-Bert (Ultra Games) 3 A54BR9
Raid 2020 (Color Dreams) 3 min
Ring King (Data East) 3 min
Robo Warrior (Jaleco) 3 min
Silent Assault (Color Dreams)(Box, Copy of Man.) 3 aa852
Skull & Crossbones (Tengen)(Box, Manual) 5 aa852
Spelunker (Broderbund) 3 min
Spy Hunter (Sunsoft) 5 min
Super Mario Brothers 3 (Nintendo)(Manual) 3 ltravis
Super Pitfall (Activision) 3 sbolton
Tecmo World Wrestling (Tecmo) 3 min
Tiles of Fate (American Video Entertainment) 3 ltravis
TIme Lord (Milton Bradley) 3 min
Uninvited (Kemco/Seika)(Box, Manual) 6 ltravis
Ultimate Basketball (Sammy)(Box, Manual) 3 aa852
Wheel of Fortune Junior Edition (Game Tek) 3 ltravis
WrestleMania Challenge (LJN, Ltd.) 3 min

SEGA MASTER SYSTEM

Alien Syndrome (box, manual) 3 moberhause
Bomber Raid (Activision)(box) 3 moberhause
Cyborg Hunter (Activision)(box) 3 cocoman
Arcade Smash Hits (Virgin Games)
(box & manual in 8 different languages, cart all MINT)
(includes Centipede, Missile Command and Breakout) 20 usedgame

TURBOGRAFX-16 HU-CARDS

Bloody Wolf (docs) 4 phineas
Bonk's Adventure (case, docs) 6 sbolton
Devil's Crush (case, docs) 5 kingkong
Double Dungeons (case, docs) 5 kingkong
J.J. and Jeff (case, docs) 5 kingkong
Keith Courage in Alpha Zones (case, docs) 2 min
Legendary Axe (case, docs) 5 kingkong
Legendary Axe II (case, docs) 5 ralf.griewel
Motor Roader (case, docs) 5 kingkong
Ninja Spirit (case, docs) 5 kingkong
Ordyne (case, docs) 5 kingkong
Power Golf (case, docs) 6 sbolton
Talespin (case, docs) 5 kingkong
Tiger Road (case, docs) 5 kingkong
TV Sports Basketball (case, docs) 5 kingkong
TV Sports Football (case, docs) 5 kingkong
Victory Run (case, docs) 5 kingkong

APF SYSTEM

Catena (untested, cart & labels in great shape) 2 sbolton

MACINTOSH

Myst CD-ROM (with manual) 4 sbolton

VECTREX

Berzerk (box, overlay) 8 csb

COMMODORE 64

Donkey Kong (Atarisoft) 5 usedgame
Fast Load (worn label)(Epyx) 2 min
Fraction Fever (Spinnaker) 2 moberhause
Galaxian (Atarisoft) 3 ralf.griewel
Star Trek: SoS (Sega)(end label torn off) 2 Jungler
Star Wars: The Arcade Game (Parker Brothers) 4 moberhause
Zenji (Activision) 3 sbolton

ODYSSEY 2 CART PACKAGE #1..... 10 sbolton

(All these are untested but are in good shape)

Computer Intro
Keyboard Creations
Volleyball
Alien Invaders-Plus (box)
Speedway/Spin Out/Crypt-O-Logic (box,manual)
Quest for the Rings
Baseball

Football
Thunderball
K.C. Munchkin
Sub Chase/Armored Encounter

ODYSSEY 2 CART PACKAGE #2..... 2 min

(All these are untested but are in good shape)

Alien Invaders-Plus!
Speedway/Spin Out/Crypt-O-Logic
K.C. Munchkin
Sub Chase/Armored Encounter

* *

ARCADIA SUPERCHARGER PACKAGE #1..... 25 cwilkson

Boxed Phaser Patrol 1 which includes both the
Phaser Patrol cassette (with insert) and the
actual Supercharger unit itself, plus:

Commie Mutants from Space 2 (box,cassette & liner)
Fireball 3 (box,cassette & liner)
Escape From the Mindmaster 5 (cassette & liner)
Dragonstomper 6 (cassette & liner)
Killer Satellites 7 (cassette & liner)

ARCADIA SUPERCHARGER PACKAGE #2..... 10 ralf.griewel

Arcadia Supercharger unit with the following games:

Phaser Patrol 1 (cassette & liner)
Commie Mutants from Space 2 (cassette & liner)

* *

ODYSSEY 2 CATALOG/MANUAL PACKAGE:..... 2 sbolton

Five different Odyssey 2 catalogs, version #'s:
EL3313-1 EL 3328-1 EL3358-3 EL 3380-1 EL 3380-2

Manuals for Armored Encounter/Sub Chase, I've got your Number,
Pachinko and Take The Money and Run

* *

Cloth Map ONLY to Ultima V 2 zzyzx97

* *

Galaxian Tabletop Arcade Game by Coleco.
Missing one side decal, but otherwise
in excellent condition (with batteries!) 15 usedgame

* *

Coleco Telstar Arcade Cartridge #1 (Road Race, Tennis, Quick Draw)
with the light gun from the same system. Both are untested but
seem to be in great shape 3 min

* *

Manual Package #1: 101 Atari 2600 manuals..... 25 ebacher

3-D Tic-Tac-Toe, Air-Sea Battle, Asteroids, Asteroids (Sears), Backgammon,
Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout,
Casino, Centipede, Championship Soccer, Circus Atari, Codebreaker, Combat
(2 styles), Decathlon, Defender, Demon Attack, Demons to Diamonds, Desert
Falcon, Dodge 'Em, Donkey Kong (Coleco), Dragster, E.T., Enduro, Fire
Fighter, Football, Frogger, Galaxian, Golf, Grand Prix, Hangman, Haunted
House, Home Run, Human Cannonball, Indy 500, Joust, Jungle Hunt, Kaboom!,
Keystone Kapers, Laser Blast, Lost Luggage, Maze Craze, Megamania,
Midnight Magic, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver,
Othello, Outlaw, Pac-Man, Phoenix , Pitfall, Pole Position, Q-Bert,
Raiders of the Lost Ark, Realsports Baseball, Realsports Tennis, River
Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space
War, Stampede, Star Raiders, Star Raiders (Sears), Star Ship, Star Wars:
The Empire Strikes Back, Starmaster, Street Racer, Super Breakout, Super
Breakout (Sears), Super Challenge Baseball, Super Challenge Football,
Superman, Surround, Swordquest (Earthworld), Swordquest (Fireworld),
Tutankham, Vanguard, Venture (Coleco), Video Checkers, Video Chess, Video
Olympics, Video Pinball, Warlords, Winter Games, Yar's Revenge.

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A)
43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C)
45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #2: 71 Atari 2600 manuals.....15 moberhause

Air-Sea Battle, Asteroids, Barnstorming, Basketball, Berzerk, Blackjack,
Bowling, Boxing, Breakout, Casino, Centipede, Circus Atari, Combat (2
styles), Cosmic Ark, Defender, Demon Attack, Dodge 'Em, Donkey Kong
(Coleco), E.T., Enduro, Football, Frogger, Grand Prix, Haunted House, Home
Run, Indy 500, Jungle Hunt, Kaboom!, Laser Blast, Maze Craze, Missile
Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man,
Pitfall, Pole Position, Raiders of the Lost Ark, Realsports Baseball,
River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles),
Space War, Stampede, Star Raiders, Star Wars: The Empire Strikes Back,
Starmaster, Super Breakout, Super Breakout (Sears), Superman, Surround,
Swordquest (Earthworld), Tutankham, Venture (Coleco), Video Chess, Video
Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A)
43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C),
45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #3: 46 Atari 2600 manuals..... 10 moberhause

Air-Sea Battle, Asteroids, Basketball, Berzerk, Bowling, Breakout, Casino, Circus Atari, Combat, Defender, Demon Attack, Donkey Kong (Coleco), Enduro, Football, Frogger, Indy 500, Kaboom!, Laser Blast, Maze Craze, Missile Command, Ms. Pac-Man, Night Driver, Outlaw, Pac-Man, Pitfall, Pole Position, Realsports Baseball, River Raid, Sky Diver, Space Invaders (2 styles), Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Superman, Surround, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #4: 32 Atari 2600 manuals..... 5 moberhause

Asteroids, Berzerk, Breakout, Casino, Circus Atari, Combat, Defender, Football, Frogger, Indy 500, Laser Blast, Missile Command, Night Driver, Outlaw, Pac-Man, Pitfall, Realsports Baseball, River Raid, Space Invaders (2 styles), Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #5: 13 ColecoVision manuals..... 7 BASSINLG

Cabbage Patch Kids: AITP, Cosmic Avanger (2), Donkey Kong, Mousetrap (2), Mr. Do!, Slither, Turbo, Victory, War Games, Roller Controller manual and Driving Controller manual

* *

Manual Package #6: 10 Nintendo NES manuals..... 3 sirus

All-Pro Basketball, Baseball Stars, Gyruss, Jack Nicklaus Golf, Jeopardy 25th Anniversary Edition, Kings of the Beach, Simon's Quest, Super Off-Road, Tecmo Bowl, Wheel of Fortune

* *

Atari 2600 catalogs, etc..... 5 tdjafari

Atari game catalogs: 1983 Atari Stars silver game catalog, 42 game Atari catalog (81-Rev. A), 43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C) and 45 game Atari catalog (82-Rev. D) 49 game Atari catalog (82-Rev. E) -- Coleco 1982 game catalog
Activision game Catalogs: 1981 small black/red catalog, Winter 1982 Red catalog, Winter/Spring 1983 blue catalog, Fall/Winter 1983 blue catalog

Imagic 1982 Rev. A silver catalog, Imagic 1982 Rev. D black catalog
M-Network 1982 catalog, Parker Bros. 1982 silver catalog,
Parker Bros. 1983 catalog (includes McDonalds, Incredible Hulk,
and Lord of the Rings artwork and previews for the 2600!)

Original 6-switch CX2600 Owner's Manual, 4-switch CX2600A
Owner's Manual, Atari 2600 Jr. Owner's Manual, Atari Remote Control
Wireless Joysticks Installation Instructions, Atari Centipede Bug-Off
Contest entry form, Yar's Revenge: The Qotile Ultimatum Comic Book
Atari Force #1 Comic book in near Mint condition.

* *

The ATARI CONNECTION Volume 2, Number 2, Summer 1982,
in NEAR MINT Condition with all inserts intact. 5 ebacher

* *

COLECOVISION PACKAGE..... 80 Zaphodette

ColecoVision with power supply, 2 standard controllers,
owner's manual, in the original styrofoam inner packaging,
(no outer box), plus the following 31 ColecoVision games:

B.C.'s Quest for Tires B.C.'s Quest for Tires II: Grog's Revenge
Buck Rogers: Planet of Zoom Cabbage Patch Kids: AITP (manual)
Carnival Centipede (Atarisoft)
Defender (Atarisoft) Donkey Kong (manual)
Donkey Kong Jr. (manual) Frenzy
Front Line Heist , The (Microfun)
Ladybug Looping (manual)
Omega Race (manual) Pepper II (manual)
Pitfall Pitfall II
Pitstop (Epyx) Popeye
Q-Bert Rocky Super Action Boxing (manual)
Space Panic Squish 'Em Sam (Interphase)
Star Wars: Arcade (Prkr Bros) Super Action Baseball
Super Action Football Time Pilot (manual)
Venture (manual) Zaxxon (manual)
Smurf: RIGC (manual)

* *

INTELLIVISION PACKAGE..... 50 tdjafari

Modified boxed Intellivision which has a 9-pin customized
detachable left controller, and 1-piece plastic joysticks
replacing the plastic directional pads on both controllers.
Includes a Master Component owner's manual, Intellivision
game catalog (1982), Imagic game catalogs from '82 & '83,
an Intellivoice module and the following 44 games:

Advanced Dungeons & Dragons (M,2O) Astrosmash (M,o2O)
Auto Racing (white label)(M) Baseball (white label)(M,2O)
Burgertime (M,2O) Carnival
Checkers Demon Attack
Donkey Kong (M) Dragonfire (2O)
Electric Co. Word Fun (2O) Football (w. label)(M,2O,playbook)
Frog Bog (M,2O) Frogger (M)
Golf Happy Trails
Hockey (white label)(M,2O) Las Vegas Poker & B.J. (B,M,2O)
Lock 'n' Chase (white label)(M,2O) Loco-Motion (M,2O)
Masters of the Universe: He-Man Mission X
NASL Soccer (B,M,2O) NBA Basketball (B,M,2O)
Night Stalker (white label)(M,2O) PItfall
Safecracker Skiing (white label)
Slap Shot Super Pro Hockey (w. label) Snafu (M,2O)
Space Armada (M,2O) Space Battle (M,2O)
Space Hawk (2O) Space Spartans (1O)
Stampede Star Strike (M,2O)
Sub Hunt (B,M,2O) Swords & Serpents
Tennis (M,2O) Thunder Castle (white label)
Triple Action (Shrinkwrapped) Tron Maze-A-Tron (M,1O)
Utopia (white label)(M,2O) World Championship Baseball (wl)

* *

(#1) ATARI 5200 PACKAGE.............................. 50 sbolton
----
Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 30 games:

Berzerk (M) Pac-Man (M,2O)
Centipede (M,2O) Pengo (M)
Choplifter Pole Position (M)
Countermeasure (M,2O) Popeye (box)
Defender (M,2O) Q-Bert
Dig Dug (M) Qix (M,2O)
Football (M, 2 Playbooks) Rescue on Fractalus (Sealed)
Frogger (M,2O) Soccer (M,2O)
Galaxian (M,2O) Space Dungeon
Joust Space Invaders (M,1O)
Jungle Hunt Star Raiders (M,2O)
Kangaroo (M) Super Cobra
Missile Command (M,2O) Tennis (M)
Moon Patrol Super Breakout (M,2O)
Ms. Pac-Man (M) Vanguard

* *

(#2) ATARI 5200 PACKAGE.............................. 25 sbolton
----

Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 17 games:

Centipede (M,1O) Pac-Man (M)
Countermeasure Pole Position (M)
Defender (M) Popeye
Dig Dug Qix
Football (Red & Blue Playbooks) Soccer (1O)
Galaxian (2O) Space Invaders (M,1O)
Kangaroo (M) Star Raiders (M,2O)
Missile Command (M,2O) Super Breakout (M,2O)
Ms. Pac-Man

* *

Atari 5200 Trak-Ball controller, mint condition in original
box, has original styrofoam/cardboard inserts, manual, and
even the red tape holding the ball in place! 25 cwilkson

* *

(#1) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 15 cwilkson

* *

(#2) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 15 ImaTwit

* *

(#1) ATARI 7800 PACKAGE.............................. 20 min

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 10 Atari 7800 games:

Asteroids Centipede
Dig Dug Food Fight
Galaga Ms. Pac-Man
One-On-One Pole Position II
Joust Desert Falcon

* *

(#2) ATARI 7800 PACKAGE.............................. 12 rjmurill
----
Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 6 Atari 7800 games:

Asteroids Centipede
Dig Dug Galaga

Food Fight Pole Position II

* *

TEXAS INSTRUMENTS 99/44A PACKAGE..... 10 tdjafari

Texas Instruments 99/44a computer with power supply,
rf adapter, pair of Amiga Power Stick palm-sized joystick
controllers (2nd player controller works but is flaky)
and the following 17 cartridge programs (2 dups):

Alien Addition
Alligator Mix
Attack, The
Beginning Grammer
Donkey Kong (Atarisoft)
Early Learning Fun
Home Financial Decisions (box and manual)
Household Budget Management (2 copies, both w/box and manual)
Music Maker (box and manual)
Parsec (box and manual)(2nd loose copy)
Personal Real Estate (box and manual)
Personal Record Keeping (box and manual)
Securities Analysis (box and manual)
Terminal Emulator II (box and manual)
TI Extended Basic

* *

FAMICOM PACKAGE..... 40 zerootaku

Famicom (Japanese NES) system complete with
original power supply, two controllers, rf switchbox,
light gun, and the following 3 games:

Duck Hunt Wild Gunman Hogan's Alley

* *

EMERSON ARCADIA 2001 PACKAGE..... 25 ImaTwit

Emerson Arcadia 2001 system with power supply,
2 hardwired controllers, and the following 4 games:

American Football (torn label) Escape
Space Raiders Tanks A Lot

* *

TURBO GRAFX16 PACKAGE..... 27 morbid

Turbo GrafX16 system with power supply, rf cable,
5 player adapter, 3 controllers, and these 2 HuCards games:

Keith Courage in Alpha Zones (w/ case & manual)
Double Dungeons (w/ case & manual)

* *

SEGA GENESIS PACKAGE..... 40 bfhom

Sega Genesis system in original box & styrofoam, w/ power supply,
rf cable, owner's manual, (2) standard 3-button controllers &
(1) Megafire 3-button controller . Also includes Arcade Power Stick
controller in original styrofoam & box with manual, & these 13 games:

Alien Storm Altered Beast (box, manual)
Cool Spot Evander Holyfield's Boxing
Gaiares (box, manual) Gauntlet IV (box, manual)
Hardball John Madden Football (box, manual)
Jurassic Park (box, manual) NBA Jam (box, manual)
Sports Talk Baseball (box, ml) Streets of Rage (box, manual)
Super Monaco GP (box, manual)

* *

ATARI 800 PACKAGE..... 80 tdjafari

(Note: Everything from here until the end of the list is included
in the Atari 800 package. Everything weighs about 80 lbs.,
so please take the shipping into account before you bid -
I will only ship this system within the U.S. - thanks)

Atari 800 Computer w/ 48K RAM, power supply
Atari 800 Operator's Manual
The Atari 800 Home Computer Owner's Guide

(2) Atari 810 Disk Drives with power supplies
The Atari 810 Disk Drive Owner's Guide
Disk Operating System II Reference Manual
Dos 3: An Intro to the Atari Disk Operating System

Atari 410 Program Recorder
Atari 410 Program Recorder Operator's Manual
The Atari 410 Program Recorder Owner's Guide
(Includes built-in power supply and connecting cable)

Atari 850 Interface Module w/ power supply (untested, powers up fine)
(1) Spare Atari 850 Interface Module (untested, powers up fine)
Atari 850 Interface Module Technical Manual
Atari 850 Interface Module Operator's Manual

(4) connecting cables to connect everything above

Atari Touch-tablet (untested)
Koala Pad (untested)

2 Atari joystick controllers, pair of paddle controllers
2 Wico Command Control trackballs

2 Wico bat-style joystick controllers

CASSETTE PROGRAMS

Conversational French (All 5 Cassettes, manual, plastic binder)
Conversational German (All 5 Cassettes, manual, plastic binder)
Conversational Italian (All 5 Cassettes, manual, plastic binder)
Conversational Spanish (All 5 Cassettes, manual, plastic binder)

An Invitation to Programming 3: Introduction to Sound and Graphics
(includes both cassettes, box and manual)

(22) CARTRIDGES:

Assembler Editor Computing Language (with User's manual and Errata)
Asteroids (with manual)
AtariWriter Word Processor (with manual and quick reference card)
Basic Computing Language (with Reference Manual)
Centipede
Defender (with manual)
Dig Dug
Donkey Kong (with manual)
Frogger (Parker Brothers)(with manual)
Galaxian
Joust
Jungle Hunt
Missile Command (with manual)
Ms. Pac-Man
Music Composer
Pac-Man (with manual)
Pilot Programming Language
Pole Position
Qix
Space Invaders (with manual)
Star Raiders (with manual)
Super Breakout

(18) ORIGINAL DISKS WITH MANUALS

Arcade Album #1: Spy's Demise, The Spy Strikes Back
and Thunderbombs all on one disk
Andromeda Mission: Asteroid
Apple Panic Music Box
Blue Max Slime
Bridge Master Space Chase
Cytron masters Space Eggs
Dimension X Wayout
DodgeRacer Zaxxon
Downhill (APX) Zork I
Jaw Breaker

BOOKS AND OTHER DOCUMENTATION

Atari Home Computer product catalog
Atari Home Computers: The Next Generation catalog

Programmer's Card (Laminated guide to hardware registers, OS shadow,
Antic modes, IOCB structure, Useful OS Equates, etc.)

Inside Atari Basic - 183 ppg. (Carris, 1983, Reston Publishing)

Atari Basic: A Self-Teaching Guide - 332 ppg.
(Albrecht, Finkel & Brown, 1979, Wiley & Sons)

Atari Sound and Graphics: A Self-Teaching Guide - 234 ppg.
(Moore, Lower & Albrecht, 1982, Wiley & Sons)

The Atari Assembler - 270 ppg. (Inman & Inman, 1981, Reston Publishing)

6502 Assembly Language Programming - 606 ppg.
(Leventhal, 1979, McGraw-Hill)

6502 Assembly Language Subroutines - 550 ppg.
(Leventhal & Saville, 1982, McGraw-Hill)

Machine Language for Beginners - 350 ppg.
(Mansfield, 1983, Small System Services, Inc.)

Mapping the Atari - 194 ppg. (Chadwick, 1983, Small System Services, Inc.)

Master Memory Map for Atari 400/800 Computers - 30 ppg.
(Sherer, 1982, Educational Software, Inc.)

Atari Pilot for Beginners - 229 ppg.
(Conlan & Deliman, 1983, Reston Publishing)

The Elementary Atari - 287 ppg. (Sanders, 1983, Datamost, Inc.)

Your Atari Computer: A Guide to Atari 4/800 Personal Computers - 458 ppg.
(Pool, McNiff & Cook, 1982, McGraw-Hill)

Inside Atari DOS - 120 ppg. (Wilkinson, 1982, Small System Services, Inc.)

Compute!'s First Book of Atari - 184 ppg.
(1981, Small System Services, Inc.)

Compute!'s Second Book of Atari - 250 ppg.
(1982, Small System Services, Inc.)

Compute!'s First Book of Atari Graphics - 248 ppg.
(1982, Small System Services, Inc.)

The RS-232 Solution - 194 ppg. (Cambell, 1984, Sybex, Inc.)
(Guidebook showing how to connect systems to RS-232 peripherals)

The Complete Handbook of Personal Computer Communications - 546 ppg.
(Glossbrenner, 1985, St. Martin's Press)

Games For Your Atari - 125 ppg. (Bunn, 1983, Virgin Books)

Atari Program Exchange - Program Submission Materials
Atari Program Exchange - Program Author's Handbook
Atari Program Exchange - Manuals Only:
Atari Program-Text Editor, Basic Program Compressor
(Masher), Deep Blue C Compiler, Deep Blue Secrets,
Disk Fixer (Fix) - Rev. 2.0, Extended Fig-Forth,
Forth Turtle Graphics Plus, Fun-Forth, Ion Roadway,
Load 'n Go, Salmon Run, Speed-O-Disk, Typo Attack

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Prog/Speed/Death Metal Drummer	imaginations" - Neil Peart

4008. Auction: 8-Bit Memory Maps/Flip and Files/Manuals/Programs

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971206133400.IAA29942@ladder02.news.aol.com>
Source record: 68044

December Auction - Update 9

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, December 15, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Atari 8-Bit Computer Accessories
A1. Panasonic KX-P1092 Epson Compatible Dot Matrix Printer. Includes 2 ribbons (installed and extra unopened)/Operating Instructions manual (includes codes, charts, type-in BASIC examples). Without paper separator (wire rack). Supports near letter quality print. Handles friction feed or fan-fold paper. Very nice condition. Works well with Atari 850 Interface. Actual shipping added. -$19.95

semslie

A2. Atari 850 to Centronics Printer Cable. Works with above and other dot matrix printers. -$8.95 semslie

A3. Atari Dealer Demo Cartridge. 16K Dealer Demo in Centipede Case. Self-running. Shows advanced capabilities. Well executed programming tricks. Begins with multicolor Atari Logo with all colors displayed at once. Includes Household management, Recordkeeping (animated pencil), Home Entertainment (shows Star Raiders with different style tie-fighter), Investment Analysis, and Service Centers (draws U.S. map). Extremely rare. -$35 grabben

A4. AtariWriter Cartridge. Includes 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$7.95 min

A5. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$8.95 min

A5a. Koala Pad. Includes Koala Pad touch tablet, stylus, Micro Illustrator and Touch Tablet Owners Manual. Very Rare. No Disks. -$8.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A6. Miner 2049er (computer style) -$3 disk doctor
A7. Robotron: 2084 (computer style) -$3 disk doctor
A8. Final Legacy (computer style) -$2.50 tempest
A9. Joust (computer style) -$2.50 disk doctor
A10. Missile Command (computer style) -$2.50 min
A11. Super Breakout (computer style) -$2.50 min
A12. Barnyard Blaster (XE game system style - supports light gun *see Item A41 below) -$2.50 min
A13. Flight Simulator II (XE game system style) -$2.50 steg
A14. Millipede (computer style) -$3 tempest
A14a. Kindercomp cartridge. -$2.50 min
A14b. Centipede cartridge -$2.50 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A15. Star Raiders II -$6 cf943
A16. Battlezone -$5.95 tempest
A17. Ballblazer -$5.95 min
A18. Rescue on Fractalus! -$7 gmiller
A19. Desert Falcon -$5.95 tempest
A20. Thunderfox -$5.95 min

Atari 8-Bit Computer - Disks
A21. Pogo Joe (flip side for C64) disk -$1 min
A22. HomePak (flip side for C64), Batteries Included disk -$1 min
A23. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A24. Party Quiz Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A25. F-15 Strike Eagle, Micropose disk -$1 min
A26. Blade of Blackpoole, Sirius disk -$1 min

A27. Twerps, Sirius disk -$1 min
A28. Spy vs. Spy and Spy vs. Spy II (Island Caper). Disk with Instructions. -$2.95 min
A29. Boulder Dash, First Star disk -$1.95 min
A30. Gruds in Space, Sirius disk -$1 min
A31. Repton, Sirius disk -$1 min
A32. Ali Baba and the Forty Thieves -$2 Joseph Red
A33. Murder on the Zinderneuf, Electronic Arts. Complete in package with disk and instructions/reference card. -$2.95 min
A34. Nudmehi Replica 1+1 Backup and Utilities Program. Designed to back up all Atari software prior to 8/15/82. Includes Sector Disassembler, Sector Search, Disk Bitmap, RPM Speed Adjustment. Support for optional data disks (not included). Disk and Instructions. -$2.50 Joseph Red
A35. CASDIS. Machine language program that converts Atari cassette-based programs to disk. Supports BASIC, machine language, and multi-load programs. With 28 page instruction manual. -$1.25 semslie
A36. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A37. Atari Word Processor Program Master Diskette -$1.95 min
A38. APX Insomnia Sound Editor with instructions -$1.95 min
A39. Ultima II Disk 2 Player Disk -$.25 gmiller
A40. S.A.M. Software Automatic Mouth Disk, Don't Ask Computer Software -$1 min
A40a. Track Attack disk, Broderbund -$1 min
A40b. Hacker disk, Activision -$1 min
A40c. Drol disk, Broderbund -$1 min
A40d. Spy Hunter disk, Sega -$1 min
A40e. Master of the Lamps disk, Activision -$1 min
A40f The Great American Cross Country Road Race, Activision -$1 min
A40g. Maxi Golf, Activision 2 disk set -$1.50 min
A40h. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1 min

Atari Controllers
A41. Light Gun. Works with XE system and 8-bit computers. Use with Barnyard Blaster (above). -$8 gmiller
A42. Track and Field Controller (Blue with 3 buttons - 2 Run and 1 Jump/Throw). Works with 2600 and 8-bit Track and Field games. Very rare. -$12.95 disk doctor
A43. Standard Atari Paddle Controllers (pair) -$2.95 min
A44. Atari Standard Joystick (single) -$4 ebacher
A45. Atari Standard Joystick (single) -$4 ebacher
A46 Epyx 500XJ Joystick with Autofire -$5 The Maverick
A47. TAC-2 Joystick -$6 vinceb33

Miscellaneous
A48. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$3 gmiller
A49. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A50. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A51. BCs Quest for Tires Poster. Approximately 17x23.5 inches. $.50 min
A52. Millipede (8-bit) box (crushed). $.25 min
A53. Atari Enamel Olympic Pin (see picture in Summer 84 Atari Connection)

-$2.95 grabben
A53a. Super Nintendo Mortal Kombat II Instructions -$.25 min
A53b. Colecovision French labels for Front Line. Excellent, like-new condition. -$.25 min

Books/Instructions
A54. Inside Atari BASIC. BASIC programming book. Key concepts (full of type-in examples). Fundamentals of Atari Graphics. GTIA Graphics, Game Controllers. 183 pages. -$4 gmiller
A55. Atari 410 Program Recorder Owners Guide (full color) -$.50 steg
A56. Energy Czar Computer Program Instructions (20 pages) -$.50 min
A57. Disk Operating System II Reference Manual. 100 page DOS 2 reference manual. -$1.50 min
A58. APX Ultimate Renumber Utility Instructions -$.50 min
A59. Atari Haunted House (Creative Computing) Instructions -$.50 steg
A59a. APX (Atari Program Exchange) Keyboard Organ Instructions -$.50
A59b. APX (Atari Program Exchange) Sketchpad Instructions -$.50
A59c. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50
A59d. APX (Atari Program Exchange) Presidents of the United States Instructions -$.50

A60. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$3.95 min

A61. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$4.95 min

A62. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$3.95 min

A63. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$8.95 min
A64. Atari 800 Home Computer Owners Guide. CO60057. Rev. 1 (full color). -$1.95 semslie
A65. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1.95 min
A66. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1.95 min

Atari 2600 Manuals
0. Asteroids, Atari (b&w, 5 languages) -$.75 min
1. Human Cannonball, Atari (small black) -$.75 min
2. Hunt & Score, Atari (small black) -$.75 min
3. Ice Hockey, Activision (colored) -$.75 min
4. Indy 500, Atari (small black) -$.75 min
5. Joust, Atari (colored) -$.75 min
6. Jungle Hunt, Atari (colored) -$.75 min
7. Kaboom!, Activision (colored) -$.75 min
8. Keystone Kapers, Activision (colored) -$.75 min

9. Krull, Atari (colored) -$.75 min
10. Laser Blaster, Activision (colored) -$.75 min
11. Mario Bros., Atari (colored) -$.75 min
12. Maze Craze, Atari (small black) -$.75 min
13. Megamania, Activision (colored) -$.75 min
14. Midnight Magic, Atari (b&w) -$.75 dgeller
15. Millipede, Atari (colored) -$.75 min
16. Miner 2049er, Tigervision -$6 jeremy
17. Miniature Golf, Atari (small black) -$.75 min
18. Missile Command, Atari (colored) -$.75 min
19. Moon Patrol, Atari (b&w) -$.75 min
20. Ms. Pac-man, Atari (silver colored) -$.75 min
21. Night Driver, Atari (small black) -$.75 min
22. Oink!, Activision (colored) -$.75 min
23. Outlaw, Atari (small black) -$.75 min
24. Pac-Man, Atari (colored) -$.75 min
25. Peles Championship Soccer, Atari (small colored) -$.75 dgeller
26. Phoenix, Atari (colored) -$.75 min
27. Pitfall!, Activision (colored) -$.75 min
28. Planet Patrol, Spectravideo -$1 cf943
29. Plaque Attack, Activision (colored) -$.75 min
30. Raiders of the Lost Ark, Atari (colored) -$.75 min
31. Realsports Football, Atari (b&w) -$.75 min
32. Realsports Tennis, Atari (b&w) -$.75 min
33. Revenge of the Beefsteak Tomatoes, Fox -$.75 min
34. River Raid, Activision (colored) -$.75 min
35. Road Runner, Atari -$.75 dgeller
36. Robot Tank, Activision (colored) -$.75 min
37. Seaquest, Activision (colored) -$.75 min
38. Shark Attack, Apollo -$1 cf943
39. Skeet Shoot, Apollo -$.75 min
40. Skiing, Activision (colored) -$.75 min
41. Sky Diver, Atari (colored) -$.75 min
42. Sky Jinks, Activision (colored) -$.75 min
43. Slot Racers, Atari (small black) -$.75 min
44. Space Invaders, Atari (colored) -$.75 min
45. Space Invaders, Atari (small black) -$.75 min
46. Space Jockey, Vidtec -$.75 min
47. Space Shuttle Flight Manual, Activision (colored) -$.75 min
48. Space War, Atari (colored) -$.75 min
49. Spider Fighter, Activision (colored) -$.75 min
50. Squeeze Box, US Games -$.75 min
51. Stampede, Activision (colored) -$.75 min
52. Star Raiders, Atari (colored) -$.75 min
53. Star Ship, Atari (small black) -$.75 dgeller

Game Catalogs
54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$1 dgeller
55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller

57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
58. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller

Atari 5200 Cartridges
60. Activision Decathlon very good label -$3 vinceb33
61. Buck Rogers with very good label -$1.50 vinceb33
62. Choplifter! Complete in box with instructions. In new condition (purchased new but opened box and used once or twice). -$5 cf943
63. Congo Bongo with very good label -$2 min
64. James Bond 007 with very good label -$7 min
65. Joust - very good label -$1 vinceb33
66. Kaboom! - very good label -$1 min
67. River Raid - very good label -$1.50 min
68. Space Shuttle - very good label -$2 min
69. Star Raiders - very good label -$1 min
70. Star Trek with very good label -$2 min
71. Super Breakout - very good label -$1 min
72. Super Cobra - very good label -$1 vinceb33
73. Zaxxon with very good label -$19.95 min
74. Rescue on Fractalus! New in box (sealed) -$10 cf943
75. Zone Ranger. New in box (unsealed) -$9.95 min
76. Bounty Bob Strikes Back cartridge -$24.95 min
77. Gorf cartridge -$2.50 vinceb33
78. Quest for Quintana Roo cartridge -$3.50 min
79. Wizard of Wor cartridge -$2.50 vinceb33
80. Realsports Baseball cartridge -$1 vinceb33
81. Realsports Soccer cartridge -$1 min
82. Realsports Tennis cartridge -$1 vinceb33
83. Realsports Football cartridge -$1 min
84. Keystone Kapers. New in box (unsealed) -$9.95 min
85. Pac-man cartridge -$1 min

IBM PC
86. Williams Arcade Classics CD: Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
87. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
88. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
89. Toolworks Reference Library. Complete in original box. -$1.95 min

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.50 min
O2. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. -$3.95 min
O3. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O4. Atari 5200 Super Breakout single -$.50 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1983 (Volume 3 Number 1). Electronic Information (Electronic Bulletin Boards are latest boon). Right at Home: Atari 1200 XL Home Computer. New Products: Timewise, Atari 1020 Color Printer, Telelink II, AtariWriter. The Future in Your Computer (A Revolutionary New Way To Communicate: Telecommunications). Computer Classroom - Creating a mailing list on your 410 or 1010 program recorder, type-in programs. Home Computer Photos. Creating Your Own Computer Animated Cartoons. Reviews: Mickey in the Great Outdoors. Ads: E.T., APX, AtariWriter. -$8 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1983 (Volume 3 Number 2). Listening for Extra-Terrestrials with a Home Computer. New Special Programming Section: Subroutines Galore - Music and Harmony, GTIA Power, Varnames, Farrah, and more! Why Computing Isn't Just for Boys. New XL Family Hardware Reviews. 600XL, 800XL, 1450XLD, 1025 Printer, 1030 Modem, Atari Touch Tablet, 1010 Program Recorder, and more. Software Reviews: Speed Reading, Caverns of Mars, Getaway!, Donkey Kong, Juggles House, Family Finances, Dig Dug, Paint. E.T. Fan Club Formed. Atari 1200XL 2-page ad. Type-in programs. -$8 ebacher

M3. Atari Connection (The Home Computer Magazine) Fall 1983 (Volume 3 Number 3). Special Education Issue. LOGO vs. BASIC - Which is Best? Arcade Game Design. Ten Tips From the Programming Pro (Chris Crawford). Hardware Review - New Products: Remote Control Joystick, Atari Light Pen, Experimental Designs. Computer Classroom: ANTIC and GTIA, Character Set Graphics, Character Redefinition and Animation, Player/Missile Graphics, Map Mode Graphics, type-in examples. Learning to Learn with the Father of LOGO. Flying High with Superman (Info about 26-second animation in Superman III). Ads: Donkey Kong, Getaway!, AtariWriter. -$8 ebacher

M4. Atari Connection (The Home Computer Magazine) Winter 1984 (Volume 3 Number 4). The Professional AtariWriter - A Complete Guide. The Fine Art of Computing - A Learning Guide to Computer Literacy. To Copy or Not to Copy - Computer Ethics. Type In Programs - Atari Sound Synthesizer (Make Your Computer Sound Like Different Instruments), Sound Machine, more. Ads: Atari XL Computers, Ms. Pac-man, AtariWriter, BASIC XL, MAC/65. -$8 ebacher

M5. Atari Connection (The Home Computer Magazine) Spring 1984 (Volume 4 Number 1). The Computer That Rolls (Dungeons and Dragons Dice Generator Type-In Program). Ten Tips From the Programming Pros (Secrets from LucasFilms Game Group). Robots Come Home (Really Friendly Machines That Speak Your Language). Tracking Your Trak-Ball with type-in programs. Dr. Wacko, Joystick Movement and Control Tutorial. Reviews: Star Wars Arcade Game, Atari Logo, Berzerk, Ms. Pac-man, Moon Patrol, Crystal Castles, Advanced Musicsystem, Oscar's Trash Race. Ads: Synapse Encounter, Dimension X, Zeppelin; AtariWriter; Top-DOS; Jungle Hunt; Pole Position. -$8 ebacher

M6. Atari Connection (The Home Computer Magazine) Summer 1984 (Volume 4 Number 2). Creative Applications: Touch Tablet, AtariLab, Light Pen. The Sound of Micros. The Making of the Atari Light Pen. Body Heat: Science Comes Alive with AtariLab. 10 Hex Tips from the Programming Pros (Atari Advanced Games Group Article). Fantasy Character Generator Type-In Program. Seniors Take to Computers. Ads: Joust, Jupiter Mission, Indus GT Drive, Moon Patrol, Pole

Position, Dig Dug, Dallas Quest. Reviews: Ballblazer, Rescue on Fractalus!, Firefox, Typo Attack, BASIC XL, Sky Writer. Bits and Pieces Type-In Programs. -$8 ebacher

Atari Explorer (Replaced Atari Connection):

M7. Atari Explorer February 1985. The New Atari Computers (The Atari XE Series, Peripherals). The Atari 130ST and 520ST. An Introduction to MIDI. Alphabet Train type-in program. The People of the New Atari - Jack Tramiel, Leonard Tramiel, James Copland, David Harris, Gregory Pratt, and more. The Art of Computer Game Design by Chris Crawford. Atari Telecomputing. Inside Memory - Exploring Your Atari's Memory. Atari Logo type-in program. Reviews - Millipede, Track and Field. Atari Proofreader, Questron Ads. -$3.95 min

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer Summer 1985. ST Graphics (Using the ST's Graphics from Logo and the GEM VDI. Ads: AtariLab Starter Set. The Games of Summer. A Direct Line to Atari (Atari BBS online). Atari at Summer Consumer Electronics Show (Includes Something Really New - CD ROM). Pronto, the Home Information System. Learning Software. An Interview with AtariSoft. Word Processing (6 Products compared). Reviews: Video Title Editor, Blue Max 2001, Computer Ambush, Bounty Bob Strikes Back. The Horizontal Scroll (Programming Article with 5 type-in programming examples). Logo Player Missile Graphics. Strategy Tests Standout: MULE, Archon, Archon II, Dragonriders of PERN. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M12. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy

type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

4009. Re: www.atari.nu

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <66boek$3s5$1@triglav.iwaynet.net>
Source record: 68045

Cvendel <cvendel@aol.com> wrote:
> Stop by and check out the new look and all the new information and images at
> the Atari Prototypes & Vaporware website.

> Curt Vendel

IT's nice but you should really give ALL links some kind of description.
(at least a ALT= one)
And using non-breaking spaces ( ) is REALLY not a good idea for creating
tables.I can't even read the "Atari PC-1" table.You should use actual tables.

"Borg Warner"???

4010. Re: For Sale: Atari Trak-Ball (Mint in box)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: Bubba <usedgame@telepath.com>
Message-ID: <66bpcd$3td$1@usenet76.supernews.com>
Source record: 68046
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.atari

No shit If ebay don't rip you off with hi selling fees the sellers will Fuck ebay

The Maverick wrote in message <34876468.29A2@Volcano.Net>...
>WOW! Another rip-off E-bay auction!
>
>Those who regularly frequent this newsgroup (r.g.v.a.) know that the
>going price for these around here (mint in box) is about $5-7 since a
>bunch just hit the market (and maybe less if you live by one of the
>vendors blowing them out for a couple bucks.)
>
>Isn't it great we have E-bay so people can get ripped off??
>
>the Mav
>
>--
>
>> The Maverick: Too crazy for the looney bin...
>
>> Mav's "I'm not home" Page
> http://www.volcano.net/~themaverick

4011. Re: WOW!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <66bor1$426$1@triglav.iwaynet.net>
Source record: 68047

Brent Buescher <buesch@srv.net> wrote:
> The Doctor <dklugh@iwaynet.net> writes:

> > So what happens when you want to play Lode Runner or Ultima?

> They look like hell. Somewhere I have a hacked version of Lode Runner
> from Germany that uses a 4-color mode. Very nice.

Yeh,I have that.Of course 4-colour mode also halves the horizontal resolution.
(kind've defeats the purpose of the monitor)

> You can always use the composite output when you want to use something
> that uses artifacting, assuming you have NTSC equipment.

And room for two monitors.

> > If artefacting bothered you in Ice-T,why didn't you just turn down
> > the colour knob?

> Because a split video display is much sharper and easier to read.

You can also try a monochrome composite monitor.I use one with my enhanced
Apple 2e (which puts out 640x200,compared to the Atari's 320x200) and 80-column
text looks great.I still have to test that monitor out with the ST's 80-column
mode.

Of course I use a 800XL so I'm stuck with composite.

4012. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <66bqc4$4eg$1@triglav.iwaynet.net>
Source record: 68048

harvey klein <harveyklein@webtv.net> wrote:
> I guess I didn't define "downloading" with my Web TV. What I meant is
> that I can't save a page or file to disk (although it can be saved to a
> printer). I CAN access the ftp sites - I do this on a regular basis,
> see which files I am interested in, and then switch to my Atari and
> download the files to disk via Delphi.

I was talking to a friend last night and we were talking about the WebTV and
Netlink (with PlanetWeb browser) and he was saying something to the effect that
at least the (Sega Saturn's) Netlink allowed you to use any ISP you want.
So is he right about having to use a certain ISP for WebTV.
Do you know where I can get information about WebTV's capabilities?
(I never heard of it FTPing before)
I still say that a cheap used PC is the way to go.
Though PC programmes tend to be a bit hard to use.You know how anoying it is
when BobTerm doesn't tell you what went wrong when it does a directory (via
pressing 0-9) and gets a error.Well that's NOTHING compared to the extreme
terseness of PC programmes.NEt-Tamer (a "all-around" internet programme like
Netscape) doesn't even report the fact that there was a error some times.
(try saving a USENET message to a non-sense filename (like one that refers to a
sub-directory) and it'll act like it worked)
Also the command interface is confusing.
For example:COPY FILE C:\DOS (which is a sub-directory on all PCs)
Now in MYDOS you'd get a error because you tried to over-write a sub-directory.
In SpartaDOS it would simply create a file the same name as the sub-directory
(since this doesn't cause a problem under SpartaDOS;there's never confusion on
whether you're refering to the file "DOS" or the sub-directory)
But MS-DOS will alter the command to read:
COPY FILE C:\DOS*.*
Which of course copies the file INTO the sub-directory.On the Atari you would
have to use:
COPY FILE C:\DOS\
to cause this behaviour.
(of course Atari uses : and >,not \)
My second point is that filenames get altered by the DIR command.
For instance if you download something call DIR.EXE and you wanted to run
it,you'd think just to type "DIR.EXE".But NOOOOO!
IT gets translated to "DIR *.EXE".The same with any other command.Also typing
"DIR *" or "DIR FILENAME" gets translated to "DIR *.*" and "DIR FILENAME.*".
And I haven't even begun to describe the great fun of text vs. binary
mode!<sneer>

4013. Re: New Ice-T trouble

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <66bqq7$4k1$1@triglav.iwaynet.net>
Source record: 68049

William Kendrick <kendrick@zippy.sonoma.edu> wrote:
> Thomas J. Andrews (tandrews16@delphi.com) wrote:
> :
> : Can anybody give me a specific FTP address where I can find Ice-T 2.72?
> : Also, anything I ought to know about FTP-ing before I try it for the first
> : time?

Well in Lynx press return to download a FTP file.If Lynx just shows the file
then you're not meant to download it.(unless it's a text file)
I've found that (in v2.7) putting the filename extention in your own local
mime.types file will help out.(at least put "disk-img/diskcomm dcm" in)
You may have to define your own lynx.cfg file to be able to define a personal
mime.types file.(and you should make it something like "~/.mime.types" so that
it's hidden)
I did this using Lynx v2.7.I remember it not working in v2.5.

4014. Re: Is possible to filter someone from usenet?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <66bquj$4k1$2@triglav.iwaynet.net>
Source record: 68050

James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:

> Sorry, but this group is where I know people to listen to.
> My problem is, I 'f'ollowup to posts in this group and my
> followup disappears, at least partly.

What OS and programme are you using to read news.And what command do you type to "follow-up"?
In tin it's "f" and in trn it's "F".

4015. Re: Followup to 'can someone be filtered from usenet'

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <66brn3$4mm$1@triglav.iwaynet.net>
Source record: 68051

James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:

> My conclusion at this point. The absence of any way to
> followup to other people's posts, and to see other people's
> followups to my posts makes comp.sys.atari.8bit sorta
> useless except to read it and send e-mail to people who's
> messages I read. I have no idea the source of the 'lost'
> articles, but at least now I know why it never seemed that
> people followed up to my posts, and people might understand
> why their followups to my posts are never posted back to.

You might try Lynx or Pine or some other news software on CFN.
(try rtin,tin,trn,rn,nn...)

4016. Re: atari being used as screen saver

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: dklugh@iwaynet.net
Message-ID: <66btfg$5ds$1@triglav.iwaynet.net>
Source record: 68052

Kenneth Jennings <kenneth@spam.not.sayeth.i> wrote:
> On 26 Nov 1997 09:25:46 GMT, dklugh@iwaynet.net wrote:

> >On 1997-11-22 he110@cleveland.Freenet.Edu(BillR.Core) said:

> > >re: Atari8 on cable TV...
> > >I was at an Aunt & Uncle's house, flipping thru the cable
> > >channels, and I stopped at the local-events channel. There I saw
> > >a screen that I thought could have been easily generated on
> > >an 8-bit Atari. Multiple-DLI bands of color and different
> > >size text in different bands. I guess my suspicions have been
> > >confirmed! _WOW_!!! That is _REALLY_ Cool!!!!

> >Remember that the Commodore also has something akin to a inter-line interupt.
> >These can be used to mix text and graphics modes.
> >(this is what the Commodore 128's BASIC does)

> Using that interrupt is the only way to mix modes on the 64.
> 2 text, and 2 graphics modes AFAI recall. Whooo-peee.

While the VIC only provides 40-column text,there are several 40-column text
modes.(including a multi-colour IRG-like mode and a multi-background mode)

> >Even without interupts the Commodore can change the palette for every
> >4 (colour-clock) by 8 (scan-line) block.(the size of a 40-col character)

> It doesn't change the "palette", since there is no color indirection
> involved with this. And the programmer has a choice of 16 marvelous
> colors, most of which are darker/lighter shades of each other.

Well,yeh,it does.The programme (in 320x200 mode) just POKEs in bit-maped bytes.
Each bit represents either the foreground or background.The colour RAM is used to decide
what bit values of 1 and 0 mean for each character cell.
In 160x200,you have four possible colours per character cell,but the background is the same
for the whole screen (unless changed by a interupt) giving you three unique colours per
c-cell.

And the Atari has 16 colours/8 shades palette.
(16 shaded only available in the non-palette GTIA modes)
You mostly get 2 shades of each colour on the Commodore with several shades of
white.Gauntlet uses black,white and two shades of a certain colour for each level.You can
readily see the higher contrast of Commodore's Gauntlet compared to Atari's.

> Not to mention that the weird timing on the display creates
> bizarre, unpredictable color artifacts.

Yeh.And they're useless artefacts as well.Of course the Commodore's 320x200 mode lets you
use more colours so Ultima looks better on it (and the Apple) than on the Atari.The Atari's

320x200 mode was always a weakness.Of course the title and in-dungeon graphics of Ultima 4 weren't converted to the Commodore way of doing things so they just appear black&white (with very slight bands of (useless!) colour.And you're limited to 2-colours per 8x8 square.(not a problem with Ultima)

> And this thing was released how many years after the Atari 800?

Not to mention the lack of any ability to add new device handlers.
Commodore DOS is INSIDE of the disk drive;you control DOS and the disk drive like you would a printer.And you're limited to 1-byte PUTs/GETs with all devices.

> >But multi-sized text is the domain of the Atari.
> >(though multiple graphics modes have nothing to do with DLIs)

> So is gradient shaded text thanks to a 128 color palette and
> DLIs.

Yeh.I just loved those 16-shade monochrome games like Xagon.
(and 4-shade ones like Dark Chambers)

But both computers have to agree that they beat the Apple.
(except that the Apple's artefacting is somewhere in-between the Commodore's and Atari's,which might be useful in Ultima-type games for greater number of colours-per-area)
Of course with a choice of but one I would choose the Atari.

4017. An example of unbridled ignorance.

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: Benjamin Lawson <sblaw1@flash.net>
Message-ID: <3489AC4A.54A4@flash.net>
Source record: 68053
Cross-posted to: alt.atari,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video,rec.games.video.sega,rec.games.video.marketplace,rec.games.video.classic

> Bubba (aka gfranks@telepath.com or usedgame@telepath.com) wrote:
>
> No shit If ebay don't rip you off with hi selling fees the sellers will Fuck
> ebay
>

Yet another colorful statement from gfranks/usedgame@telepath.com.

This is the same guy who gave me a curse-laden response involving someone named 'John Lister Peachlyn Jimmy Choice' to a test message I posted on alt.sega.genesis because I was having trouble with my newsreader. Very uncalled for, and very disturbing.

Do a DejaNews search on this guy - it's amazing the amount to sewage that flows off of his keyboard.

Also, he was recently thrown off of eBay. A modicum of research leads me to believe he was inflating his feedback.

In short, someone I would avoid.
--
Ben
sblaw1@flash.net

4018. WTB: VT-100 Terminal Program

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971206203300.PAA09092@ladder02.news.aol.com>
Source record: 68054

I am new to Atari and I need a vt-100 terminal program.
I have Lynx access to the internet, but no terminal program.
Does Ice-T XE work with an 800xl with 256k?
If you can tell me where to buy it, or if it's shareware/ freeware could
someone send me a copy in the mail?

Any help email: semslie@aol.com

Thanks,
Sean Emslie

4019. FS:ULTIMA IV Quest of the Avatar game for the ATARI 400/800, XL's or XE's

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: jonart@ix.netcom.com
Message-ID: <66cjta$965@sjx-ixn8.ix.netcom.com>
Source record: 68055

ULTIMA IV Quest of the Avatar game for the ATARI 400/800, XL's or XE's. This game is one of the best fantasy/D&D type game series made that has been placed on many computer and game console platforms. Very fun and will give the player hours of fantastic fantasy game-playing! HighlyRecommended! This game is also on the rare side and is often sought out by collectors.

Place all bids here:
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2803228

Any questions may be sent to:
Vintage_Micro@yahoo.com

Merry Christmas!

4020. Cleaning the closet . . .

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: "Michael A. Ortiz" <Longevity@accesspro.net>
Message-ID: <3489D63F.6CE43329@accesspro.net>
Source record: 68056

I am cleaning up my closet and have come to the decision that I'll need
to sell the following items:

1 Atari 800xl with 256k RAMBO upgrade
2 Atari 1050 Disk Drives
1 850 Interface

All come with cables and power supplies. I am asking for $200.00 for
all items. I will sell them separately and I will only take
money-orders. Email me if interested.

4021. FS: Complete Retro ATARI System

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: alexdover@aol.com
Message-ID: <19971206234701.SAA00681@ladder01.news.aol.com>
Source record: 68057

Complete in it's entirety. I would prefer ONLY to sell in the U.S. The package includes:

HARDWARE:

~ ATARI 130XE Console (built-in BASIC Cartridge)
~ Disk Drive /W Power Supply and cables
~ Modem
~ Serial Converter (Needed to run modem)
~ Serial Printer Interface

SOFTWARE:

(CARTRIGE)
~ ATARIWriter
~ SmartTerm (For Modem)

(DISK)
~ Quite Allot. . . Games, mostly.

Asking $180 + S&H
FIRM
Email AlexDover@aol.com

4022. Re: Remeber AtariSoft?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: "David G. Dahlstrom" <ddahl@tiac.net>
Message-ID: <66d3ok$rib@news-central.tiac.net>
Source record: 68058

I think AtariSoft was Atari's brand name for titles released on other
platforms. I remember Defender, Centepede, and Galaxian on the ColecoVision
as some of the best and most fluid games for that system. A bit expensive
though--around $50.00 back in '83.

Dave

Gareth Davies wrote in message <3485AE38.9C3B75FC@dial.pipex.com>...
>Just looked through an old mag and saw AtariSoft advertising games for
>the C64 and Spectrum but not for the Atari 8 bits. I remember this
>struck me as odd at the time. Did they ever produce Atari 8 bit games?
>
>Gareth Davies.
>
>

4023. Ice-T vs. Bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-06 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <xVXmIpl.tandrews16@delphi.com>
Source record: 68059

Well, I managed to get Ice-T up and going yesterday on Delphi - sort of. So far, I like Bobterm better for what I usually do, but then I have over 6 years of experience with Bobterm and only an hour with Ice-T, so that might be coloring my judgement a little.

One thing I'm having trouble with is Ice-T's capture procedures. I'm used to toggling Bobterm's capture by pressing OPTION and letting Bobterm pause things when the buffer is full so I can tell it a file name. I don't like to tie up my phone for any longer than necessary, so I usually just capture my email and Usenet posts nonstop to my RAMdisk and read them offline. (I do like Itay's COL80.COM 80-column reader, though. VERY nice on my C=1701 in split video) With Bobterm, I just get things started, then lean back and watch until they're done. With Ice-T, I have to empty the capture buffer each time it fills up myself - and I have to make sure I don't try to save the capture buffer while data is coming in. Bobterm is easier.

I missed my log-on macro right away, too. Maybe I'll do better with it once I get used to it, but so far I'd rather have an 80-column, VT100 Bobterm...

TJ

p.s. I'm using Bobterm to post this.

4024. Atari 400 wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: Chris Shilliday <cybertel@gte.net>
Message-ID: <66dl4nqin1@gte1.gte.net>
Source record: 68060

Want to buy Atari 400. Preferably in Northeast Ohio, so I can pick it
up. Please e-mail me with pricing.

Chris Shilliday
cybertel@gte.net

4025. 810 floppy drive wanted

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: Chris Shilliday <cybertel@gte.net>
Message-ID: <66dl7vqin2@gte1.gte.net>
Source record: 68061

Want to buy Atari 810 floppy drive. Preferably in Northeast Ohio, so I
can pick it up. E-mail me with pricing.

Chris Shilliday
cybertel@gte.net

4026. GAMES XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <348A6D0E.6CB5@wanadoo.fr>
Source record: 68062

I search montezuma revenge to xf33 for pc
thank you
sorry i not speak english
Alain of french Orleans
A+

4027. Re: Ice-T vs. Bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd031d$6dc7fdc0$66c2accf@asharkis.erols.com>
Source record: 68063

Thomas J. Andrews <tandrews16@delphi.com> wrote in article
<xVXmIpI.tandrews16@delphi.com>...
> Well, I managed to get Ice-T up and going yesterday on Delphi - sort of.

-- snip --

Hi Tom,

Everything in software is a tradeoff. Considering BobTerm's age, and the fact that Puff couldn't have conceived of such things as Ataris doing Internet stuff, VT-100, modems faster than 19.2K, etc., it's really still a very workable program.

Does your ISP require VT-100 emulation? If they don't, one alternative might be to get an XEP-80 and a cheap monochrome monitor and use your BobTerm that way. It will cost, but it might do the job. Best Electronics is one source of the XEP-80 and even sells it in a package with AtariWriter-80.

Ice-T may be a bit inconvenient to use as you've described, but with further encouragement, Itay might come back into the process one day and address those issues. Funny -- I liked his concept too, but ran into some trouble with the program. Since I also have a PC, I just didn't bother trying to get it to work at its best. I'd like to do that some day.

Are you rejoining OHAUG next year?

4028. 5200 vs 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: Gareth Davies <xrb56@dial.pipex.com>
Message-ID: <348AB770.FD61E9E2@dial.pipex.com>
Source record: 68064

A quicky - are 5200 games the same versions as 800 games?

Gareth Davies.

4029. ***Help Figuring Out Atari 810 Modified Drive***

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: atari8bit@aol.com
Message-ID: <19971207163800.LAA15001@ladder02.news.aol.com>
Source record: 68065

I have an Atari 810 Floppy Drive that has been modified. My guess is that it has to do with some type of ability to copy protected software. I have Happy Rev 7.1 software, but the drive is not "happy" when this software is used. I also have Archiver software Rev 2.5 and the drive does not work with this software. From the old magazines there were ads for "The Chip". Does anyone out there have a copy of that software and could they EMail me a copy as an ATR or DCM file???

The modification I see is on the 810 side board and is done on the back side (non component side). There are 2 24-pins soldered to the backside of the board and are on top of each other and there are also 2 14-pin chips also soldered to the backside of the same board with wiring going between all these chips. There are no mods to the component side of the board. A happy is not installed as I checked for this first.

Anyone remember this mod from yesteryear ?????

Thanks,

Atari8bit

4030. Re: What happened to XL-IT ??

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: Dan Boris <dan.boris@coat.com>
Message-ID: <66ekv7$oh2$1@winter.news.erols.com>
Source record: 68066

>as far as I know, xl-it is dead at whatever was released months ago

Not necessarily dead. Markus is very busy with other projects as well as his Master Thesis so he has not had much time to continue with Xl-it. You can also see Xl-it in action in the new game: Montezuma's Return by Utopia Technologie, http://www.utopiatech.com/ Markus did a special version of Xl-it for this project so that they could include the classic version of Montezuma's Revenge.

Dan Boris

4031. Re: Can I use 5200 carts on an 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: NOSPAMdmaxwell@iwaynet.net
Message-ID: <348ade9f.672720@news.iwaynet.net>
Source record: 68067

```
-----BEGIN PGP SIGNED MESSAGE-----

On Tue, 2 Dec 97 02:03:43 PDT, "Otter"
<otter@oz.SpammersWillBeKilled&Eaten.net> wrote:

>
>That would be a definite nope. The 5200 carts are way too big to fit

>in the XL's little slot. I'm sure there's other reasons as well, but

>that one is the most obvious.
>
>--Otter
>

Ah, but let us not forget that wonderful hacker Glen the 5200 man.
Just how much of the 5200 catalog did he modify to run on the
computers anyway?

-----BEGIN PGP SIGNATURE-----
Version: PGP for Personal Privacy 5.0
Charset: noconv

iQCVAwUBNIrfBAUcDdLO4sm1AQH5iAQAln4GbHBuIiytcLu5vrHxYTxkAsoWFEC6
s7royQo+ponegJT8UX5IW15EQ0pdDffOLm288X5aDp7a9T0dH/t2X5YOoKiXggJi
HF1oVOCMjS2ZQkEyxNJ4Aa2CpZNrk3dazjeDv6KB2upDtq5ASqCgq1xkGV+QVHvu
aK8859K7SVk=
=lygG
-----END PGP SIGNATURE-----
```

4032. Re: 5200 vs 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <348ae207.193867340@news.aatech.com>
Source record: 68068

On Sun, 07 Dec 1997 14:49:20 +0000, Gareth Davies <xrb56@dial.pipex.com> wrote:

>A quicky - are 5200 games the same versions as 800 games?

In their infinite wisdom, the home video game division
of Atari decided that they would use the same basic 8-bit
custom hardware in the 5200, but they moved some registers
around and made goofy new controllers.

The software should be similar since the hardware is
essentially the same, but due to the register conflicts
the programs are not interchangeable between the two
systems.

Stupid Atari.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

4033. ftp.hackerz.com

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: kirscheg@juno.com
Message-ID: <881358052.5548@dejanews.com>
Source record: 68069

What happened to this FTP site, is it gone? or what?

ftp://ftp.hackerz.com/c:/atari 8bit computers/binaries/exe-stoz

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4034. Re: Atari 8-bit emulators 4 PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: chris@shenleyfields.demon.co.uk
Message-ID: <chris-0712971846430001@shenleyfields.demon.co.uk>
Source record: 68070

In article <65mnk0$ig3$1@sunrise.pg.gda.pl>, "Pawe&#65533; Matusz"
<kane@cyberdude.com> wrote:

> Does anybody know where can I get any Atari 800/65/130 emulators for PC?
> And any Atari stuff for them?
>
> greetz
> kane@cyberdude.com
> yo :-))

See URL below...

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: chris@shenleyfields.demon.co.uk
WWW: http://www.shenleyfields.demon.co.uk/

4035. WTB: BASIC XE

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971207190901.OAA29792@ladder02.news.aol.com>
Source record: 68071

I am looking to buy a BASIC XE Cart.
Any help email:
semslie@aol.com

4036. c/6502 cross compilers

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: Mike <REMOVE_THAT.mpointie@hol.fr>
Message-ID: <e#fF5i0A9GA.330@upnetnews02.moswest.msn.net>
Source record: 68072

If you're looking for a correct compiler for your /|\ machines, you can take
a look on the Oric pages.
The optimisation level is not really fabulous, but it works well.
The compiler generates pseudo code that is translated in 6502.
The linker mixes all 6502-generated sources, and real asm files as well, and
look for library files.
For more explanation, you can take a look on my Oric page, in the section
"how to code on an Oric computer" at the following url:
http://wwwperso.hol.fr/~mpointie
I think that you can find interesting stuff.
Sincerly yours,
Mike.

4037. Re: ftp.hackerz.com

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <348b2515.12856000@news.primenet.com>
Source record: 68073

I just got in (sunday 4:00PM). The site seems to be running on a
PC, because they use portable ftp software & fixed IP. They're
usually up of weekends.

Serv-U FTP-Server v2.2 for WinSock ready...
Welcome to Hackerz FTP site.

They must have TI, ISDN or frame relay and not just a modem too,
because they can support uploading from their site at 56K or +5K
byes /second. If they only has a modem connection this wouldn't
be possible, due to the asymmetrical nature of pcm modems.

kirscheg@juno.com wrote:

>What happened to this FTP site, is it gone? or what?
>
>ftp://ftp.hackerz.com/c:/atari 8bit computers/binaries/exe-stoz
>
>-------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

4038. Re: For Sale: Atari Trak-Ball (Mint in box)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6jOvKJqKzHB@peter.soemtron.sb.sub.de>
Source record: 68074

In article <Re: For Sale: Atari Trak-Ball (Mint in box)>, moore.324@osu.edu (steve moore) wrote:

Howdy steve!

> >Marlon P. Jones & Assoc. (www.mpja.com) is still, as of their latest
> >catalog, selling them for $1.95/ea.
> Thank you for posting this - the last time I frequented this group, these
> were "rare"....I've always wanted one for Centipede.

sorry for my lame question. But how can I 'say' Centipede to use a
trakball?

peter(thomas h.)
--
6502 R&#65533;SC power! ||| &#65533;ntel Outs&#65533;de! | ,- _ C64 II - alternate
(MEGA) 8-b&#65533;t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b&#65533;t power !

4039. Re: 5200 vs 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <66f5i9$l0@dfw-ixnews12.ix.netcom.com>
Source record: 68075

Quick answer: No and yes.

Some are the same with modifications for the 5200 hardware and sticks.
Some have completely different graphics.

Karl

In article <348ae207.193867340@news.aatech.com>, kenneth@spam.not.sayeth.i
wrote:
>On Sun, 07 Dec 1997 14:49:20 +0000, Gareth Davies <xrb56@dial.pipex.com> wrote:
>
>>A quicky - are 5200 games the same versions as 800 games?
>
>In their infinite wisdom, the home video game division
>of Atari decided that they would use the same basic 8-bit
>custom hardware in the 5200, but they moved some registers
>around and made goofy new controllers.
>
>The software should be similar since the hardware is
>essentially the same, but due to the register conflicts
>the programs are not interchangeable between the two
>systems.
>
>Stupid Atari.
>
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com

4040. Re: Ice-T vs. Bobterm

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <hPRnA5U.tandrews16@delphi.com>
Source record: 68076

Actually, Delphi is quite pleased with Bobterm's VT52 emulation unless you go to use their version of Lynx for web-surfing. I had no trouble FTPing Ice-T to my Delphi workspace and then downloading it with Bobterm. My basic plan was to get comfortable with Ice-T in areas I know before venturing into the unknown, like Lynx. I still think it's a sound plan.

I most certainly am going to renew my OHAUG membership. I expect to get my check out this week, but tell Ron keep my name on the rolls even if I'm late. It'll get there!

TJ

4041. Re: Touch tablet games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: Patrick Mulvey <pmulvey@erols.com>
Message-ID: <348B83A2.4997@erols.com>
Source record: 68077

Aaron Artman wrote:
>
> Patrick Mulvey (pmulvey@erols.com) wrote:
> : Steve Wallace wrote:
> : >
> : > Ethan (ethanm@fa.disney.com) wrote:
> : > : I have a touch tablet for my 800xl- anybody know what game went with
> : > : this thing? Got any extras?
> : >
> : > : Thanks!
> : >
> : > The Atari Touch Tablet wasn't a game but a device for drawing pictures on
> : > your TV or monitor screen. It came with cartridge software called Atari
> : > Artist (RX8053). Games for the touch tablet should be possible though.
> : > Analog magazine published a music program for it called Musorqa in the Sep
> : > '85 issue (#34).
> : >
> : > SteveOne very good game from Analog was Planetary Defence by Tom Hudson (might
> : be wrong on that) It was played with a joystick or either Touch Tablet or
> : Koala Pad. The game worked best with the latter and was quite fast!
>
> don't know if this is common knowledge, or if for that matter anybody'd be
> interested, but the touch tablet uses the same thing-whatever its called-
> as the paddles. . .in basic i think it was paddle(0) and paddle(1), as well
> as ptrig(0) and ptrig(1). . .it used one paddle for horizontal and one for
> vertical (returning as always for atari 0-255-2^8). . .i messed around with
> it as a kid. . .that's all
>
> Aaron
> Youngstown State University
>
>
> A
> D
> D
> A
>
> D
> Don't know if this is common knowledge, or if anyone is inters

As far as the touch tablet being electrically the same as TWO paddles you
are correct, but the point is that for motion on a two dimensional grid
excution with the touch tablet is vastly faster than using the paddle
pair. There was a construction project that allowed for conversion of a

Co-Co joystick to be used on the 8bit and that was in essence the same a two paddles mechanically connected to allow for x/y axis control via tha paddle inputs and that device is also quite fast as well.

4042. FS: Original Atari ST Disk Magazines - "ST X-Press" "Computes Atari ST" & " Analog" -21 total

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-07 00:00:00 UTC
From: djneo@blkbox.com
Message-ID: <348a696f.2949602@news.blkbox.com>
Source record: 68078
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,rec.games.video.classic

I have the following original magazine disks for atari st computers.

-----ST X-Press - The ST Diskmate (3.5")
Volume 1, Number 3 March 87
Volume 1, Number 4 April 87 - in plastic bag(stapeled)
Volume 1, Number 5 May 87- in plasic bag(stapeled)w/ directory card
Volume 1, Number 8 Sept 87 - in plasic bag(stapeled)w/ directory card
Volume 1, Number 9 Oct 87
Volume 1, Number 10 Nov 87 - in envelope w/ directory printed on it
(2)Volume 1, Number 11 Dec 87 - in envelope w/ directory printed on it
Volume 1, Number 12 Jan 88 - w/ directory card

-----Analog (5-1/4")
(2) Issue 50 January 87
Issue 51 Febuary 87
(2) Issue 52 March 87
(2) Issue 54 May 87
(2) Issue 55 June 87
Issue 56 July 87
Issue 57 August 87

-----Compute!'s Atari ST Disk & Magazine (3.5")
October 1996 Isuue 1 vol. 1 - in envelope

P.s. I have a lot of atari computer hardware and cables, please email
for complete list, or want lists.

4043. Re: ***Help Figuring Out Atari 810 Modified Drive***

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19971208063501.BAA12175@ladder02.news.aol.com>
Source record: 67983

>
>I have an Atari 810 Floppy Drive that has been modified. My guess is that it
>has to do with some type of ability to copy protected software. I have Happy
>Rev 7.1 software, but the drive is not "happy" when this software is used. I
>also have Archiver software Rev 2.5 and the drive does not work with this
>software. From the old magazines there were ads for "The Chip". Does anyone
>out
>there have a copy of that software and could they EMail me a copy as an ATR
>or
>DCM file???
>
>The modification I see is on the 810 side board and is done on the back side
>(non component side). There are 2 24-pins soldered to the backside of the
>board
>and are on top of each other and there are also 2 14-pin chips also soldered
>to
>the backside of the same board with wiring going between all these chips.
>There
>are no mods to the component side of the board. A happy is not installed as I
>checked for this first.
>
>Anyone remember this mod from yesteryear ?????

I don't remember that mod, but I can tell you it is definitely not The Chip
(original Archiver). I have 3 Archivered 810's myself, and that is only the
EPROM, 3 trace cuts and 3 jumpers.

The Archiver disk is itself protected, so you will probably have to have a disk
snail-mailed to you. But I doubt it will help you with that mod.

4044. 8-Bit carts, mint Ult IV and HUGE 800 System available...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <66g95oibt1@mark.ucdavis.edu>
Source record: 67984

...in my current auction. E-mail me to bid or get
on the update list. Send your 2600 or 8-bit trade lists!

Thanks, Reinhard

ATARI 400/800 (carts)

Alphabet Zoo (Spinnaker)(no label) 2 min
Astrochase (Parker Brothers) 4 sbolton
Atariwriter (Atari) 3 min
Claim Jumper (Synapse) 5 ebacher
Demon Attack (Imagic) 4 ebacher
Eastern Front (Atari) 5 sbolton
Frogger (Parker Brothers) 3 dbetz
James Bond 007 (Parker Brothers) 7 ebacher
K-Razy Kritters (CBS) 5 ebacher
Kindercomp (Spinnaker) 2 min
Letter Perfect (LJK Enterprises) 5 ebacher
One-On-One (Atari XEGS, works on 400/800) 5 ebacher
Pitstop (Epyx)(Manual) 3 min
Protector II (Synapse)(Manual) *TRADED*
Smart Terminal (MPP) *TRADED*
Star Trek: S.O.S. (Sega) 5 phineas

ATARI 400/800 (disks)

Ultima IV - All contents Mint: A/B Program/Town Disk,
History of Britannia, Book of Magic, Cloth Map,
Player Reference Card, Clue Book insert, Registration Card,
& Metal Ankh. The Britannia scenery disk may not be original
(no label) but it plays fine. Box in excellent shape 32 changm

Temple of Apshai - All contents Mint: Instruction Manual,
Disk (includes Upper Reaches of Apshai on back),
Upper Reaches Manual, Command Card, Epyx Catalog,
Epyx Warranty/Registration Card. Box in excellent shape.
Also includes an Atari Basic Programming cartridge
which is needed to operate this game 3 zzyzx97

Flight Simulator II - Near Mint contents: Disk, Pilot's Operating
Handbook and Airplane Flight Manual, Flight Physics & Aircraft
Control Manual, AT-FS2 Flight Reference Card, Ver. 1.5 Release
Notes & SubLogic Registration Card. Also includes the Scenery
Disk (1. Chicago 2. Los Angeles 3. Seattle 4. New York)
and Mint condition reference charts for all 4 cities. 8 dfuller

* *

ATARI 800 PACKAGE..... 85 paulpenn

(Note: Everything from here until the end of the list is included
in the Atari 800 package. Everything weighs about 80 lbs.,
so please take the shipping into account before you bid -
I will only ship this system within the U.S. - thanks)

Atari 800 Computer w/ 48K RAM, power supply
Atari 800 Operator's Manual
The Atari 800 Home Computer Owner's Guide

(2) Atari 810 Disk Drives with power supplies
The Atari 810 Disk Drive Owner's Guide
Disk Operating System II Reference Manual
Dos 3: An Intro to the Atari Disk Operating System

Atari 410 Program Recorder
Atari 410 Program Recorder Operator's Manual
The Atari 410 Program Recorder Owner's Guide
(Includes built-in power supply and connecting cable)

Atari 850 Interface Module w/ power supply (untested, powers up fine)
(1) Spare Atari 850 Interface Module (untested, powers up fine)
Atari 850 Interface Module Technical Manual
Atari 850 Interface Module Operator's Manual

(4) connecting cables to connect everything above

Atari Touch-tablet (untested)
Koala Pad (untested)

2 Atari joystick controllers, pair of paddle controllers
2 Wico Command Control trackballs
2 Wico bat-style joystick controllers

CASSETTE PROGRAMS

Conversational French (All 5 Cassettes, manual, plastic binder)
Conversational German (All 5 Cassettes, manual, plastic binder)
Conversational Italian (All 5 Cassettes, manual, plastic binder)
Conversational Spanish (All 5 Cassettes, manual, plastic binder)

An Invitation to Programming 3: Introduction to Sound and Graphics
(includes both cassettes, box and manual)

(22) CARTRIDGES:

Assembler Editor Computing Language (with User's manual and Errata)
Asteroids (with manual)
AtariWriter Word Processor (with manual and quick reference card)
Basic Computing Language (with Reference Manual)
Centipede
Defender (with manual)

Dig Dug
Donkey Kong (with manual)
Frogger (Parker Brothers)(with manual)
Galaxian
Joust
Jungle Hunt
Missile Command (with manual)
Ms. Pac-Man
Music Composer
Pac-Man (with manual)
Pilot Programming Language
Pole Position
Qix
Space Invaders (with manual)
Star Raiders (with manual)
Super Breakout

(18) ORIGINAL DISKS WITH MANUALS

Arcade Album #1: Spy's Demise, The Spy Strikes Back
and Thunderbombs all on one disk
Andromeda Mission: Asteroid
Apple Panic Music Box
Blue Max Slime
Bridge Master Space Chase
Cytron masters Space Eggs
Dimension X Wayout
DodgeRacer Zaxxon
Downhill (APX) Zork I
Jaw Breaker

BOOKS AND OTHER DOCUMENTATION

Atari Home Computer product catalog
Atari Home Computers: The Next Generation catalog

Programmer's Card (Laminated guide to hardware registers, OS shadow,
Antic modes, IOCB structure, Useful OS Equates, etc.)

Inside Atari Basic - 183 ppg. (Carris, 1983, Reston Publishing)

Atari Basic: A Self-Teaching Guide - 332 ppg.
(Albrecht, Finkel & Brown, 1979, Wiley & Sons)

Atari Sound and Graphics: A Self-Teaching Guide - 234 ppg.
(Moore, Lower & Albrecht, 1982, Wiley & Sons)

The Atari Assembler - 270 ppg. (Inman & Inman, 1981, Reston Publishing)

6502 Assembly Language Programming - 606 ppg.
(Leventhal, 1979, McGraw-Hill)

6502 Assembly Language Subroutines - 550 ppg.
(Leventhal & Saville, 1982, McGraw-Hill)

Machine Language for Beginners - 350 ppg.
(Mansfield, 1983, Small System Services, Inc.)

Mapping the Atari - 194 ppg. (Chadwick, 1983, Small System Services, Inc.)

Master Memory Map for Atari 400/800 Computers - 30 ppg.
(Sherer, 1982, Educational Software, Inc.)

Atari Pilot for Beginners - 229 ppg.
(Conlan & Deliman, 1983, Reston Publishing)

The Elementary Atari - 287 ppg. (Sanders, 1983, Datamost, Inc.)

Your Atari Computer: A Guide to Atari 4/800 Personal Computers - 458 ppg.
(Pool, McNiff & Cook, 1982, McGraw-Hill)

Inside Atari DOS - 120 ppg. (Wilkinson, 1982, Small System Services, Inc.)

Compute!'s First Book of Atari - 184 ppg.
(1981, Small System Services, Inc.)

Compute!'s Second Book of Atari - 250 ppg.
(1982, Small System Services, Inc.)

Compute!'s First Book of Atari Graphics - 248 ppg.
(1982, Small System Services, Inc.)

The RS-232 Solution - 194 ppg. (Cambell, 1984, Sybex, Inc.)
(Guidebook showing how to connect systems to RS-232 peripherals)

The Complete Handbook of Personal Computer Communications - 546 ppg.
(Glossbrenner, 1985, St. Martin's Press)

Games For Your Atari - 125 ppg. (Bunn, 1983, Virgin Books)

Atari Program Exchange - Program Submission Materials
Atari Program Exchange - Program Author's Handbook
Atari Program Exchange - Manuals Only:
Atari Program-Text Editor, Basic Program Compressor
(Masher), Deep Blue C Compiler, Deep Blue Secrets,
Disk Fixer (Fix) - Rev. 2.0, Extended Fig-Forth,
Forth Turtle Graphics Plus, Fun-Forth, Ion Roadway,
Load 'n Go, Salmon Run, Speed-O-Disk, Typo Attack

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Prog/Speed/Death Metal Drummer	imaginations" - Neil Peart

4045. Reinhard's Rarities Auction 12-07-97

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <66gf8h$q76$1@mark.ucdavis.edu>
Source record: 67985
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600,rec.games.video.atari,comp.sys.atari.8bit

Welcome to yet another Reinhard's Rarities Auction!
I have the following stuff available in my current auction.
I'm looking to trade for Atari 2600 and Atari 400/800 carts ONLY!

You can find a list of what I already have on my Atari 2600 pages at:

http://www.pribish.com/atari.html

I'm looking for Atari 2600 and Atari 400/800 stuff not on my list,
so please e-mail me with any trade offers. There are only a few
rules to help speed this along...

1) Don't bid unless you plan to buy
2) I reserve the right to trade or pull any item

Increments: $1: Amounts from $1 to $20
$2: Amounts from $21 to $40
$3: Amounts from $41 to $60
$5: Amounts over $60

I'd prefer payment of a U.S. Postal Money Order, available at the post
office for 85 cents, and will ship the day or day after the M.O. arrives.
Items will be sent 2 weeks after payment by check to ensure the check
clears. Buyer pays shipping, which is $3 flat for any number of carts,
shipped within Canada/US. The shipping on systems, controllers, etc. or
for winners in overseas destinations will be the exact shipping cost.

This auction will run until Monday, December 8, 1997 and
switch to an e-mail only 24-hour Once-Twice-Sold format.

You can get an up-to-the-minute auction update before you bid at:

http://www.pribish.com/auction.txt

Thanks, Reinhard

ATARI 2600

Airlock (Data Age) 3 qan
Alien (20th Century Fox) 4 verbal
Alpha Beam with Ernie (Atari) 4 qan
Acid Drop (PAL)(Salu)(Mint w/Box,Manual) 15 rolenta
Beany Bopper (20th Century Fox) 3 tdjafari
Beat 'Em & Eat 'Em (shrinkwrapped)(Mystique) 15 avidgamer
Big Bird's Egg Catch (Atari) 5 avidgamer
Bridge (Activision)(Manual) 3 verbal
Checkers (Activision) 5 cwilkson

Cookie Monster Munch (Atari) 5 avidgamer
Crackpots (Activision) 6 DAMMIT
Crash Dive (20th Century Fox) 6 MGedeon216
Crypts of Chaos (20th Century Fox) 8 MGedeon216
Deadly Duck (20th Century Fox) 5 sbolton
Dishaster (Zimag) 15 kingkong
Double Dragon (Activision) 9 DAMMIT
Encounter at L-5 (Data Age) 3 qan
Entombed (U.S. Games) 5 M.Kerstens
Fantastic Voyage (20th Century Fox) 7 avidgamer
Flash Gordon (20th Century Fox) 7 avidgamer
Frankenstein's Monster (Data Age) 6 M.Kerstens
Front Line (Coleco) 5 M.Kerstens
Ghost Manor/Spike's Peak (Xonox) 10 DAMMIT
Ghostbusters (Activision) 3 tdjafari
Ghostbusters II (PAL)(Salu)(Mint w/Box,Manual) 13 MGedeon216
Gyruss (Parker Brothers) 6 DAMMIT
H.E.R.O. (Activision) 10 DAMMIT
James Bond 007 (Parker Brothers) 15 avidgamer
Jawbreaker (Tigervision) 11 Mukchup
Karate (Froggo) 4 qan
Klax (Atari)(PAL, shrinkwrapped) 16 englew
Kung-Fu Master (Activision) 4 min
Lost Luggage (Apollo) 4 qan
M.A.D. (US Games) 3 qan
Marine Wars (Konami) 15 DAMMIT
Master Builder (Spectravideo)(PAL) 20 min
Miner 2049'er (Tigervision) 10 ppanks
Mogul Maniac (Amiga)(with Joyboard Controller!) 22 MGedeon216
Moonsweeper (Imagic) 4 qan
My Golf (PAL)(Salu)(Mint w/Box,Manual) 11 LEFTYLE5
Name This Game (US Games) 4 qan
No Escape! (Imagic)(with MINT Manual) 4 qan
Pac-Kong (PAL)(Starsoft) 6 MGedeon216
Piece O' Cake (no end label)(US Games) 4 min
Pitfall II (Activision) 4 MGedeon216
Planet Patrol (torn end label) 2 tdjafari
Pooyan (Konami) 7 DAMMIT
Porky's (20th Century Fox) 6 verbal
Pressure Cooker (Activision) 3 MGedeon216
Private Eye (Activision) 8 DAMMIT
Quick Step (Imagic) 4 qan
Raquetball (Apollo) 3 min
River Raid II (Activision) 11 DAMMIT
River Raid II (Activision)(Mint w/Box,Manual) 15 avidgamer
Seaquest (Activision) 2 vinceb33
Skate Boardin' (Absolute) 3 tdjafari
Skin Diver (bare cart, no labels)(Sancho) 7 MGedeon216
Snoopy & the Red Baron (Atari) 10 avidgamer
Sorceror (Mythicon) 4 qan

Space Canyon (Panda) 16 LEFTYLE5
Space Cavern (red label)(Apollo) 3 min
Squeeze Box (U.S. Games) 3 min
Star Fox (Mythicon) 4 M.Kerstens
Star Wars: The Arcade Game (Parker Brothers) 30 Huhk
Strategy X (torn front, no end label)(Konami) 6 DAMMIT
Super-Ferrari (PAL)(Starsoft) 6 MGedeon216
Tapeworm (Spectravision) 4 qan
Tapeworm (torn end label)(Spectravision) 2 min
Tapper (Sega) 10 sbolton
Taz (Atari) 7 avidgamer
Tomcat F-14 Flight SImulator (Absolute) 5 JBookwalte
Track & Field (with 2 T&F controllers!)(Atari) 20 englew
Wustenschlacht (PAL)(Starsoft) 7 MDOERTY
Zaxxon (Coleco) 3 verbal

ATARI 5200

Astrochase (Parker Brothers) 5 toddlawrence
Blueprint (CBS) 4 sbolton
Dreadnaught Factor (Activision) 5 vinceb33
Gyruss (Parker Brothers) 6 rjdawson
Keystone Kapers (Activision) 5 vinceb33
K-Razy Shootout (CBS) 13 toddlawrence
Miner 2049'er (Big Five) 7 toddlawrence
Mountain King (CBS) 5 smedley
Mr. Do!'s Castle (Parker Brothers) 12 MGedeon216
Pengo (Atari) 4 MGedeon216
Popeye (Parker Brothers) 3 vinceb33
Q-Bert (Parker Brothers) 2 cocoman
Rescue on Fractalus (sealed)(Lucas Films) 7 rolenta
River Raid (Activision) 3 sbolton
Space Shuttle (Activision) 3 sbolton

ATARI 7800

F-18 Hornet (Absolute) 4 englew
Kung-Fu Master (Absolute) 5 toddlawrence

ATARI 400/800 (carts)

Alphabet Zoo (Spinnaker)(no label) 2 min
Astrochase (Parker Brothers) 4 sbolton
Atariwriter (Atari) 3 min
Claim Jumper (Synapse) 5 ebacher
Demon Attack (Imagic) 4 ebacher
Eastern Front (Atari) 5 sbolton
Frogger (Parker Brothers) 3 dbetz
James Bond 007 (Parker Brothers) 7 ebacher
K-Razy Kritters (CBS) 5 ebacher
Kindercomp (Spinnaker) 2 min

Letter Perfect (LJK Enterprises) 5 ebacher
One-On-One (Atari XEGS, works on 400/800) 5 ebacher
Pitstop (Epyx)(Manual) 3 min
Protector II (Synapse)(Manual) *TRADED*
Smart Terminal (MPP) *TRADED*
Star Trek: S.O.S. (Sega) 5 phineas

ATARI 400/800 (disks)

Ultima IV - All contents Mint: A/B Program/Town Disk,
History of Britannia, Book of Magic, Cloth Map,
Player Reference Card, Clue Book insert, Registration Card,
& Metal Ankh. The Britannia scenery disk may not be original
(no label) but it plays fine. Box in excellent shape 32 changm

Temple of Apshai - All contents Mint: Instruction Manual,
Disk (includes Upper Reaches of Apshai on back),
Upper Reaches Manual, Command Card, Epyx Catalog,
Epyx Warranty/Registration Card. Box in excellent shape.
Also includes an Atari Basic Programming cartridge
which is needed to operate this game 3 zzyzx97

Flight Simulator II - Near Mint contents: Disk, Pilot's Operating
Handbook and Airplane Flight Manual, Flight Physics & Aircraft
Control Manual, AT-FS2 Flight Reference Card, Ver. 1.5 Release
Notes & SubLogic Registration Card. Also includes the Scenery
Disk (1. Chicago 2. Los Angeles 3. Seattle 4. New York)
and Mint condition reference charts for all 4 cities. 8 dfuller

ATARI JAGUAR

Alien vs. Predator 15 avidgamer
Evolution: Dino Dudes (manual) 7 malyszka

COLECOVISION

Artillery Duel (Xonox) 7 ghunter
BC's Quest for Tires II: Grog's Revenge 7 avidgamer
Buck Rogers (Sega)(manual) 5 rolenta
Centipede (Atarisoft) 4 tdjafari
Centipede (Atarisoft)(no end label) 3 min
Defender (Atarisoft) 3 tdjafari
Flipper Slipper (Spectravideo) 13 MDOERTY
Frenzy 3 sbolton
Galaxian (Atarisoft) 10 kingkong
Gorf (CBS version!) 5 sbolton
Mr. Do!'s Castle (Parker Brothers) 15 usedgame
One on One (Micro Fun) 6 ltravis
Pitfall (Activision) 3 sbolton
Pitfall II (Activision) 5 avidgamer
Pitstop (Epyx) 3 min
Sammy Lightfoot (Sierra On-Line) 11 csb

Sir Lancelot (Xonox) 13 Joelie
Spectron (Spectravideo) 10 ghunter
Squish 'Em Sam (Interphase) 4 MGedeon216
Star Wars: The Arcade Game (Parker Brothers) 6 Sirus
Super Cobra 4 MGedeon216
Tarzan 4 MGedeon216
Telly Turtle 3 moberhause
Zaxxon (CBS version!) 6 csb

INTELLIVISION

Burger Time (shrinkwrapped) 2 tdjafari
Buzz Bombers (Box, Manual, Overlays) 4 combee
Carnival 2 vinceb33
Demon Attack 2 tdjafari
Donkey Kong 2 tdjafari
Donkey Kong Jr. 5 sdcrawford
Dragonfire (Overlays) 4 parcival
Dreadnaught Factor 4 MGedeon216
Frogger (manual) 2 tdjafari
Happy Trails 4 combee
Learning Fun I (white label) 2 *TRADED*
Masters of the Universe: He-Man (Manual) 4 verbal
Motocross (white label)(Manual) 3 sbolton
NFL Football (Shrinkwrapped) 2 cocoman
Nova Blast 2 combee
Pitfall (M,2O) 2 tdjafari
Q-Bert 3 tdjafari
River Raid 3 tdjafari
Safecracker 4 parcival
Shark! Shark! (Manual, 2 Overlays) 3 holbroui
Slap Shot Super Pro Hockey (w. label)(Box, Manual) 8 kingkong
Slap Shot Super Pro Hockey (white label) 4 min
Stampede 2 cocoman
Swords & Serpents 4 parcival
Thunder Castle (white label)(Box, Manual) 15 NigeFan
Thunder Castle (white label) 4 MGedeon216
Tower of Doom (white label)(Box, Manual) 20 blitz
Tower of Doom (white label) 5 MGedeon216
Tropical Trouble 4 parcival
World Championship Baseball (white label) 4 min

NINTENDO

Alien Syndrome (Tengen) 3 MGedeon216
Bases Loaded (Jaleco) 3 min
Battle Chess (Data East) 5 bfhom
Bump 'n' Jump (Vic Tokai) 5 min
Captain Comic (Color Dreams) 4 MGedeon216
Clash at Demonhead (Vic Tokai)(Manual) 3 rolenta
Deathbots (American Video Entertainment) 3 MGedeon216

Donkey Kong (Nintendo) 5 ltravis
Dragon Warrior (Enix Corporation) 3 min
Dragon Warrior III (Enix Corporation)(box) 8 Sirus
Firehawk (Camerica) 3 min
Fist of the North Star (Taxan) 3 min
Gauntlet (Tengen) 3 ClassicGMR
Jeopardy! (Game Tek) 5 ltravis
Joshua & the Battle of Jericho (Wisdom Tree) 6 MGedeon216
Journey to Silius (Sunsoft) 3 min
Joust (Hal America) 4 Sirus
King of Kings - The Early Years (Wisdom Tree) 6 MGedeon216
Krazy Kreatures (American Video Entertainment) 3 MGedeon216
Lee Travino's Fighting Golf (SNK) 3 min
Lode Runner (Broderbund) 3 ralf.griewel
Low G Man (Taxan) 3 min
M.U.L.E. (Mindscape) 4 MGedeon216
Master Chu and the Drunkard Hu (Color Dreams) 3 MGedeon216
P'Radikus Conflict (Color Dreams)(Manual) 6 MGedeon216
Pac-Man (Tengen) 5 MGedeon216
Pinbot (Nintendo) 3 MGedeon216
Q-Bert (Ultra Games) 5 MGedeon216
Raid 2020 (Color Dreams) 3 MGedeon216
Ring King (Data East) 3 ClassicGMR
Robo Warrior (Jaleco) 3 MGedeon216
Silent Assault (Color Dreams)(Box, Copy of Man.) 4 MGedeon216
Skull & Crossbones (Tengen)(Box, Manual) 6 rolenta
Spelunker (Broderbund) 3 min
Spy Hunter (Sunsoft) 5 min
Super Mario Brothers 3 (Nintendo)(Manual) 4 rolenta
Super Pitfall (Activision) 3 sbolton
Tecmo World Wrestling (Tecmo) 3 ClassicGMR
Tiles of Fate (American Video Entertainment) 4 MGedeon216
TIme Lord (Milton Bradley) 3 min
Uninvited (Kemco/Seika)(Box, Manual) 7 rolenta
Ultimate Basketball (Sammy)(Box, Manual) 4 rolenta
Wheel of Fortune Junior Edition (Game Tek) 3 ltravis
WrestleMania Challenge (LJN, Ltd.) 3 min

SEGA MASTER SYSTEM

Alien Syndrome (box, manual) 3 moberhause
Bomber Raid (Activision)(box) 3 moberhause
Cyborg Hunter (Activision)(box) 3 cocoman
Arcade Smash Hits (Virgin Games)
(box & manual in 8 different languages, cart all MINT)
(includes Centipede, Missile Command and Breakout) 25 usedgame

TURBOGRAFX-16 HU-CARDS

Bloody Wolf (docs) 4 phineas
Bonk's Adventure (case, docs) 7 rolenta

Devil's Crush (case, docs) 6 MGedeon216
Double Dungeons (case, docs) 5 kingkong
J.J. and Jeff (case, docs) 6 craig
Keith Courage in Alpha Zones (case, docs) 2 min
Legendary Axe (case, docs) 5 kingkong
Legendary Axe II (case, docs) 6 craig
Motor Roader (case, docs) 6 rolenta
Ninja Spirit (case, docs) 6 craig
Ordyne (case, docs) 5 kingkong
Power Golf (case, docs) 7 craig
Talespin (case, docs) 7 usedgame
Tiger Road (case, docs) 7 usedgame
TV Sports Basketball (case, docs) 5 kingkong
TV Sports Football (case, docs) 5 kingkong
Victory Run (case, docs) 5 kingkong

APF SYSTEM

Catena (untested, cart & labels in great shape) 2 sbolton

MACINTOSH

Myst CD-ROM (with manual) 4 sbolton

VECTREX

Berzerk (box, overlay) 10 gmiller

COMMODORE 64

Donkey Kong (Atarisoft) 5 usedgame
Fast Load (worn label)(Epyx) 2 min
Fraction Fever (Spinnaker) 2 moberhause
Galaxian (Atarisoft) 3 ralf.griewel
Star Trek: SoS (Sega)(end label torn off) 2 Jungler
Star Wars: The Arcade Game (Parker Brothers) 4 moberhause
Zenji (Activision) 5 usedgame

ODYSSEY 2 CART PACKAGE #1.............................. 13 avidgamer
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(All these are untested but are in good shape)

Computer Intro
Keyboard Creations
Volleyball
Alien Invaders-Plus (box)
Speedway/Spin Out/Crypt-O-Logic (box,manual)
Quest for the Rings
Baseball
Football
Thunderball
K.C. Munchkin

Sub Chase/Armored Encounter

ODYSSEY 2 CART PACKAGE #2..... 2 min

(All these are untested but are in good shape)

Alien Invaders-Plus!
Speedway/Spin Out/Crypt-O-Logic
K.C. Munchkin
Sub Chase/Armored Encounter

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ARCADIA SUPERCHARGER PACKAGE #1..... 27 Sirus

Boxed Phaser Patrol 1 which includes both the
Phaser Patrol cassette (with insert) and the
actual Supercharger unit itself, plus:

Commie Mutants from Space 2 (box,cassette & liner)
Fireball 3 (box,cassette & liner)
Escape From the Mindmaster 5 (cassette & liner)
Dragonstomper 6 (cassette & liner)
Killer Satellites 7 (cassette & liner)

ARCADIA SUPERCHARGER PACKAGE #2..... 11 MGedeon216

Arcadia Supercharger unit with the following games:

Phaser Patrol 1 (cassette & liner)
Commie Mutants from Space 2 (cassette & liner)

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ODYSSEY 2 CATALOG/MANUAL PACKAGE:..... 5 avidgamer

Five different Odyssey 2 catalogs, version #'s:
EL3313-1 EL 3328-1 EL3358-3 EL 3380-1 EL 3380-2

Manuals for Armored Encounter/Sub Chase, I've got your Number,
Pachinko and Take The Money and Run

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Cloth Map ONLY to Ultima V 3 changm

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Galaxian Tabletop Arcade Game by Coleco.
Missing one side decal, but otherwise
in excellent condition (with batteries!) 21 rlatch

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Coleco Telstar Arcade Cartridge #1 (Road Race, Tennis, Quick Draw)
with the light gun from the same system. Both are untested but

seem to be in great shape 3 starsabre

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Manual Package #1: 101 Atari 2600 manuals..... 32 ebacher

3-D Tic-Tac-Toe, Air-Sea Battle, Asteroids, Asteroids (Sears), Backgammon, Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout, Casino, Centipede, Championship Soccer, Circus Atari, Codebreaker, Combat (2 styles), Decathlon, Defender, Demon Attack, Demons to Diamonds, Desert Falcon, Dodge 'Em, Donkey Kong (Coleco), Dragster, E.T., Enduro, Fire Fighter, Football, Frogger, Galaxian, Golf, Grand Prix, Hangman, Haunted House, Home Run, Human Cannonball, Indy 500, Joust, Jungle Hunt, Kaboom!, Keystone Kapers, Laser Blast, Lost Luggage, Maze Craze, Megamania, Midnight Magic, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Phoenix , Pitfall, Pole Position, Q-Bert, Raiders of the Lost Ark, Realsports Baseball, Realsports Tennis, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space War, Stampede, Star Raiders, Star Raiders (Sears), Star Ship, Star Wars: The Empire Strikes Back, Starmaster, Street Racer, Super Breakout, Super Breakout (Sears), Super Challenge Baseball, Super Challenge Football, Superman, Surround, Swordquest (Earthworld), Swordquest (Fireworld), Tutankham, Vanguard, Venture (Coleco), Video Checkers, Video Chess, Video Olympics, Video Pinball, Warlords, Winter Games, Yar's Revenge.

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A) 43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C) 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

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Manual Package #2: 71 Atari 2600 manuals.....16 Sirus

Air-Sea Battle, Asteroids, Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout, Casino, Centipede, Circus Atari, Combat (2 styles), Cosmic Ark, Defender, Demon Attack, Dodge 'Em, Donkey Kong (Coleco), E.T., Enduro, Football, Frogger, Grand Prix, Haunted House, Home Run, Indy 500, Jungle Hunt, Kaboom!, Laser Blast, Maze Craze, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Pitfall, Pole Position, Raiders of the Lost Ark, Realsports Baseball, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space War, Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Super Breakout (Sears), Superman, Surround, Swordquest (Earthworld), Tutankham, Venture (Coleco), Video Chess, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A) 43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

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Manual Package #3: 46 Atari 2600 manuals..... 10 moberhause

Air-Sea Battle, Asteroids, Basketball, Berzerk, Bowling, Breakout, Casino, Circus Atari, Combat, Defender, Demon Attack, Donkey Kong (Coleco), Enduro, Football, Frogger, Indy 500, Kaboom!, Laser Blast, Maze Craze, Missile Command, Ms. Pac-Man, Night Driver, Outlaw, Pac-Man, Pitfall, Pole Position, Realsports Baseball, River Raid, Sky Diver, Space Invaders (2 styles), Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Superman, Surround, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

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Manual Package #4: 32 Atari 2600 manuals..... 6 kester

Asteroids, Berzerk, Breakout, Casino, Circus Atari, Combat, Defender, Football, Frogger, Indy 500, Laser Blast, Missile Command, Night Driver, Outlaw, Pac-Man, Pitfall, Realsports Baseball, River Raid, Space Invaders (2 styles), Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C), 45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

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Manual Package #5: 13 ColecoVision manuals..... 10 avidgamer

Cabbage Patch Kids: AITP, Cosmic Avanger (2), Donkey Kong, Mousetrap (2), Mr. Do!, Slither, Turbo, Victory, War Games, Roller Controller manual and Driving Controller manual

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Manual Package #6: 10 Nintendo NES manuals..... 3 sirus

All-Pro Basketball, Baseball Stars, Gyruss, Jack Nicklaus Golf, Jeopardy 25th Anniversary Edition, Kings of the Beach, Simon's Quest, Super Off-Road, Tecmo Bowl, Wheel of Fortune

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Atari 2600 catalogs, etc..... 7 avidgamer

Atari game catalogs: 1983 Atari Stars silver game catalog,
42 game Atari catalog (81-Rev. A), 43 game Atari catalog (81-Rev. B),
43 game Atari catalog (81-Rev. C) and 45 game Atari catalog (82-Rev. D)
49 game Atari catalog (82-Rev. E) -- Coleco 1982 game catalog
Activision game Catalogs: 1981 small black/red catalog, Winter 1982 Red catalog, Winter/Spring 1983 blue catalog, Fall/Winter 1983 blue catalog
Imagic 1982 Rev. A silver catalog, Imagic 1982 Rev. D black catalog

M-Network 1982 catalog, Parker Bros. 1982 silver catalog,
Parker Bros. 1983 catalog (includes McDonalds, Incredible Hulk,
and Lord of the Rings artwork and previews for the 2600!)

Original 6-switch CX2600 Owner's Manual, 4-switch CX2600A
Owner's Manual, Atari 2600 Jr. Owner's Manual, Atari Remote Control
Wireless Joysticks Installation Instructions, Atari Centipede Bug-Off
Contest entry form, Yar's Revenge: The Qotile Ultimatum Comic Book
Atari Force #1 Comic book in near Mint condition.

* *

The ATARI CONNECTION Volume 2, Number 2, Summer 1982,
in NEAR MINT Condition with all inserts intact. 10 ebacher

* *

COLECOVISION PACKAGE..... 90 BASSINLG

ColecoVision with power supply, 2 standard controllers,
owner's manual, in the original styrofoam inner packaging,
(no outer box), plus the following 31 ColecoVision games:
(also includes the Atari 2600 expansion module!)

B.C.'s Quest for Tires B.C.'s Quest for Tires II: Grog's Revenge
Buck Rogers: Planet of Zoom Cabbage Patch Kids: AITP (manual)
Carnival Centipede (Atarisoft)
Defender (Atarisoft) Donkey Kong (manual)
Donkey Kong Jr. (manual) Frenzy
Front Line Heist , The (Microfun)
Ladybug Looping (manual)
Omega Race (manual) Pepper II (manual)
Pitfall Pitfall II
Pitstop (Epyx) Popeye
Q-Bert Rocky Super Action Boxing (manual)
Space Panic Squish 'Em Sam (Interphase)
Star Wars: Arcade (Prkr Bros) Super Action Baseball
Super Action Football Time Pilot (manual)
Venture (manual) Zaxxon (manual)
Smurf: RIGC (manual)

* *

INTELLIVISION PACKAGE..... 50 tdjafari

Modified boxed Intellivision which has a 9-pin customized
detachable left controller, and 1-piece plastic joysticks
replacing the plastic directional pads on both controllers.
Includes a Master Component owner's manual, Intellivision
game catalog (1982), Imagic game catalogs from '82 & '83,
an Intellivoice module and the following 44 games:

Advanced Dungeons & Dragons (M,2O) Astrosmash (M,o2O)
Auto Racing (white label)(M) Baseball (white label)(M,2O)
Burgertime (M,2O) Carnival
Checkers Demon Attack
Donkey Kong (M) Dragonfire (2O)
Electric Co. Word Fun (2O) Football (w. label)(M,2O,playbook)
Frog Bog (M,2O) Frogger (M)
Golf Happy Trails
Hockey (white label)(M,2O) Las Vegas Poker & B.J. (B,M,2O)
Lock 'n' Chase (white label)(M,2O) Loco-Motion (M,2O)
Masters of the Universe: He-Man Mission X
NASL Soccer (B,M,2O) NBA Basketball (B,M,2O)
Night Stalker (white label)(M,2O) PItfall
Safecracker Skiing (white label)
Slap Shot Super Pro Hockey (w. label) Snafu (M,2O)
Space Armada (M,2O) Space Battle (M,2O)
Space Hawk (2O) Space Spartans (1O)
Stampede Star Strike (M,2O)
Sub Hunt (B,M,2O) Swords & Serpents
Tennis (M,2O) Thunder Castle (white label)
Triple Action (Shrinkwrapped) Tron Maze-A-Tron (M,1O)
Utopia (white label)(M,2O) World Championship Baseball (wl)

* *

(#1) ATARI 5200 PACKAGE.............................. 50 sbolton
----
Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 30 games:

Berzerk (M) Pac-Man (M,2O)
Centipede (M,2O) Pengo (M)
Choplifter Pole Position (M)
Countermeasure (M,2O) Popeye (box)
Defender (M,2O) Q-Bert
Dig Dug (M) Qix (M,2O)
Football (M, 2 Playbooks) Rescue on Fractalus (Sealed)
Frogger (M,2O) Soccer (M,2O)
Galaxian (M,2O) Space Dungeon
Joust Space Invaders (M,1O)
Jungle Hunt Star Raiders (M,2O)
Kangaroo (M) Super Cobra
Missile Command (M,2O) Tennis (M)
Moon Patrol Super Breakout (M,2O)
Ms. Pac-Man (M) Vanguard

* *

(#2) ATARI 5200 PACKAGE.............................. 25 sbolton
----

Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 17 games:

Centipede (M,1O) Pac-Man (M)
Countermeasure Pole Position (M)
Defender (M) Popeye
Dig Dug Qix
Football (Red & Blue Playbooks) Soccer (1O)
Galaxian (2O) Space Invaders (M,1O)
Kangaroo (M) Star Raiders (M,2O)
Missile Command (M,2O) Super Breakout (M,2O)
Ms. Pac-Man

* *

Atari 5200 Trak-Ball controller, mint condition in original
box, has original styrofoam/cardboard inserts, manual, and
even the red tape holding the ball in place! 25 cwilkson

* *

(#1) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 15 cwilkson

* *

(#2) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 15 ImaTwit

* *

(#1) ATARI 7800 PACKAGE..... 20 min

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 10 Atari 7800 games:

Asteroids Centipede
Dig Dug Food Fight
Galaga Ms. Pac-Man
One-On-One Pole Position II
Joust Desert Falcon

* *

(#2) ATARI 7800 PACKAGE..... 13 Sirus

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 6 Atari 7800 games:

Asteroids Centipede
Dig Dug Galaga

Food Fight Pole Position II

* *

TEXAS INSTRUMENTS 99/44A PACKAGE..... 15 avidgamer

Texas Instruments 99/44a computer with power supply,
rf adapter, pair of Amiga Power Stick palm-sized joystick
controllers (2nd player controller works but is flaky)
and the following 17 cartridge programs (2 dups):

Alien Addition
Alligator Mix
Attack, The
Beginning Grammer
Donkey Kong (Atarisoft)
Early Learning Fun
Home Financial Decisions (box and manual)
Household Budget Management (2 copies, both w/box and manual)
Music Maker (box and manual)
Parsec (box and manual)(2nd loose copy)
Personal Real Estate (box and manual)
Personal Record Keeping (box and manual)
Securities Analysis (box and manual)
Terminal Emulator II (box and manual)
TI Extended Basic

* *

FAMICOM PACKAGE..... 43 ae067

Famicom (Japanese NES) system complete with
original power supply, two controllers, rf switchbox,
light gun, and the following 3 games:

Duck Hunt Wild Gunman Hogan's Alley

* *

EMERSON ARCADIA 2001 PACKAGE..... 28 Sirus

Emerson Arcadia 2001 system with power supply,
2 hardwired controllers, and the following 4 games:

American Football (torn label) Escape
Space Raiders Tanks A Lot

* *

TURBO GRAFX16 PACKAGE..... 27 morbid

Turbo GrafX16 system with power supply, rf cable,
5 player adapter, 3 controllers, and these 2 HuCards games:

Keith Courage in Alpha Zones (w/ case & manual)
Double Dungeons (w/ case & manual)

* *

SEGA GENESIS PACKAGE..... 43 Sirus

Sega Genesis system in original box & styrofoam, w/ power supply,
rf cable, owner's manual, (2) standard 3-button controllers &
(1) Megafire 3-button controller . Also includes Arcade Power Stick
controller in original styrofoam & box with manual, & these 13 games:

Alien Storm Altered Beast (box, manual)
Cool Spot Evander Holyfield's Boxing
Gaiares (box, manual) Gauntlet IV (box, manual)
Hardball John Madden Football (box, manual)
Jurassic Park (box, manual) NBA Jam (box, manual)
Sports Talk Baseball (box, ml) Streets of Rage (box, manual)
Super Monaco GP (box, manual)

* *

ATARI 800 PACKAGE..... 85 paulpenn

(Note: Everything from here until the end of the list is included
in the Atari 800 package. Everything weighs about 80 lbs.,
so please take the shipping into account before you bid -
I will only ship this system within the U.S. - thanks)

Atari 800 Computer w/ 48K RAM, power supply
Atari 800 Operator's Manual
The Atari 800 Home Computer Owner's Guide

(2) Atari 810 Disk Drives with power supplies
The Atari 810 Disk Drive Owner's Guide
Disk Operating System II Reference Manual
Dos 3: An Intro to the Atari Disk Operating System

Atari 410 Program Recorder
Atari 410 Program Recorder Operator's Manual
The Atari 410 Program Recorder Owner's Guide
(Includes built-in power supply and connecting cable)

Atari 850 Interface Module w/ power supply (untested, powers up fine)
(1) Spare Atari 850 Interface Module (untested, powers up fine)
Atari 850 Interface Module Technical Manual
Atari 850 Interface Module Operator's Manual

(4) connecting cables to connect everything above

Atari Touch-tablet (untested)
Koala Pad (untested)

2 Atari joystick controllers, pair of paddle controllers
2 Wico Command Control trackballs

2 Wico bat-style joystick controllers

CASSETTE PROGRAMS

Conversational French (All 5 Cassettes, manual, plastic binder)
Conversational German (All 5 Cassettes, manual, plastic binder)
Conversational Italian (All 5 Cassettes, manual, plastic binder)
Conversational Spanish (All 5 Cassettes, manual, plastic binder)

An Invitation to Programming 3: Introduction to Sound and Graphics
(includes both cassettes, box and manual)

(22) CARTRIDGES:

Assembler Editor Computing Language (with User's manual and Errata)
Asteroids (with manual)
AtariWriter Word Processor (with manual and quick reference card)
Basic Computing Language (with Reference Manual)
Centipede
Defender (with manual)
Dig Dug
Donkey Kong (with manual)
Frogger (Parker Brothers)(with manual)
Galaxian
Joust
Jungle Hunt
Missile Command (with manual)
Ms. Pac-Man
Music Composer
Pac-Man (with manual)
Pilot Programming Language
Pole Position
Qix
Space Invaders (with manual)
Star Raiders (with manual)
Super Breakout

(18) ORIGINAL DISKS WITH MANUALS

Arcade Album #1: Spy's Demise, The Spy Strikes Back
and Thunderbombs all on one disk
Andromeda Mission: Asteroid
Apple Panic Music Box
Blue Max Slime
Bridge Master Space Chase
Cytron masters Space Eggs
Dimension X Wayout
DodgeRacer Zaxxon
Downhill (APX) Zork I
Jaw Breaker

BOOKS AND OTHER DOCUMENTATION

Atari Home Computer product catalog
Atari Home Computers: The Next Generation catalog

Programmer's Card (Laminated guide to hardware registers, OS shadow,
Antic modes, IOCB structure, Useful OS Equates, etc.)

Inside Atari Basic - 183 ppg. (Carris, 1983, Reston Publishing)

Atari Basic: A Self-Teaching Guide - 332 ppg.
(Albrecht, Finkel & Brown, 1979, Wiley & Sons)

Atari Sound and Graphics: A Self-Teaching Guide - 234 ppg.
(Moore, Lower & Albrecht, 1982, Wiley & Sons)

The Atari Assembler - 270 ppg. (Inman & Inman, 1981, Reston Publishing)

6502 Assembly Language Programming - 606 ppg.
(Leventhal, 1979, McGraw-Hill)

6502 Assembly Language Subroutines - 550 ppg.
(Leventhal & Saville, 1982, McGraw-Hill)

Machine Language for Beginners - 350 ppg.
(Mansfield, 1983, Small System Services, Inc.)

Mapping the Atari - 194 ppg. (Chadwick, 1983, Small System Services, Inc.)

Master Memory Map for Atari 400/800 Computers - 30 ppg.
(Sherer, 1982, Educational Software, Inc.)

Atari Pilot for Beginners - 229 ppg.
(Conlan & Deliman, 1983, Reston Publishing)

The Elementary Atari - 287 ppg. (Sanders, 1983, Datamost, Inc.)

Your Atari Computer: A Guide to Atari 4/800 Personal Computers - 458 ppg.
(Pool, McNiff & Cook, 1982, McGraw-Hill)

Inside Atari DOS - 120 ppg. (Wilkinson, 1982, Small System Services, Inc.)

Compute!'s First Book of Atari - 184 ppg.
(1981, Small System Services, Inc.)

Compute!'s Second Book of Atari - 250 ppg.
(1982, Small System Services, Inc.)

Compute!'s First Book of Atari Graphics - 248 ppg.
(1982, Small System Services, Inc.)

The RS-232 Solution - 194 ppg. (Cambell, 1984, Sybex, Inc.)
(Guidebook showing how to connect systems to RS-232 peripherals)

The Complete Handbook of Personal Computer Communications - 546 ppg.
(Glossbrenner, 1985, St. Martin's Press)

Games For Your Atari - 125 ppg. (Bunn, 1983, Virgin Books)

Atari Program Exchange - Program Submission Materials
Atari Program Exchange - Program Author's Handbook
Atari Program Exchange - Manuals Only:
Atari Program-Text Editor, Basic Program Compressor
(Masher), Deep Blue C Compiler, Deep Blue Secrets,
Disk Fixer (Fix) - Rev. 2.0, Extended Fig-Forth,
Forth Turtle Graphics Plus, Fun-Forth, Ion Roadway,
Load 'n Go, Salmon Run, Speed-O-Disk, Typo Attack

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-----------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Prog/Speed/Death Metal Drummer	imaginations" - Neil Peart

4046. Re: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: Olav Queseth <olav@radio.kth.se>
Message-ID: <348BE3A7.41C6@radio.kth.se>
Source record: 67986

> Apropos Bounty Bob, anybody ever manage to create a usable disk-based
> version of the Bounty Bob Strikes Back cart? I attempted it once, but got
> tangled up in converting the cart's bank-switching scheme into a
> disk-based "paging" one, and never completed the project...

A loong time ago I had a disk with BBSB that worked. I actually played
all levels. I don't know if this disk was created from a cart or from
some other media.

I also had a tape with BBSB on before I had a diskdrive.
Took me 15 minutes to load and worked about half of the times i tried.
That tape seemed like an authentic copy since the software on it was
encrypted, never managed to crack the last part of the encryption
scheme. I only tried for the intellectual challenge (of course) 8-).

Regards Olav

4047. Atari 2600 cartridge font?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <66gp4p$3cg$1@mark.ucdavis.edu>
Source record: 67987
Cross-posted to: comp.sys.atari.8bit,comp.fonts,alt.illustration.technical,comp.graphics.apps.freehand,comp.graphics.apps.photoshop,comp.graphics.apps.pagemaker,comp.graphics.misc,alt.design.graphics,alt.graphics,alt.binaries.fonts

Does anyone know the name of, or where to get, the original
lower case font used on Atari 2600 cartridge labels? It is very
similar to the Bauhaus font. My band Missile Command just finished
remixing our demo - I'm in the process of redesigning the tape and
CD cases and want to use the original Atari font for the titles.
Any help would be appreciated. Please e-mail me with any info.

Thanks, Reinhard

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|-------------------------------+-----------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Prog/Speed/Death Metal Drummer	imaginations" - Neil Peart

4048. Auction: Atari Connection/Explorer Magazines/Games/Printer/Cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971208124601.HAA26780@ladder01.news.aol.com>
Source record: 67988

December Auction - Update 10

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, December 15, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Atari 8-Bit Computer Accessories
A1. Panasonic KX-P1092 Epson Compatible Dot Matrix Printer. Includes 2 ribbons (installed and extra unopened)/Operating Instructions manual (includes codes, charts, type-in BASIC examples). Without paper separator (wire rack). Supports near letter quality print. Handles friction feed or fan-fold paper. Very nice condition. Works well with Atari 850 Interface. Actual shipping added. -$19.95

semslie

A2. Atari 850 to Centronics Printer Cable. Works with above and other dot matrix printers. -$8.95 semslie

A3. Atari Dealer Demo Cartridge. 16K Dealer Demo in Centipede Case. Self-running. Shows advanced capabilities. Well executed programming tricks. Begins with multicolor Atari Logo with all colors displayed at once. Includes Household management, Recordkeeping (animated pencil), Home Entertainment (shows Star Raiders with different style tie-fighter), Investment Analysis, and Service Centers (draws U.S. map). Extremely rare. -$35 grabben

A4. AtariWriter Cartridge. Includes 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$7.95 min

A5. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$8.95 min

A5a. Koala Pad. Includes Koala Pad touch tablet, stylus, Micro Illustrator and Touch Tablet Owners Manual. Very Rare. No Disks. -$8.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A6. Miner 2049er (computer style) -$3 disk doctor
A7. Robotron: 2084 (computer style) -$3 disk doctor
A8. Final Legacy (computer style) -$2.50 tempest
A9. Joust (computer style) -$2.50 disk doctor
A10. Missile Command (computer style) -$2.50 min
A11. Super Breakout (computer style) -$2.50 min
A12. Barnyard Blaster (XE game system style - supports light gun *see Item A41 below) -$2.50 min
A13. Flight Simulator II (XE game system style) -$2.50 steg
A14. Millipede (computer style) -$3 tempest
A14a. Kindercomp cartridge. -$2.50 min
A14b. Centipede cartridge -$2.50 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A15. Star Raiders II -$7 tempest
A16. Battlezone -$5.95 tempest
A17. Ballblazer -$5.95 min
A18. Rescue on Fractalus! -$8 tempest
A19. Desert Falcon -$5.95 tempest
A20. Thunderfox -$5.95 min

Atari 8-Bit Computer - Disks
A21. Pogo Joe (flip side for C64) disk -$1 min
A22. HomePak (flip side for C64), Batteries Included disk -$1 min
A23. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A24. Party Quiz Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A25. F-15 Strike Eagle, Micropose disk -$1 min
A26. Blade of Blackpoole, Sirius disk -$1 min

A27. Twerps, Sirius disk -$1 min
A28. Spy vs. Spy and Spy vs. Spy II (Island Caper). Disk with Instructions. -$2.95 min
A29. Boulder Dash, First Star disk -$1.95 min
A30. Gruds in Space, Sirius disk -$1 min
A31. Repton, Sirius disk -$1 min
A32. Ali Baba and the Forty Thieves -$2 Joseph Red
A33. Murder on the Zinderneuf, Electronic Arts. Complete in package with disk and instructions/reference card. -$2.95 min
A34. Nudmehi Replica 1+1 Backup and Utilities Program. Designed to back up all Atari software prior to 8/15/82. Includes Sector Disassembler, Sector Search, Disk Bitmap, RPM Speed Adjustment. Support for optional data disks (not included). Disk and Instructions. -$2.50 Joseph Red
A35. CASDIS. Machine language program that converts Atari cassette-based programs to disk. Supports BASIC, machine language, and multi-load programs. With 28 page instruction manual. -$1.25 semslie
A36. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A37. Atari Word Processor Program Master Diskette -$1.95 min
A38. APX Insomnia Sound Editor with instructions -$1.95 min
A39. Ultima II Disk 2 Player Disk -$.25 gmiller
A40. S.A.M. Software Automatic Mouth Disk, Don't Ask Computer Software -$1 min
A40a. Track Attack disk, Broderbund -$1 min
A40b. Hacker disk, Activision -$1 min
A40c. Drol disk, Broderbund -$1 min
A40d. Spy Hunter disk, Sega -$1 min
A40e. Master of the Lamps disk, Activision -$1 min
A40f The Great American Cross Country Road Race, Activision -$1 min
A40g. Maxi Golf, Activision 2 disk set -$1.50 min
A40h. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1 min

Atari Controllers
A41. Light Gun. Works with XE system and 8-bit computers. Use with Barnyard Blaster (above). -$8 gmiller
A42. Track and Field Controller (Blue with 3 buttons - 2 Run and 1 Jump/Throw). Works with 2600 and 8-bit Track and Field games. Very rare. -$12.95 disk doctor
A43. Standard Atari Paddle Controllers (pair) -$2.95 min
A44. Atari Standard Joystick (single) -$4 ebacher
A45. Atari Standard Joystick (single) -$4 ebacher
A46 Epyx 500XJ Joystick with Autofire -$5 The Maverick
A47. TAC-2 Joystick -$6 vinceb33

Miscellaneous
A48. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$3 gmiller
A49. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A50. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A51. BCs Quest for Tires Poster. Approximately 17x23.5 inches. $.50 min
A52. Millipede (8-bit) box (crushed). $.25 min
A53. Atari Enamel Olympic Pin (see picture in Summer 84 Atari Connection)

-$2.95 grabben
A53a. Super Nintendo Mortal Kombat II Instructions -$.25 min
A53b. Colecovision French labels for Front Line. Excellent, like-new condition. -$.25 min

Books/Instructions
A54. Inside Atari BASIC. BASIC programming book. Key concepts (full of type-in examples). Fundamentals of Atari Graphics. GTIA Graphics, Game Controllers. 183 pages. -$4 gmiller
A55. Atari 410 Program Recorder Owners Guide (full color) -$.50 steg
A56. Energy Czar Computer Program Instructions (20 pages) -$.50 min
A57. Disk Operating System II Reference Manual. 100 page DOS 2 reference manual. -$1.50 min
A58. APX Ultimate Renumber Utility Instructions -$.50 min
A59. Atari Haunted House (Creative Computing) Instructions -$.50 steg
A59a. APX (Atari Program Exchange) Keyboard Organ Instructions -$.50
A59b. APX (Atari Program Exchange) Sketchpad Instructions -$.50
A59c. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50
A59d. APX (Atari Program Exchange) Presidents of the United States Instructions -$.50

A60. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$3.95 min

A61. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$4.95 min

A62. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$3.95 min

A63. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$8.95 min
A64. Atari 800 Home Computer Owners Guide. CO60057. Rev. 1 (full color). -$1.95 semslie
A65. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1.95 min
A66. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1.95 min

Atari 2600 Manuals
0. Asteroids, Atari (b&w, 5 languages) -$.75 min
1. Human Cannonball, Atari (small black) -$.75 min
2. Hunt & Score, Atari (small black) -$.75 min
3. Ice Hockey, Activision (colored) -$.75 min
4. Indy 500, Atari (small black) -$.75 min
5. Joust, Atari (colored) -$.75 min
6. Jungle Hunt, Atari (colored) -$.75 min
7. Kaboom!, Activision (colored) -$.75 min
8. Keystone Kapers, Activision (colored) -$.75 min

9. Krull, Atari (colored) -$.75 min
10. Laser Blaster, Activision (colored) -$.75 min
11. Mario Bros., Atari (colored) -$.75 min
12. Maze Craze, Atari (small black) -$.75 min
13. Megamania, Activision (colored) -$.75 min
14. Midnight Magic, Atari (b&w) -$.75 dgeller
15. Millipede, Atari (colored) -$.75 min
16. Miner 2049er, Tigervision -$6 jeremy
17. Miniature Golf, Atari (small black) -$.75 min
18. Missile Command, Atari (colored) -$.75 min
19. Moon Patrol, Atari (b&w) -$.75 min
20. Ms. Pac-man, Atari (silver colored) -$.75 min
21. Night Driver, Atari (small black) -$.75 min
22. Oink!, Activision (colored) -$.75 min
23. Outlaw, Atari (small black) -$.75 min
24. Pac-Man, Atari (colored) -$.75 min
25. Peles Championship Soccer, Atari (small colored) -$.75 dgeller
26. Phoenix, Atari (colored) -$.75 min
27. Pitfall!, Activision (colored) -$.75 min
28. Planet Patrol, Spectravideo -$1 cf943
29. Plaque Attack, Activision (colored) -$.75 min
30. Raiders of the Lost Ark, Atari (colored) -$.75 min
31. Realsports Football, Atari (b&w) -$.75 min
32. Realsports Tennis, Atari (b&w) -$.75 min
33. Revenge of the Beefsteak Tomatoes, Fox -$.75 min
34. River Raid, Activision (colored) -$.75 min
35. Road Runner, Atari -$.75 dgeller
36. Robot Tank, Activision (colored) -$.75 min
37. Seaquest, Activision (colored) -$.75 min
38. Shark Attack, Apollo -$1 cf943
39. Skeet Shoot, Apollo -$.75 min
40. Skiing, Activision (colored) -$.75 min
41. Sky Diver, Atari (colored) -$.75 min
42. Sky Jinks, Activision (colored) -$.75 min
43. Slot Racers, Atari (small black) -$.75 min
44. Space Invaders, Atari (colored) -$.75 min
45. Space Invaders, Atari (small black) -$.75 min
46. Space Jockey, Vidtec -$.75 min
47. Space Shuttle Flight Manual, Activision (colored) -$.75 min
48. Space War, Atari (colored) -$.75 min
49. Spider Fighter, Activision (colored) -$.75 min
50. Squeeze Box, US Games -$.75 min
51. Stampede, Activision (colored) -$.75 min
52. Star Raiders, Atari (colored) -$.75 min
53. Star Ship, Atari (small black) -$.75 dgeller

Game Catalogs
54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$1 dgeller
55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller

57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
58. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller

Atari 5200 Cartridges
60. Activision Decathlon very good label -$3 vinceb33
61. Buck Rogers with very good label -$1.50 vinceb33
62. Choplifter! Complete in box with instructions. In new condition (purchased new but opened box and used once or twice). -$5 cf943
63. Congo Bongo with very good label -$2 min
64. James Bond 007 with very good label -$7 min
65. Joust - very good label -$1 vinceb33
66. Kaboom! - very good label -$1 min
67. River Raid - very good label -$1.50 min
68. Space Shuttle - very good label -$2 min
69. Star Raiders - very good label -$1 min
70. Star Trek with very good label -$2 min
71. Super Breakout - very good label -$1 min
72. Super Cobra - very good label -$1 vinceb33
73. Zaxxon with very good label -$19.95 min
74. Rescue on Fractalus! New in box (sealed) -$10 cf943
75. Zone Ranger. New in box (unsealed) -$9.95 min
76. Bounty Bob Strikes Back cartridge -$25 smedley
77. Gorf cartridge -$2.50 vinceb33
78. Quest for Quintana Roo cartridge -$3.50 min
79. Wizard of Wor cartridge -$2.50 vinceb33
80. Realsports Baseball cartridge -$1 vinceb33
81. Realsports Soccer cartridge -$1 min
82. Realsports Tennis cartridge -$1 vinceb33
83. Realsports Football cartridge -$1 min
84. Keystone Kapers. New in box (unsealed) -$9.95 min
85. Pac-man cartridge -$1 min

IBM PC
86. Williams Arcade Classics CD: Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$13.95 min
87. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$9.95 min
88. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
89. Toolworks Reference Library. Complete in original box. -$1.95 min

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.50 min
O2. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. -$3.95 min
O3. Atari 5200 Pac-Man. Pair, unpunched. -$.50 min
O4. Atari 5200 Super Breakout single -$.50 min

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1983 (Volume 3 Number 1). Electronic Information (Electronic Bulletin Boards are latest boon). Right at Home: Atari 1200 XL Home Computer. New Products: Timewise, Atari 1020 Color Printer, Telelink II, AtariWriter. The Future in Your Computer (A Revolutionary New Way To Communicate: Telecommunications). Computer Classroom - Creating a mailing list on your 410 or 1010 program recorder, type-in programs. Home Computer Photos. Creating Your Own Computer Animated Cartoons. Reviews: Mickey in the Great Outdoors. Ads: E.T., APX, AtariWriter. -$8 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1983 (Volume 3 Number 2). Listening for Extra-Terrestrials with a Home Computer. New Special Programming Section: Subroutines Galore - Music and Harmony, GTIA Power, Varnames, Farrah, and more! Why Computing Isn't Just for Boys. New XL Family Hardware Reviews. 600XL, 800XL, 1450XLD, 1025 Printer, 1030 Modem, Atari Touch Tablet, 1010 Program Recorder, and more. Software Reviews: Speed Reading, Caverns of Mars, Getaway!, Donkey Kong, Juggles House, Family Finances, Dig Dug, Paint. E.T. Fan Club Formed. Atari 1200XL 2-page ad. Type-in programs. -$8 ebacher

M3. Atari Connection (The Home Computer Magazine) Fall 1983 (Volume 3 Number 3). Special Education Issue. LOGO vs. BASIC - Which is Best? Arcade Game Design. Ten Tips From the Programming Pro (Chris Crawford). Hardware Review - New Products: Remote Control Joystick, Atari Light Pen, Experimental Designs. Computer Classroom: ANTIC and GTIA, Character Set Graphics, Character Redefinition and Animation, Player/Missile Graphics, Map Mode Graphics, type-in examples. Learning to Learn with the Father of LOGO. Flying High with Superman (Info about 26-second animation in Superman III). Ads: Donkey Kong, Getaway!, AtariWriter. -$8 ebacher

M4. Atari Connection (The Home Computer Magazine) Winter 1984 (Volume 3 Number 4). The Professional AtariWriter - A Complete Guide. The Fine Art of Computing - A Learning Guide to Computer Literacy. To Copy or Not to Copy - Computer Ethics. Type In Programs - Atari Sound Synthesizer (Make Your Computer Sound Like Different Instruments), Sound Machine, more. Ads: Atari XL Computers, Ms. Pac-man, AtariWriter, BASIC XL, MAC/65. -$8 ebacher

M5. Atari Connection (The Home Computer Magazine) Spring 1984 (Volume 4 Number 1). The Computer That Rolls (Dungeons and Dragons Dice Generator Type-In Program). Ten Tips From the Programming Pros (Secrets from LucasFilms Game Group). Robots Come Home (Really Friendly Machines That Speak Your Language). Tracking Your Trak-Ball with type-in programs. Dr. Wacko, Joystick Movement and Control Tutorial. Reviews: Star Wars Arcade Game, Atari Logo, Berzerk, Ms. Pac-man, Moon Patrol, Crystal Castles, Advanced Musicsystem, Oscar's Trash Race. Ads: Synapse Encounter, Dimension X, Zeppelin; AtariWriter; Top-DOS; Jungle Hunt; Pole Position. -$8 ebacher

M6. Atari Connection (The Home Computer Magazine) Summer 1984 (Volume 4 Number 2). Creative Applications: Touch Tablet, AtariLab, Light Pen. The Sound of Micros. The Making of the Atari Light Pen. Body Heat: Science Comes Alive with AtariLab. 10 Hex Tips from the Programming Pros (Atari Advanced Games Group Article). Fantasy Character Generator Type-In Program. Seniors Take to Computers. Ads: Joust, Jupiter Mission, Indus GT Drive, Moon Patrol, Pole

Position, Dig Dug, Dallas Quest. Reviews: Ballblazer, Rescue on Fractalus!, Firefox, Typo Attack, BASIC XL, Sky Writer. Bits and Pieces Type-In Programs. -$8 ebacher

Atari Explorer (Replaced Atari Connection):

M7. Atari Explorer February 1985. The New Atari Computers (The Atari XE Series, Peripherals). The Atari 130ST and 520ST. An Introduction to MIDI. Alphabet Train type-in program. The People of the New Atari - Jack Tramiel, Leonard Tramiel, James Copland, David Harris, Gregory Pratt, and more. The Art of Computer Game Design by Chris Crawford. Atari Telecomputing. Inside Memory - Exploring Your Atari's Memory. Atari Logo type-in program. Reviews - Millipede, Track and Field. Atari Proofreader, Questron Ads. -$3.95 min

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer Summer 1985. ST Graphics (Using the ST's Graphics from Logo and the GEM VDI. Ads: AtariLab Starter Set. The Games of Summer. A Direct Line to Atari (Atari BBS online). Atari at Summer Consumer Electronics Show (Includes Something Really New - CD ROM). Pronto, the Home Information System. Learning Software. An Interview with AtariSoft. Word Processing (6 Products compared). Reviews: Video Title Editor, Blue Max 2001, Computer Ambush, Bounty Bob Strikes Back. The Horizontal Scroll (Programming Article with 5 type-in programming examples). Logo Player Missile Graphics. Strategy Tests Standout: MULE, Archon, Archon II, Dragonriders of PERN. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M12. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy

type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

4049. Re: Is possible to filter someone from usenet?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: rdell@best.com
Message-ID: <66gu3k$s82$1@shell5.ba.best.com>
Source record: 67989

In article <880898024_OASIS_@bstslog.kymtnnet.org>,
backdoor <backdoor@bstslog.kymtnnet.org> wrote:
> In article <65r04d$1of@alexander.INS.CWRU.Edu>
> cb541@cleveland.Freenet.Edu (James R. Gilbert) said:-
>
>>
>>Sorry, but this group is where I know people to listen to.
>>My problem is, I 'f'ollowup to posts in this group and my
>>followup disappears, at least partly.

If you use the "f", it may be starting a new thread, which you may
not see easily in a threaded newsreader (I don't use threading, just
read in sequence).

>>
>>I have very little understanding of usenet and internet.
>>I've posted about four followups that I've never seen return
>>to CFN from whereever they go and come back from. I know
>>that the posts go out, and that some places/people can see
>>the posts, because I get e-mail responses to posts I never
>>see in the group.

Another possibility is thatyour software filters out posts
from yourself, figuring you've already read them .. see if someone
else on your newsserver can read them.

>>
>>I posed this question to my sysadmin:
>>Q: Is it possible to 'filter' someone from usenet?
>>
>>I got back:
>>A: No, not generally.

Most news software has some sort of filtering capability (ie -- killfiles),
for filtering out people or threads you find personally obnoxious.
But you have to set this up yourself, generally.

>>
>>I suppose it can be done, because I doubt this ISP (CFN) is
>>losing the three or four posts that never showed up back at
>>CFN. I know there are some pretty knowlegable internet
>>people here. If you have any suggestions, like could I trace
>>a post here and find out where/if it is getting 'l'ost.
>>
>>Thanks.
>>

>>
>That's a very good question. I've had similar problems like that too.
>And my personal opinion is that its very possible to cancel other persons
>postings to newgroups. And even limited what articles one receives.
>Can't prove it. (yet) But I'm almost positive.

I think you'd need to have administrative access to cancel posts from
someone other than oneself.

>
>I would like to hear more about this subject from the experts.
>

Not an expert, just a long time user.

4050. Re: Is possible to filter someone from usenet?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: rdell@best.com
Message-ID: <66gu6o$sl5$1@shell5.ba.best.com>
Source record: 67990

In article <66gu3k$s82$1@shell5.ba.best.com>,
Richard Dell <rdell@best.com> wrote:
>If you use the "f", it may be starting a new thread, which you may
>not see easily in a threaded newsreader (I don't use threading, just
>read in sequence).
>

Hate quoting myself, but my brain is slow this AM ... I should add
that one then would use an "F" to post to the same thread.

--
Richard Dell

4051. Re: WOW!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: eparent@reply.here.org
Message-ID: <348c0431.2110034@news.crocker.com>
Source record: 67991

On 6 Dec 1997 14:52:17 GMT, dklugh@iwaynet.net wrote:

>Of course I use a 800XL so I'm stuck with composite.

You can still use split video with an 800XL. Just substitue the luma signal with the composite signal. This will result in a slightly sharper image than pure composite. I use this and I do notice a difference. I also get a great mono display when using chroma and luma the proper way. I'm using a Commodore 1802.

Home of the Atari Hardware Showcase is at:
http://www.shaysnet.com/~eparent/

4052. Re: Ice-T Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0812970909370001@macmcurrent.library.carleton.edu>
Source record: 67992

In article <347F5770.447B@nospam.iname.com>, eduardolella@iname.com wrote:

>Where can I get a copy of ICE-T?

Itay has a home page now!

Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
mailto:itayc@hotmail.com
http://www.geocities.com/Hollywood/Lot/4205/
Developer: Ice-T XE v2.72 (128K XL/XE), Ice-T 800 v1.1 (48K)

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4053. Re: Does Page6 Mag still exist?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-0812970918460001@macmcurrent.library.carleton.edu>
Source record: 67993

In article <34801ABC.C6386CB1@dial.pipex.com>, garethd@dial.pipex.com wrote:

>Subject says it all really. Does it still exist?

I received this e-mail just the other day:

++++
Date: Wed, 03 Dec 1997 18:08:13 -0500
From: John Davison <john_davison@compuserve.com>
Subject: New Atari User

Dear All,
Just a quick note to let you know that I spoke to Les Ellingham
recently and he tells me that the next issue of NAU won't now be out until
late January. The delay has been caused by pressure of other work, but he
assured me that it WILL be published and he'll ensure that next year
publication will get back onto a regular schedule.
Regards....John
++++

Page 6 Publishing (Les and Sandy Ellingham)
P.O. Box 54
Stafford
ST16 1DR
England
tel: 01785 241153
Vendor: commercial/PD/freeware/shareware
Developer: 800XL Field Service Manual, 130XE Field Service Manual, 10 Print,
Enigmatix!, 10th Anniversary Demo, Mini Office II, Transdisk IV, The Big Demo
Publisher: New Atari User (NAU) (bi-monthly print magazine, ISSN:0958-7705)
Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
Elsewhere (Surface) #17.00 #32.00
Elsewhere (Air Mail) #23.00 #42.00

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4054. Dumb question

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: Chris Shilliday <cyber@bright.net>
Message-ID: <348C1FC2.EC4C52B6@bright.net>
Source record: 67994

Does anybody know if there are hard drives available for the Atari 800?
Can someone tell me more about the APE?

Chris Shilliday
Collector and Curator of Vintage Computers.

4055. Re: Atari 2600 cartridge font?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: bady@primenet.com
Message-ID: <66h968$ori@nntp02.primenet.com>
Source record: 67995
Cross-posted to: comp.sys.atari.8bit,comp.fonts,alt.illustration.technical,comp.graphics.apps.freehand,comp.graphics.apps.photoshop,comp.graphics.apps.pagemaker,comp.graphics.misc,alt.design.graphics,alt.graphics,alt.binaries.fonts

Rumor has it that rpribish@wheel.dcn.davis.ca.us (Reinhard Pribish) wrote something to the effect of:
>Does anyone know the name of, or where to get, the original
>lower case font used on Atari 2600 cartridge labels? It is very
>similar to the Bauhaus font. My band Missile Command just finished
>remixing our demo - I'm in the process of redesigning the tape and
>CD cases and want to use the original Atari font for the titles.
>Any help would be appreciated. Please e-mail me with any info.
>
>Thanks, Reinhard

Hi Reinhard!

Being a game collector (arcade standup's, not cart systems) I was intrigued :)
I don't know what the font is, but you could quite possibly find the answer
from someone in one of the collector newsgroups. Search for rec.games.video
and you'll see quite a few different newsgroups. The ones that are devoted
the home systems can probably help you. (note: DONT ask in
rec.games.video.ARCADE.collecting because that group is for standup machines,
and a LOT of people will jump on you for posting a home system question) :)

good luck!
--mark

Mark Badolato -- Collector of classic arcade video games
bady@primenet.com http://www.primenet.com/~bady
Arcade Game Chat Page: http://www.primenet.com/~bady/GamesChat.html

4056. Re: VT-100 Terminal Program

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <01bd03e0$1aa7bcc0$3f664ccf@none>
Source record: 67996

There is a program that was published by Antic Software that did terminal
emulation. The name of the program is Chameleon. Check at B&C
ComputerVisions
web page and see if they might still have it. http://www.myatari.com

Glenn Bruner
brunergs@pcisys.net

SEMSLIE <semslie@aol.com> wrote in article
<19971206203300.PAA09092@ladder02.news.aol.com>...
> I am new to Atari and I need a vt-100 terminal program.
> I have Lynx access to the internet, but no terminal program.
> Does Ice-T XE work with an 800xl with 256k?
> If you can tell me where to buy it, or if it's shareware/ freeware could
> someone send me a copy in the mail?
>
> Any help email: semslie@aol.com
>
> Thanks,
> Sean Emslie
>

4057. Re: reading .BAS files on PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <01bd03e1$0b6909c0$3f664ccf@none>
Source record: 67997

Do what Bill has said below and then do a file save. But with this
file save you want to add a ",A" at the end.

ie: SAVE"D:MYPGM.BAS",A

This tells Atari Basic to save the file in ATASCII. Then you can use
another program called SDV (I don't remember the exact name, but
can be found at the University of Michigan site) to convert all the
ATASCII 155's to regular ASCII carriage returns.

Then you could use a text editor on the IBM to edit the program there.

Glenn Bruner
brunergs@pcisys.net

bmarcum@iglou.com wrote in article <EKqC9D.2G@iglou.com>...
>
> On 1997-12-02 slmph@cc.usu.edu said:
> >I've discovered the Antic archives on the www, but all
> >of the example programs are in Atari .BAS format. Is there a way
> >that I can convert these files to ASCII format so I can read them
> >on my PC? -Tom
>
> You probably would have to load them in Basic on an emulator or a real
Atari,
> then LIST "D:FILENAME"
>
> Bill Marcum
>
> Net-Tamer V 1.09.2 - Test Drive
>

4058. Re: FTE

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: Glenn Bruner <brunergs@pcisys.net>
Message-ID: <01bd03e2$40651320$3f664ccf@none>
Source record: 67998

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in article
<65v55v$6ae@freenet-news.carleton.ca>...
>
> Roelof van der Woude (r.vd.woude@wxs.nl) writes:
> > Whatever happened to FTE (Fine Tooned Engineering)? Just as i took up
> > 8bit computing with SpartaDos They seemed to have disppeared.....
> >
> > R.vd.W./ NL
> >
>
>
>
> From what I have read in this newsgroup he ran off with
> some peoples money and has not been heard from since. YMMV.
>
And because of that he is wanted by the FBI...last I heard.

4059. Re: reading .BAS files on PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <66hb6d$g3t$1@news.aatech.com>
Source record: 67999

Glenn Bruner (brunergs@pcisys.net) wrote:
: Do what Bill has said below and then do a file save. But with this
: file save you want to add a ",A" at the end.

: ie: SAVE"D:MYPGM.BAS",A

: This tells Atari Basic to save the file in ATASCII. Then you can use
: another program called SDV (I don't remember the exact name, but
: can be found at the University of Michigan site) to convert all the
: ATASCII 155's to regular ASCII carriage returns.

I think you are confusing Atari BASIC with IBM BASIC.

I think what he wants is

LIST "D:MYPGM.LST"

If you're using Unix, you can translate an ATASCII text file to Unix with
tr \\233 \\012 <infile.name >outfile.name

While we're in the stupid Unix tricks, you can convert a .ATR file to .XFD
(assuming it's a single density disk) with

dd if=disk.atr of=disk.xfd bs=16 skip=1

Jason Duerstock
jason@sdi.cluephone.com
jason@ntalr.aatech.com

4060. Re: reading .BAS files on PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <66hih7iie1@deneb.cs.pdx.edu>
Source record: 68000

I think the original poster wanted a way to read BASIC programs without using an actual Atari or an emulator. Even if he didn't, that's a much more interesting challenge than just LISTing the program to disk. Why can't you just parse a tokenized BASIC file and writes it out as ASCII? I know one of the Compute! collections has some information on the tokenized BASIC format, and so does De Re Atari.

--

+--+
Alex Chamberlain BeOS Developer #9460
chambera@cs.pdx.edu http://www.cs.pdx.edu/~chambera
+--+

4061. Re: ***Help Figuring Out Atari 810 Modified Drive***

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <66he41$ck6@james.freenet.hamilton.on.ca>
Source record: 68001

In <19971207163800.LAA15001@ladder02.news.aol.com>, atari8bit@aol.com (Atari8Bit) wrote:

> I have an Atari 810 Floppy Drive that has been modified. My guess is that it
> has to do with some type of ability to copy protected software. I have Happy
> Rev 7.1 software, but the drive is not "happy" when this software is used. I
> also have Archiver software Rev 2.5 and the drive does not work with this
> software. From the old magazines there were ads for "The Chip". Does anyone out
> there have a copy of that software and could they EMail me a copy as an ATR or
> DCM file???

Well, in order to use "The Chip" software, you have to "open" the chip on the 810 by putting in a 4 digit number such as "1190". Good luck knowing which number it is however..... otherwise, the 810 will operate just like a normal 810 disk drive.

Willy
--
William M. Moeller
af332@hwcn.org or willy@hwcn.org

4062. Brand new Trakballs

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <348C650D.64384FED@atari.nu>
Source record: 68002

A company in Chicago called American Technology and Science is off loading a few hundred Atari trak balls for like $5.00 each, I don't have the tele#, but I'm sure if you call Chicago information you can get the tele# from them. I spoke with a friend who bought 2 of them and he said they came brand new in the box.

Curt

4063. Utility to write Atari disk images to PC floppy

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: miljenko@zems.fer.hr
Message-ID: <66hf2d$m1v@bagan.srce.hr>
Source record: 68003

Hello to all 8-bit Atari enthusiasts all over the world!

Now to the question I have.
Is there a utility which will write Atari disk images (atr | dcm | xfd) to a
PC 360K floppy? One should be able to use those
disks on a real Atari later. In my case on a 1050.

Mike,

--
Miljenko Vrankovic, University of Rijeka, Croatia
miljenko@mapef.pefri.hr mvrankov@alf.tel.hr

Experience is what you get, when you don't get what
you want. I've got lots of experience.

4064. Atari Trakballs: $1.95 each

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <348C7183.5F870135@atari.nu>
Source record: 68004
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video

This site is an electronics liquidator, they are selling brand new Atari trakballs in the box for $1.95 each with a minimum order of $15.00, the part # is 6465-MI. I just ordered 8 of them and it came out to $24.00 with shipping via UPS ground.

Curt
www.atari.nu

4065. ATARI TAPE DRIVE FS W/GAMES

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: seigeler@mvp.net
Message-ID: <881624826.18939905@dejanews.com>
Source record: 68005

I don't know if this is the place to put an ad.
But I have a ATARI tape thing with games
& the games have the books.
Don't know how it's used exactly.
make an offer
to
seigeler@mvp.net
thanks

PS ALSO WANT TO BUY SEGA CDX

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4066. Re: Atari Trakballs: $1.95 each

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <348C9364.97DCA31F@atari.nu>
Source record: 68006
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video

Ok,

So lets see if I can add the url of the site selling the trakballs:
www.mpja.com

shheeeezz, brain death must be comming on early in my life :)

Curt
www.atari.nu

4067. Vintage Micro Sale-Happy Holidays to All!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: "/\/\/\/\/\--VoRTeX--/\/\/\/\/\" <jonart@ix.netcom.com>
Message-ID: <348CBB01.1FBE4C45@ix.netcom.com>
Source record: 68007
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

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******************************************************
===============VINTAGE MICRO-COMPUTERS===============
============EMAIL: Vintage_Micro@yahoo.com============
******************************************************
Hi everyone,
I am back! I had alot of problems with my email at Netcom so I am
currently using a Yahoo address now.

Anything on this list I will accept trades for Amiga items. The proceeds
enable me to further my beloved hobby and also help others who
collect/use/love old micro-computers. Of course my main love and area of
expertise is the C64. I am in the process of moving into the world of
the Amiga.

You will notice that I am trying to be as detailed as possible about my
listings. I am a collector and have been buying items online for a while
and I really wish everyone would list in a detailed manner. It
definately makes it easier on the customer, so that they can decide if
said item is useful to them or not. I will also try to answer as many
questions as I can about each item listed.

This list keeps expanding(so check it regularly or request to receive
updates via email). I have alot of items to inventory, check and clean.
Email me your orders and I will process them as fast as I can. To make
the transaction faster, please email your address with your order, that
way I can calculate shipping and give you a total. Also... if you wish
to receive future lists by email, send me email with subscribe in the
subject line.

So far Response has been great! Thank you to all who have placed orders.

Please enjoy and Happy computing to all!

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******************ATARI SOFTWARE*********************
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TITLE: Ultima IV - Quest of the Avatar
PUBLISHER: Origin
REQUIREMENTS: Atari 400/800,XL's, XE's and a 5.25 in floppy drive.
NOTES: This is one of the best series of games that has been on just
```

about every computer platform at one time or another. This game is considered to be rare. The box is intact, although one corner is slightly bent. Everthing is in the box except for the metal Ankh. The cloth map is pretty groovy just for hanging on your wall.
PRICE: Well this is the difficult part for me. I am honestly not sure if I want to sell this since the Ultima games are my very favorites, and also due to the fact that the game is so hard to find. If I get an offer that sounds good I will sell this or even possibly trade it for C64 or Amiga items.
So go ahead and make a bid.

TITLE: Atari Basic Cartridge (cxl4002)
PUBLISHER: Atari
REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: You need this to use Basic on most Atari 8 Bit Computers.
PRICE: $4

**********ATARI 2600 Game System**********

Old Style Console in Box with accessories
Power supply
RF Box
2 Joysticks
3 Cartridges (Combat, Asteriods, and Defender)
NOTES: This unit is very clean and works great!
PRICE: $25

**********ATARI 2600 CARTRIDGES**********

PUBLISHER: ----------Atari----------
TITLE: Asteroids PRICE:$1.50
TITLE: Combat PRICE:$1.50
TITLE: Defender PRICE:$1.50
TITLE: E.T the Extra-Terrestrial PRICE:$1.50
TITLE: Missle Command PRICE:$1.50
TITLE: Night Driver PRICE:$1.50
TITLE: Pac-Man PRICE:$1.50
TITLE: Space Invaders PRICE:$1.50
TITLE: Super Breakout PRICE:$1.50
TITLE: Yars Revenge PRICE:$3
PUBLISHER: --------Activision---------
TITLE: Laser Blast PRICE:$2

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**********COLECOVISION CARTRIDGES**********

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-----------------------------------------------------
PUBLISHER: --------Atarisoft----------
TITLE: Centipede PRICE:$3.50
TITLE: Defender PRICE:$3.50

PUBLISHER: -----------Epyx------------
TITLE: Pitstop PRICE:$2.50

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*************COMMODORE RELATED BOOKS*****************
-----------------------------------------------------
TITLE: Personal Computing on the VIC 20
PUBLISHER: Commodore Electronics, LTD.
Copyright 1982
164 Pages
Spiral Bound Softcover
PRICE: $4.00

TITLE: Pilot
PUBLISHER: Commodore Electronics, LTD.
Copyright 1983
111 Pages
Softcover
NOTES: This is the manual for the Powerful authoring language Pilot. The
language Pilot was mainly used in learning institutions. Unfortunately
there is no software with this book, so if you are missing the manual
this book is for you!
PRICE: $1.00

TITLE: Teach Yourself Computer Programming with the Commodore 64
PUBLISHER: Hodder and Stoughton
Copyright 1983
206 Pages
Softcover
NOTES: This book is invaluable to the NOVICE programmer. It contains
many programs ready to be typed in. The book covers all basic aspects of
C64 programming.
PRICE: $4.00

TITLE: Commodore 1541 Disk Drive Users Guide
PUBLISHER: Commodore Business Machines Electronics, LTD.
Copyright September 1982
70 Pages
Softcover
NOTES: If you have a 1541 drive and do not have a manual then this book
is for you. You can reap the full benefits of your 1541 drive.
PRICE: $2.50
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TITLE: Mastering the VIC 20
PUBLISHER: Ellis Horwood
Copyright 1983
173 Pages
Softcover
NOTES: This book explores the VIC 20 via advanced basic programming techniques and assembly language programming. This book is invaluable to the VIC programmer including many examples and tables.
PRICE: $4.00

TITLE: VIC Graphics
PUBLISHER: Hayden Book Company, INC.
Copyright 1982
187 Pages
Softcover
NOTES: This book explores the use of hi-res graphics and programming on the VIC 20. This book requires the VIC Super Expander Cartidge with hi-res graphics commands.
PRICE: $4.00

TITLE: Computes! First Book of the VIC
PUBLISHER: Compute! Books Publication
Copyright
Pages
Spiral bound softcover
NOTES: Games, Porgrams, and other helpful information for users of the VIC 20. Great book!
PRICE: $4.50

TITLE: Easy Finance IV
PUBLISHER: Commodore Electronics, LTD.
Copyright 1983
83 Pages
Softcover
NOTES: This is the manual for Commodore's Powerful yet user-friendly business management financial program. No software included. If you have the software and do not have the manual then this book is for you.
PRICE: $1.00

TITLE: The Commodore 64 User's Guide
PUBLISHER: Macmillan Publishing Company
Copyright 1983
121 Pages
Softcover
NOTES: This is not the official c64 user's guide published by Commodore yet it is very helpful since not only does it document CBM expansion devices, but other manufacturers too. Highly recommended!
PRICE: $6.00

TITLE: MPS 801 Dot Matrix Printer User's Manual
PUBLISHER: Commodore Business Machines, INC.
Copyright 1983
44 Pages

Softcover
PRICE: $2.00

TITLE: VIC 20 User Guide
PUBLISHER: Osborne/McGraw Hill
Copyright 1983
388 Pages
Softcover
NOTES: This is not the official VIC 20 user's guide published by Commodore. This book delves into the VIC much deeper than the standard VIC 20 manuals. Lots of tables and example programs. This book is highly recommended!
PRICE: $4.00

TITLE: Stimulating Simulations for the VIC
PUBLISHER: Hayden Book Company
Copyright 1983
91 Pages
Softcover
NOTES: Here is a handbook containing 12 simulation programs which are actually game programs in basic. Theis book is very insightful to the VIC 20 programmer.
PRICE: $3.00

TITLE: Mastering the VIC 20
PUBLISHER: TAB Books
Copyright 1983
216 Pages
Softcover
NOTES: Advanced programming techniques and tons of valuable info about reapint the most from your VIC 20. Highly recommended!
PRICE: $4.00

TITLE: Commodore 64 Fun and Games
PUBLISHER:
Copyright
Pages
Softcover
NOTES: 35 games and puzzles written in basic. This is a great way to learn how to utilize the basic programming language and have some fun.
PRICE: $3.50

**********COMMODORE RELATED MAGAZINES**********

TITLE: COMPUTE!'S GAZETTE
ISSUES: April 1986 Issue 34, Vol. 4, No. 4
May 1986 Issue 35, Vol. 4, No. 5
June 1986 Issue 36, Vol. 4, No. 6
July 1986 Issue 37, Vol. 4, No. 7
September 1986 Issue 39, Vol. 4, No. 9

November 1986 Issue 41, Vol. 4, No. 11
January 1987 Issue 43, Vol. 5, No. 1
PRICE: $1.50 each

**********COMMODORE RELATED SOFTWARE**********

==========APPLICATIONS==========

TITLE: Fast Load Cartridge
PUBLISHER: Epyx
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: This is the "famous" cartridge by Epyx that has a DOS wedge.
Handy and easy to use. No manual, but there are docs on the web for it.
PRICE: $10

TITLE: Introduction to Basic: Part 1
PUBLISHER: Commodore Electronics, LTD.
REQUIREMENTS: Commodore 64 computer
2 Tapes
NOTES: Basic tutorial with many programs: "Testcard", "Hangman",
"Speedtype", "Unit3Quiz", "Unit4drill", "Unit5quiz", "Sentences",
"Unit7quiz", "Unit9prog", "Unit9quiz", "Unit10quiz", "Unit11prog",
"Unit12quiz", "Sound Demo", "Heads", "Reaction", "Esg", "Craps". There
is no manual or book for these tapes.
PRICE: $1

TITLE: OKIMATE 10 Learn to Print
PUBLISHER: OKIDATA
REQUIREMENTS: Commodore 64 computer or Commodore SX-64 or Commodore VIC
20
1 Tape
NOTES: This is a "How to" print tutorial.
PRICE: $1

TITLE: Super Expander 64
PUBLISHER: Commodore Business Machines, LTD.
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: This powerful cartridge gives the user/programmer 21 new commands
and 11 functions that lets you easily create hi-res graphics on your
C64. Functions such as Drawing points, lines, arcs, circles, ellipses
and polygons, create and animate sprites and special characters, combine
text and high resolution graphics. Create music and game sounds Define
programmable function keys, and much more! This cart. comes with box and
manual.
PRICE: $6.00

TITLE: Warp Speed Cartridge
PUBLISHER: Cinemaware
REQUIREMENTS: Commodore 64 computer

Cartridge
NOTES: This powerful cartridge icludes a Handy DOS Wedge(Similar to the Epyx Fast Load Cartridge, but better), Menu driven features like: View Directory, Sector Editor, File Utilities, Single Copier, Dual Copier, Drive Command, Set Drives, ML Monitor, and Quit to Basic. A great cartridge to use all the time or add to your collection. I will send a photocopy of the manual if requested.
PRICE: $15

==========GAMES==========

TITLE: Galaxian
PUBLISHER: Atarisoft
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: Like the classic arcade game. Definately one of my favorites. Addictive!
PRICE: $5

TITLE: Jupiter Lander
PUBLISHER: Commodore Electronics, LTD.
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: Like the arcade game. One of the earliest C64 game cartridges.
PRICE: $3.50

TITLE: Temple of Apshai
PUBLISHER: EPYX
REQUIREMENTS: Commodore 64 computer, Data cassete
3 Tapes
NOTES: This is the famous game Temple of Apshai, an early dungeon type game. I remember playing this for hours as a kid. This comes with a box, all documentation, and 3 tapes. Highly collectable peice.
PRICE: This happens to be another one of those items I am not sure I want to sell unless the offer is right. I will trade this for other Commodore items too. Please make an offer.

**********COMMODORE RELATED HARDWARE**********

ITEM: VIC 20 Power Supply
DESCRIPTION: Small black VIC 20 Power Supply, old style with small two prong female plug.
REQUIREMENTS: A VIC 20 computer
NOTES: Tested and works fine
PRICE: $5

ITEM: X1541 Cable
DESCRIPTION: This cable enables the user to hook-up a 1541 drive to the parallel port of you PC to transfer files (Like the ones you got off the web)

REQUIREMENTS: A 1541/1571 or compatable drive, A PC with a parallel port, a copy of Star Commander (available all over the web, just do a search)
NOTES: I have been transferring files from my PC to my commodore 64 for about a year and a half now. To make things easier I now have a 1541 drive attached to my PC at all times. I make these cables myself. They look good and are durable. They are also tested prior to shipping. I can make these in custom lengths (not to exceed 4 feet).
PRICE: $12

ITEM: Serial Cable
DESCRIPTION: You need one of these to use your floppy drive and your commodore printer.
NOTES: I make these custom so you may specify a particular length you require (not to exceed 4 feet). They look good and are durable. They are also tested prior to shipping.
PRICE: $8

==========FLOPPY DRIVES==========

ITEM: Commodore 1541 Floppy drive
QUANTITY: 3
DESCRIPTION: 5.25 inch floppy drive (serial)
NOTES: Drive powers up lights come on. yet drive does not work, more than likely an alignment problem. You may be able to re-align these by using software and documentation Via the web(I have been lucky on several occasions doing this), I just simply do not have the time to mess with these. Worse comes worse they can ban used for parts for another ailing 1541 drive. No power cable included(you can pick these up at Radio Shack or most computer stores).
PRICE: $5 each.

ITEM: Commodore 1541 Floppy drive
QUANTITY: 2
DESCRIPTION: 5.25 inch floppy drive (serial)
NOTES: Drives work great. No power cable included(you can pick these up at Radio Shack or most computer stores).
PRICE: $15 each or $20 with a power cable.

==========JOYSTICKS==========

ITEM: Wico Command Control
DESCRIPTION: This is a high quality joystick that has a fire button on the base and one on top of the stick with a selector to switch between the two. A great joystick that has an excellent feel to it, definately a tool for the pro-gamer. Very clean!
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari including the atari 2600
PRICE: $5.00

ITEM: Competition Pro Joystick
DESCRIPTION: This is a high quality joystick that has two buttons on the

base(for left or right hand players not fire button A or B). Definately
a tool for the pro-gamer. Durable construction and very clean.
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari including
the atari 2600
PRICE: $4.50

ITEM: Wico Black Max
DESCRIPTION: Small mid-quality joystick with a fire botton on top. Works
great and clean.
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari including
the atari 2600
PRICE: $3.00

ITEM: Gemstik
DESCRIPTION: Small mid-quality joystick with a fire botton on base.
Works great and clean.
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari including
the atari 2600
PRICE: $2.50

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**********INTELLIVISION CARTRIDGES**********

PUBLISHER: -----Intellivision-------
TITLE: Las Vegas Poker and Blackjack PRICE:$1.25

=====TI 99/A=====TI 99/A=====TI 99/A=====TI 99/A=====
=====TI 99/A=====TI 99/A=====TI 99/A=====TI 99/A=====

**********TI 99/A CARTRIDGES**********

ITEM: A-Maze-ing
DESCRIPTION: Maze type game.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $1

ITEM: Car Wars
DESCRIPTION: Arcade type game.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $2

ITEM: Munch Man
DESCRIPTION: Pac Man clone.
REQUIREMENTS: A TI 99/A with a cartridge port.

PRICE: $2

ITEM: Parsec
DESCRIPTION: Probably the most well known early cart. game for the TI.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $2

ITEM: TI Invaders
DESCRIPTION: Space Invaders clone.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $2

ITEM: Addition and Subtraction 1
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Beginning Grammar
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Early Learning Fun
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Meteor Multiplication
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Multiplication 1
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Number Magic
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Music Maker
DESCRIPTION: Music Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $1

ITEM: Household Budget Management
DESCRIPTION: Home Finance Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $1

ITEM: Personal Record Keeping
DESCRIPTION: Simple database program.

REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $1

=====MISC. BOOKS/MANUALS=====MISC. BOOKS/MANUALS=====
=====MISC. BOOKS/MANUALS=====MISC. BOOKS/MANUALS=====

TITLE: Assembler for the IBM PC and PC-XT
PUBLISHER: Reston Publishing Company
Copyright 1984
416 Pages
Softcover
NOTES: A great way to learn assembly language on the IBM PC. Very simple to learn and comprehensive. Recommended. Learn assembly language today!
PRICE: $3

TITLE: 8086/8088 16 bit Micropocessor Primer
PUBLISHER: McGraw Hill
Copyright 1982
356 Pages
Softcover
NOTES: Gives you information on the design, capabilities, and potential of the 8086, 8088, 8087, 8089, Plus 186, 286, and 432 Processors. 11 sample programs based on the 8088 .
PRICE: $3

TITLE: Computer Design and Architecture
PUBLISHER: Little Brown and Company
Copyright 1985
489 Pages
Hardcover
NOTES: This is a book about computer design and architecture for both the Student and Proffesional
PRICE: $6

TITLE: The McKinley Internet Yellow Pages 1996 Edition
PUBLISHER: New Riders
Copyright 1995
820 Pages
Softcover
NOTES: Wow a book full of Internet sites/pages/ftp's that is set up just like your Yellow Pages Phone Book! Easy to use and read. An excellent resource for business or home use. Highly Recommended!
PRICE: $14

TITLE: Design with Microprocessors for Mechanical Engineers
PUBLISHER: McGraw Hill
Copyright 1992
594 Pages
Hardcover
NOTES: This book is written for the non-electrical engineer, with its focus on design in consumer products, rather than on computers. This

book points specifically toward making the mechanical engineer familiar with the microprocessor as a design tool at the chip/board level. This book gives step by step instructions on building a complete microprocessor based sytem, concentrating on the 6802 chip and 6805 and 6811 microcontrollers. Wow!
PRICE: $10

TITLE: The Official Guide to Corel Draw! 6 for Win95
PUBLISHER: Corel Press
Copyright 1995
749 Pages
Softcover
NOTES: This excellent book gives you many tips and techniques for using Corel Draw! 6 to its fullest extent. This book will make you look like a Pro in no time at all. Very easy to understand and Highly Recommended! Book is in like new condition!
PRICE: $20 (This Book was originally $35)

TITLE: Operating System Concepts (Second Edition)
PUBLISHER: Addison-Wesley Publishing Company
Copyright 1986
625 Pages
Hardcover
NOTES: This book presents the fundamental comcepts of Operating Systems. The Fundamentals can be applied to a variety of systems and a wide range of problems. Written for students as well as professionals interested in Operating Systems. A great book. Recommended!
PRICE: $10

TITLE: Sound Blaster 16 User's Guide
PUBLISHER: Creative Labs
Copyright 1994
Softcover
NOTES: For use with the Sound Blaster 16 bit sound card
PRICE: $1

TITLE: Sound Blaster User's Guide
PUBLISHER: Creative Labs
Copyright 1992
Softcover
NOTES: For use with the Sound Blaster sound card
PRICE: $1

**********SHIPPING INFORMATION**********

Customer is required to pay all shipping charges. Just send me your name and address with your order and I will calculate shipping. Most books (if they are not too heavy) I can send priority mail (3 day) for about $3 anywhere in the Continental US. Also please note that some days I am rather busy, so give me a couple of days before I ship (I will always

try to ship day of order, but I do have a full time job.)

Checks(I will accept personal checks but I must wait til they clear the bank before shipping) or Money Orders must be made payable to Jon Lucas.

Send all orders to:
Vintage_Micro@yahoo.com

If you are interested in receiving this catalog plus future updates and auctions Please send email with Subscribe in the subject line.

Thanks and Happy Holidays to all!

JL

4068. Re: Atari Trakballs: $1.95 each

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: Robert Worne <"rworne at primenet dot com">
Message-ID: <66ihv8$dpb@nntp02.primenet.com>
Source record: 68008
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video

In <348C9364.97DCA31F@atari.nu> Curt Vendel wrote:
> Ok,
>
> So lets see if I can add the url of the site selling the trakballs:
> www.mpja.com
>
> shheeeezz, brain death must be comming on early in my life :)

Are we now gonna get some anonymous party calling them up
and buying "all" of them... like what happened with the place that
had the Jag controllers a while back?

--
Headers purposely screwed to avoid spam: rworne(at)primenet(dot)com
//---//
Starving CS Undergrad: "Sorry, I don't do Windows I'd rather starve!"
//---//
Visit my videogame collecting site! http://www.primenet.com/~rworne/

4069. Atari 5200 and 7800 items on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: Otter <otter@oz.SpammersWillBeKilled&Eaten.net>
Message-ID: <88449.otter@oz.SpammersWillBeKilled&Eaten.net>
Source record: 68009
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I have placed the following items up for sale on eBay, if anyone is
interested:

Atari 5200 Diagnostic Cartridge:

http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2893822

****

Atari 7800 system with Ms. Pac-Man cartridge:

http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2894853

Other stuff will be going up for auction soon...

--Otter

4070. Re: Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.ef5f1377cad75e4989686@news.midwest.net>
Source record: 68010

In article <01bd0016$254e2240$3c3f1ed1@zsys1>, tchermok@flash.net says...
> I remember there being a Compute Book with the Basic Source Code available
> does anyone have this book and if so would ya be willing to part with it???
> thanks...
>
>
Yes, and no. Sorry :)
(gosh i'm a jerk!) :)
--
Ron
rlaski@midwest.net

4071. FS: Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <348CF702.49368221@mail.bcpl.lib.md.us>
Source record: 68011

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 800XL Computerin box $20
(2) Atari 800Xl Computers $20
(2) Atari 1050 Disk Drives w/o power supply $20
(1) Atari 850 Interface - untested $25
(1) Atari XM301 300Baud Direct Connect modem w/box $10
(2) Atari 1030 300Baud Direct Connect modems $10
(1) Atari 410 Program Recorder $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(2) Atariwriter Word Processor
(1) Basic Computing Language

ATARI 8-BIT Tapes ($1 each) for program recorders
-----------------
(1) Lords of Karma
(1) Rosen's Brigade
(1) Telengrad
(1) Empire of the Overmind
(1) Crush, Crumble, and Chomp
(1) King Arthur's Heir
(1) Air Strike
(1) Astro Chase

COMMODORE 64
------------
(1) 64Modem $5
(1) 1650 Automodem $5

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

4072. Re: reading .BAS files on PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <rMBaTH+W$okG@cc.usu.edu>
Source record: 68012

Exactly. I have an 800XL, but I have no way of transfering files between my Atari and my PC. Eventually, I plan to build a SIO2PC interface, but for right now, my plan is to use some ideas from BAS files on the internet to program my own files on my atari. Unfortunately, I can't read the BAS files on my PC, and that is my question.
Is there a way to read BAS files downloaded from the net and display them on my PC? Anyone know if there are Compute! archives on the net?
-Tom

Alex Chamberlain wrote in message <66hih7iie1@deneb.cs.pdx.edu>...
>I think the original poster wanted a way to read BASIC programs without
>using an actual Atari or an emulator. Even if he didn't, that's a much
>more interesting challenge than just LISTing the program to disk. Why
>can't you just parse a tokenized BASIC file and writes it out as ASCII? I
>know one of the Compute! collections has some information on the tokenized
>BASIC format, and so does De Re Atari.
>--
>+--+
>Alex Chamberlain BeOS Developer #9460
>chambera@cs.pdx.edu http://www.cs.pdx.edu/~chambera
>+--+

4073. Cheap ATARI System - Complete

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: alexdover@aol.com
Message-ID: <19971208151501.KAA04224@ladder02.news.aol.com>
Source record: 68013

I tried to sell the following items, but no takers, so I lowered the price considerably.

I have the following for sale:

HARDWARE:

~ ATARI 130XE Console (built-in BASIC Cartridge) OR
~ ATARI 800XL Console (built-in BASIC Cartridge)
~ Disk Drive /W Power Supply and cables
~ Modem
~ Serial Converter (Needed to run modem)
~ Serial Printer Interface

SOFTWARE:

(CARTRIGE)
~ ATARIWriter
~ SmartTerm (For Modem)

(DISK)
~ Quite Allot. . . Games, mostly.

Asking $100 + S&H
Or best offer
Email AlexDover@aol.com

4074. Re: Remeber AtariSoft?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19971208003900.TAA06030@ladder01.news.aol.com>
Source record: 68079

> I think AtariSoft was Atari's brand name for titles released
> on other platforms. I remember Defender, Centepede, and
> Galaxian on the ColecoVision as some of the best and most
> fluid games for that system. A bit expensive though--
>around $50.00 back in '83.

AtariSoft was sort of Atari's attempt to support their competitors' computers and to get a piece of the pie. At the time, if you recall, Atari basically swept up nearly all the home rights of all the arcade games. This left the other software companies to do their own versions of arcade hits (under different names, etc.). AtariSoft wasn't always great at doing translations for other platforms, however. Their Pac-Man for the C64 looked totally inferior to an imitation version, which looked and sounded much closer to the arcade game. I only know that from first hand observation, not that I played it. :)

When "Computer Games" magazine would review stuff, they sometimes would do a side-by-side comparison of various platforms or similar games for a particular computer. That usually gave an indication on how enthusiastic or lazy a programmer could be.

4075. DEMOS are US!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19971208051100.AAA05299@ladder02.news.aol.com>
Source record: 68080

Amazzing...

Demos are what 90% of our user group look for, Gee, My BBS gets more calls from 8bit users from all over the USA that are just looking for the NEWEST awesome demos from poland..

I can let you know that the POLISH demos, and software is in BIG DEMAND. We want more!! Lets go!

Greetings to : HARD - Taquart - and all others!

4076. protos at ebay, hurry!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: josehamper@aol.com
Message-ID: <19971208052200.AAA07902@ladder01.news.aol.com>
Source record: 68081

Don't miss this one! Come and see what all the fuss is
about. I have twelve Atari 400/800 prototypes at ebay,
and there is only 2 days left!

http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2679232

or do a seller search for josehamper@aol.com

4077. 12 Coleco carts at ebay

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-08 00:00:00 UTC
From: josehamper@aol.com
Message-ID: <19971208053400.AAA07432@ladder02.news.aol.com>
Source record: 68082

I have 12 Coleco Vision titles, most with instructions,
at ebay. They are going as a set with no reserve price.
Hurry before they're gone.

http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2768016

or do a seller search for josehamper@aol.com

4078. Copyright info

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <66k9ic$p5f$1@news.aatech.com>
Source record: 67933

Has anyone made any progress in determining whether the publishers of
Compute! and/or ANALOG would be willing to allow an online version of
their printed works, similar to the www.atarimagazines.com arrangement?

Jason Duerstock
jason@sdi.cluephone.com
jason@ntalr.aatech.com

4079. Re: Atari Trakballs: $1.95 each

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Robert Worne <"rworne at primenet dot com">
Message-ID: <66kdtc$bj8@nntp02.primenet.com>
Source record: 67934
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video

In <348D7305.659C297D@atari.nu> Curt Vendel wrote:
> What would be your choice? Either the URL gets posted and everyone who
> views the newsgroups gets a chance at picking up one or more of them or
> the site stays a secret and only one person knows about it and snatches
> them all up anyway without anyone getting a chance. The whole idea of
> the newsgroups is a sharing of information to help better our using of
> whatever subject the newsgroup covers, in this case this group covers
> Video Games, so to hold back information like this would mean that you
> might as well throw your modem out and sit home by yourself with no
> contact and no clue as to what is going on around the world, so don't
> knock the fact that a URL is posted for a place that is selling an Atari
> item for dirt cheap prices, as for your comment about the Jag
> controllers, well if the info had been posted on the net and enough
> people called at once, everyone would have a few Jag controllers instead
> of Cwest or United Games or VGLQ or whoever bought them all up, so stop
> complaining and pickup the phone and place an order!
>

You missed the point. I know about the distributor, and have known for at
least
2 or 3 months when I read about it on a local newsgroup. I was not talking
about
hiding the site. The faster it gets out in the open, the better!

All I said was that I was wondering if someone was going to snatch them all
up.
The electronics surplus store (famous, but the name escapes me) had all the
Jag controllers bought by *one* individual. When I dropped by the store
shortly
after hearing this, they confirmed what I heard on the net, but (and I don't
blame
them at all) they didn't divulge any hints as the whom was the buyer.

Since people seem to think these are worth from $10.00-20.00 for a new one,
these
will get snapped up in bulk. The only reason this hasn't happend with
O'sheas is that
even at 80-some-odd cents a cartridge, several million of 'em adds up the
total fast.

--
Headers purposely screwed to avoid spam: rworne(at)primenet(dot)com
//--//
Starving CS Undergrad: "Sorry, I don't do Windows I'd rather starve!"

```
//-------------------------------------------------------------------//
Visit my videogame collecting site! http://www.primenet.com/~rworne/
```

4080. Re: More Atari Stuff on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <881706033.954531842@dejanews.com>
Source record: 67935

In article <28804.otter@oz.SpammersWillBeKilled&Eaten.net>,
<otter.SpammersWillBeKilled&Eaten@oz.net> wrote:
>
> In addition to the 5200 Diagnostic Cart and the 7800 system I posted
> about earlier, I have the following Atari items now up for auction on
> eBay...
>
> 1 lot of 6 loose Atari 2600 cartridges (3-D Tic-Tac-Toe, Adventure,
> Hunt & Score, Miniature Golf, Stampede, and Surround)
> http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2903544
>
> A Boxed Starmaster cartridge for the 2600
> http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2903577
>
> --Otter

You'd probably be better off posting this in the appropriate newsgroups.
None of this appears to have much to do with Atari computers.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4081. FS/T: Atari books

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <881706212.983891969@dejanews.com>
Source record: 67936
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I have the following books for sale ($7 each), or for trade
for Atari 8-bit, Commodore, or Vectrex stuff:

Atari specific:
Your Atari Computer: A guide to the Atari 400/800 personal computers
Mapping the Atari
Compute's Third Book of Atari

Atari/Commodore:
Machine Language for Beginners (very good 6502 introduction)

--------------------==== Posted via Deja News ====-----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

4082. Re: Atari Trakballs: $1.95 each

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: "Jesse L." <labrocca@erols.com>
Message-ID: <348DFAB2.4D06@erols.com>
Source record: 67937
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video

Speaking of oshea's...would it be evil to buy them out? And them resell
them at $2 each!!! I know its sounds outrageous and I have no way or
desire to do it but I figure it would create an interesting response.
What do you think?
--
http://www.multimedia1.com/
Where the games are!

4083. Re: test

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Otter <otter@oz.SpammersWillBeKilled&Eaten.net>
Message-ID: <78498.otter@oz.SpammersWillBeKilled&Eaten.net>
Source record: 67938

On 9 Dec 1997 16:38:24 GMT,
Tech Support Personnel <support@strato.net> wrote:

>test
>

Nooooo!!! No more tests! I just had my last final for the quarter
today (Business Stats...) One more test and my brain will explode!

O:3

--Otter

4084. Problem with an Atari Tape Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Craig Henrichs <ralph@cts1.internetwis.com>
Message-ID: <348E08BE.4EB3@cts1.internetwis.com>
Source record: 67939

I have an Atari 800 and an Atari 410 & 1010 tape recorder, and I'm having problems recording a boot tape program to a tape using either recorder. I typed in a basic program which was supposed to record a boot tape program to tape. I ran the program, and the Atari made a buzz. I pressed play and record on the recorder (410 and 1010), and nothing happened to the tape in the recorder. I tried pressing play, record, and fast forward on the recorder, while the Atari was trying to record the boot tape program. The recorder was playing the tape, but nothing was being recorded to it. I waited 10 min, and the Atari was still trying to record the boot tape program to tape. I hit system reset, and gave up on trying to record a boot tape program. I couldn't use either recorder to record a basic program that had this line: 10 print "a".

Could there be something wrong with my recorders, or am I doing something wrong? My Atari 1010 has two ports and a cable to connect to the Atari's IO port. Which port on the 1010 should I connect the cable to? I would appreciate any replies to this post.

Craig Henrichs

4085. Re: Atari Trakballs: $1.95 each

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: The Maverick <TheMaverick@Volcano.Net>
Message-ID: <348E0982.513E@Volcano.Net>
Source record: 67940
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video

Curt Vendel wrote:
>
> What would be your choice? Either the URL gets posted and everyone who
> views the newsgroups gets a chance at picking up one or more of them or
> the site stays a secret and only one person knows about it and snatches
> them all up anyway without anyone getting a chance.

To better increase your enjoyment of the newsgroup, please set your
newsreader sarcasm filter to the "OFF" setting... Enjoy!

the Mav

--

> The Maverick: Something they cooked up in a lab...

> Surf Mav's Home Page for Red Baron, Cliffhanger Serials, Links!
http://www.volcano.net/~themaverick

4086. Re: Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <348E1373.5565@pacbell.net>
Source record: 67941

```
Ronald A. Laski, Jr. wrote:
>
> In article <01bd0016$254e2240$3c3f1ed1@zsys1>, tchermok@flash.net says...
> > I remember there being a Compute Book with the Basic Source Code available
> > does anyone have this book and if so would ya be willing to part with it???
> > thanks...
> >
> >
> Yes, and no. Sorry :)
> (gosh i'm a jerk!) :)
> --
> Ron
> rlaski@midwest.net
----

yes and yes.... :)

Bob Woolley
```

4087. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <348E15A1.A52@pacbell.net>
Source record: 67942

serguei demianov wrote:
>
> Hello,
>
> I seem to remember that there was a 16-bit version of the 6502 known as
> the 65816. Is this correct? As I recall, the Apple IIgs, Apple's last
> effort at keeping the II system viable (and an admirable one, compared
> to Atari, IMHO) had one of these. Anyway, was there/is there a way to
> modify an XL/XE to be able to use a 65816, and to have the system take
> advantage of at least some of the 16-bit chip? Did someone come up with
> some kind of upgrade/mod back in the heyday, or has any brave soul out
> there now done this to their system, and if so, can you share how? I
> realize that the system wouldn't be a true 16bit, given all the other
> components that would need to be capable of operating at that rate, but
> I figure (and I'm probably completely wrong) that it's got to be a
> little faster?
>
> Just curious.
>
> Jay Yepuri

I have some '816s in 8-bits. The interface (to memory) is still 8 bits
and the system still runs at the same speed. You can execute the 65816
16 bit instructions, but you need to tweak the OS (interrupts move).
With a memory upgrade designed for it, you can address linear memory
above 64K without any special precautions. I am working on a 512K 1200XL
with a 65816 processor. The MAE assembler will even do 816 code - just
what the doctor ordered.

Bob Woolley

4088. Re: WTB: 1400XL...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <348E16E4.7CE4@pacbell.net>
Source record: 67943

```
Austin Franklin wrote:
>
> Hi,
>
> Anyone know of an Atari 1400XL for sale, or have one for sale...please let
> me know!
>
> Thanks,
>
> Austin Franklin
> darkroom@ix.netcom.com
>
> To e-mail a reply, please remove the number from the reply address...
----
They may be a little hard to get.... There seem to be a number of
versions, also.

Bob
```

4089. Re: Problem with an Atari Tape Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <348E1917.2A11@pacbell.net>
Source record: 67944

Craig Henrichs wrote:
>
> I have an Atari 800 and an Atari 410 & 1010 tape recorder, and I'm
> having problems recording a boot tape program to a tape using either
> recorder. I typed in a basic program which was supposed to record a
> boot tape program to tape. I ran the program, and the Atari made a
> buzz. I pressed play and record on the recorder (410 and 1010), and
> nothing happened to the tape in the recorder. I tried pressing play,
> record, and fast forward on the recorder, while the Atari was trying to
> record the boot tape program. The recorder was playing the tape, but
> nothing was being recorded to it. I waited 10 min, and the Atari was
> still trying to record the boot tape program to tape. I hit system
> reset, and gave up on trying to record a boot tape program. I couldn't
> use either recorder to record a basic program that had this line: 10
> print "a".
>
> Could there be something wrong with my recorders, or am I doing
> something wrong? My Atari 1010 has two ports and a cable to connect to
> the Atari's IO port. Which port on the 1010 should I connect the cable
> to? I would appreciate any replies to this post.
>
> Craig Henrichs
---

oh, boy! Who remembers how to run the C: device? Heck, who ever knew? I
think you have to do something like SAVE "C:" or LIST "C:", don't you?

Well, this is why I keep all these books handy....

CSAVE is one command.

as are the others that I mentioned.

Type SAVE "C:"
the computer buzzes
position the tape with FFORWARD and REWIND buttons and press the RECORD
and PLAY buttons
press RETURN

To load:
Type LOAD "C:"
computer buzzes
position tape, etc.
press RETURN

OK?

Bob Woolley

4090. Re: WTB: 1400XL...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Neuromancer <baron_harkkonen@hotmail.com>
Message-ID: <348E28AC.A91@hotmail.com>
Source record: 67945

Austin Franklin wrote:
>
> Hi,
>
> Anyone know of an Atari 1400XL for sale, or have one for sale...please let
> me know!
>
> Thanks,
>
> Austin Franklin
> darkroom@ix.netcom.com
>
> To e-mail a reply, please remove the number from the reply address...

Hmmmmm......

Last that I heard the 1400XL and 1450XLD never made it out of the
prototype stage.
Still, I could be wrong, let me know if you find one.

>>>>>>>Neuromancer<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
>>> Windows95: The defacto substandard! <<<<<<<<<<<<<<<<<<<<<<<<<
>>>
>>> Atari 130XE Amiga 1200/32/730 P120/32/810/LINUX/WinNT <<<
>>>

4091. Re: Problem with an Atari Tape Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Craig Henrichs <ralph@cts1.internetwis.com>
Message-ID: <348E2C1C.2201@cts1.internetwis.com>
Source record: 67946

I forgot to mention this. The program that I typed in was supposed to create a boot tape game called Shoot!. The program that I typed in was in COMPUTE! The program that I ran never ended. It was stuck on the line that was trying to write the boot tape game to tape. Has anyone tried typing and running that program on a real Atari and not on a Atari emulator for a PC/Mac?

Craig Henrichs wrote:
>
> I have an Atari 800 and an Atari 410 & 1010 tape recorder, and I'm
> having problems recording a boot tape program to a tape using either
> recorder. I typed in a basic program which was supposed to record a
> boot tape program to tape. I ran the program, and the Atari made a
> buzz. I pressed play and record on the recorder (410 and 1010), and
> nothing happened to the tape in the recorder. I tried pressing play,
> record, and fast forward on the recorder, while the Atari was trying to
> record the boot tape program. The recorder was playing the tape, but
> nothing was being recorded to it. I waited 10 min, and the Atari was
> still trying to record the boot tape program to tape. I hit system
> reset, and gave up on trying to record a boot tape program. I couldn't
> use either recorder to record a basic program that had this line: 10
> print "a".
>
> Could there be something wrong with my recorders, or am I doing
> something wrong? My Atari 1010 has two ports and a cable to connect to
> the Atari's IO port. Which port on the 1010 should I connect the cable
> to? I would appreciate any replies to this post.
>
> Craig Henrichs

4092. Re: 1st Word ---> Mac or PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R0912972358280001@nntp.ix.netcom.com>
Source record: 67947

In article <gorkin-0912972219490001@cmbsp78.anu.edu.au>,
gorkin@coombs.anu.edu.au (Gerry Orkin) wrote:

>I have some 1st Word files that I need to move to a Mac or PC. Are there
>translators on either of these two platforms? And if this is the wrong
>newsgroup to ask this in, can you suggest where else I may get an answer
>:) ?
>
>gerry orkin
>gorkin@coombs.anu.edu.au

Its not exactly the right newsgroup to ask, but here's an answer:

Point your web browser to <http://www.xs4all.nl/~js/warez/> where you will
find a set of 1st Word-to-RTF conversion utilities for mac, unix, an dos.
Most modern word processing programs understand RTF (Rich Text Format), so
voila. Problem solved.

:-)

Good luck!

4093. Re: Touch tablet games?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Ethan <ethanm@fa.disney.com>
Message-ID: <348D8542.41C6@fa.disney.com>
Source record: 67948

Steve Wallace wrote:
>
> Ethan (ethanm@fa.disney.com) wrote:
> : I have a touch tablet for my 800xl- anybody know what game went with
> : this thing? Got any extras?
>
> : Thanks!
>
> The Atari Touch Tablet wasn't a game but a device for drawing pictures on
> your TV or monitor screen. It came with cartridge software called Atari
> Artist (RX8053). Games for the touch tablet should be possible though.
> Analog magazine published a music program for it called Musorqa in the Sep
> '85 issue (#34).
>
> Steve

Thanks for the info Steve! If anybody out there has any of these
programs I'll trade or buy them.

thanks.
Ethan

4094. 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: serguei demianov <sidemi01@homer.louisville.edu>
Message-ID: <348D0655.61AC@homer.louisville.edu>
Source record: 68014

Hello,

I seem to remember that there was a 16-bit version of the 6502 known as the 65816. Is this correct? As I recall, the Apple IIgs, Apple's last effort at keeping the II system viable (and an admirable one, compared to Atari, IMHO) had one of these. Anyway, was there/is there a way to modify an XL/XE to be able to use a 65816, and to have the system take advantage of at least some of the 16-bit chip? Did someone come up with some kind of upgrade/mod back in the heyday, or has any brave soul out there now done this to their system, and if so, can you share how? I realize that the system wouldn't be a true 16bit, given all the other components that would need to be capable of operating at that rate, but I figure (and I'm probably completely wrong) that it's got to be a little faster?

Just curious.

Jay Yepuri

4095. Re: Ice-T Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Itay <dont@spam.me.com>
Message-ID: <66hssr$k8b$1@news.huji.ac.il>
Source record: 68015

The "screaming j's" problem can be eliminated, quite simply, by turning keyclick off.

I have no idea why this is so; This problem has never occurred to me, so I really don't know what's the cause, or how to fix it.

-itay

itayc
at
hotmail.com

Alan Sharkis wrote in message
<01bcfa89$cab8bf20$42c2accf@asharkis.erols.com>...
>
>
>Thomas J. Andrews <tandrews16@delphi.com> wrote in article
><h5YAXnT.tandrews16@delphi.com>...
>> I must have a bad copy of Ice-T 2.71.
>
>It's probably not a bad copy, but a handler/dos combination problem. I
>tried many before I was successful, and darned if I can remember what
>finally worked! However, if you would like 2.72, I'm pretty sure it's at
>UMICH. I use the PC for most on-line activities, which kind of spoiled me,
>but I know that with a little playing you can eliminate that "screaming j"
>problem.
>

4096. Classic Collector's Not-So-Big Auction

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Classic Collector <cbel@istar.ca>
Message-ID: <01bd03e5$f6cbfe00$1b97bfcc@default>
Source record: 68016
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,alt.games.video.classic,alt.atari,comp.sys.atari.8bit,rec.games.video.nintendo,comp.sys.cbm,comp.sys.commodore64,comp.sys.commodore64.marketplace

Hi everyone! Welcome to my Not-So-Big auction! I now accept COD orders (buyer pays extra on top of normal shipping). I'll make sure everything go through O.K. You know the rules, buyer pays shipping, ALL PRICES US$, $1 per cart to Can., $2 shipping per cart to USA, inquire about systems and extra COD orders. I have the right to add and take out items. I AM WILLING TO TRADE FOR THE FOLLOWING THINGS:

Famicom carts
Famicom sys
Famicom multicarts
Famicom Disk sys, and disks
Famicom=>NES and NES=>Famicom converters
SNES sys
NES multicarts
NES demo unit
Table-top games like Donkey Kong, Popeye

Minimum bids set, min. increasements are:

$1.00 - 5.00 =50 c.
5.50 - 10.00 =1.00
10.50 - 15.00 = 2.00
15.50 - 25.00 = 3.00
25.50 - + = 4.00

Now to the auction:

ALL HARDWARE UNITS HAVE POWER SUPPLY, ALL RF's ARE NOT ORIGINALS

Atari 8-bit:
All accessories have I/O cable

Atari 400, RF switch, no basic cart, manual. Min bid:
10.00
1010 tape drive, many games (inquire), manual Min bid:
5.00
1050 disk drive, many antic and analog mag disks Min bid:
10.00
1050 disk drive, other games, (rare?) KLONE chip for
extra speed Min bid: 11.00
1027 printer, manual Min bid: 5.00
Extra I/O cables Min bid: 1.00 ea.
Commodore

Commodore 128 comp, no manual, two
Fisher Price games non-orig. joysticks Min
bid: 20.00
1571 disk drive, I/O cable, MANY games (copies and
originals) Min bid: 10.00

Nintendo Entertainment System:

"GAME CONVERTER" Fam=>NES, has ribbon Min bid: 10.00
"72-60 PINS T89 CARTRIDGE CONVERTER"
Fam=>NES, has ribbon Min bid: 10.00
Castlevania, box, inst.
Joust, box, foam piece
Street Fighter 2010, video store box, inst
Donkey Kong Classics, loose Min bid: 5.00 ea.

Famicom:

Batman, do not know if orig. lable or not Min
bid: 5.00

TRS-80:

TRS-80 Color Computer 1
TRS-80 Color Computer 2 Min bid: 5.00 ea.

Email all bids to: cbel@istar.ca or calbrown@geocities.com

4097. Keep the Demos Coming!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971209004800.TAA28078@ladder02.news.aol.com>
Source record: 68017

Hey everyone,

I would just like to say that I enjoy new demos for our 8 bits. I can't believe anyone would bite the hand that feeds us telling Taquart, Gummi and Tight and all other coders off. Please everyone, show your support for excellence in 8 bit programming and let them know how we all feel.

And I would also like to express my support to keep Taquart's site open. Perhaps the problem was that not everyone knew about it

4098. WTB: BASIC XL TOOLKIT DISK

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971209042300.XAA25387@ladder02.news.aol.com>
Source record: 68018

I am looking for the disk "BASIC xl Toolkit" by OSS.
I've found a BASIC xl cart but I want the "BASIC Xl Toolkit" Disk which
includes the Run-time utility.

Any help email: semslie@aol.com

Sean Emslie
Woodland Hills, CA

"do or do not...there is no try"

4099. Re: Atari 400 wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: jmc <r9700248@axom.com>
Message-ID: <348CD4F5.72B1@axom.com>
Source record: 68019

Chris Shilliday wrote:
>
> Want to buy Atari 400. Preferably in Northeast Ohio, so I can pick it
> up. Please e-mail me with pricing.
>
> Chris Shilliday
> cybertel@gte.net
I don't have a 400, but I do have an 800 & 800XL and other misc. in
Central Ohio CHEAP!! If you pick it/them up.
--
C & S CD's We Buy/Sell/Trade Rock Radio Shows On CD.
P.O. Box 502-Mount Vernon-Ohio-430500502
We also BUY regular Music CD's from 50 cents-$5.00
I'm grinning from 'ere to 'ere

4100. Re: Dir Nary PAL-NTSC Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19971209060400.BAA08030@ladder01.news.aol.com>
Source record: 68020

>Subject: Dir Nary PAL-NTSC Upgrade
>From: "fred.thompson" <fred.thompson@MCI2000.com>
>Date: Mon, Nov 24, 1997 16:48 EST
>Message-id: <01bcf922$582bc8c0$f23a37a6@laptop>
>
>

>I just found a text version of Nir Dary's web page about how to do his
>PAL-NTSC upgrade. It's a little long to post here. If you want a copy,
>please send me your e-mail address and I'll forward the file.
>
>

Just order the ANTIC PAL from BEST Electronics and pop it in.
It fools the computer in thinking its a PAL system. The PAL OS is not needed.
I run 99% all Pal software with just the ANTIC PAL

4101. Re: Ice-T Troubles

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: ssilicon@lse.fullfeed.com
Message-ID: <348cfe4c.3210750@nntp.lse.fullfeed.com>
Source record: 68021

On Tue, 9 Dec 1997 00:36:40 +0200, "Itay" <dont@spam.me.com> wrote:

>The "screaming j's" problem can be eliminated, quite simply, by turning
>keyclick off.
>
>I have no idea why this is so; This problem has never occurred to me, so I
>really don't know what's the cause, or how to fix it.

>>but I know that with a little playing you can eliminate that "screaming j"
>>problem.

If I remember right, such a problem with letters happened with the ICD
PR:C serial in certain circumstances, though it was usually screaming
Q's. Anyway, I forget the fix. There was some kind of fix I think
besides key click?

Wish I could remember more stuff.... used to be like an encyclopedia
about a lot of Atari8 stuff.

*** Please make sure responses are also sent via email.

4102. More Atari Stuff on eBay

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Otter <otter@oz.SpammersWillBeKilled&Eaten.net>
Message-ID: <28804.otter@oz.SpammersWillBeKilled&Eaten.net>
Source record: 68022

In addition to the 5200 Diagnostic Cart and the 7800 system I posted about earlier, I have the following Atari items now up for auction on eBay...

1 lot of 6 loose Atari 2600 cartridges (3-D Tic-Tac-Toe, Adventure, Hunt & Score, Miniature Golf, Stampede, and Surround)
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2903544

A Boxed Starmaster cartridge for the 2600
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2903577

--Otter

4103. 1st Word ---> Mac or PC

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: gorkin@coombs.anu.edu.au
Message-ID: <gorkin-0912972219490001@cmbsp78.anu.edu.au>
Source record: 68023

I have some 1st Word files that I need to move to a Mac or PC. Are there translators on either of these two platforms? And if this is the wrong newsgroup to ask this in, can you suggest where else I may get an answer :) ?

gerry orkin
gorkin@coombs.anu.edu.au

4104. Re: Remeber AtariSoft?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <348D3F5D.FF045B9B@ix.netcom.com>
Source record: 68024

David G. Dahlstrom wrote:
>
> I think AtariSoft was Atari's brand name for titles released on other
> platforms. I remember Defender, Centepede, and Galaxian on the ColecoVision
> as some of the best and most fluid games for that system. A bit expensive
> though--around $50.00 back in '83.
>
> Dave
>
> Gareth Davies wrote in message <3485AE38.9C3B75FC@dial.pipex.com>...
> >Just looked through an old mag and saw AtariSoft advertising games for
> >the C64 and Spectrum but not for the Atari 8 bits. I remember this
> >struck me as odd at the time. Did they ever produce Atari 8 bit games?
> >
> >Gareth Davies.
> >
> >

David and Gareth,
Actually, AtariSoft was a seperate division of Atari that wrote games
and some other stuff for a variety of Platforms, not just Atari
hardware.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4105. Re: Assembler + Drive Question

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Martin Mielke <martin@jaleo.idecnet.com>
Message-ID: <348D6204.41C6@jaleo.idecnet.com>
Source record: 68025

Charles Mac Donald wrote:
>
> Are there any commercial assemblers for the Atari 800XL? Not anything
> fancy and macro-based, but just with some good features?
>
> Also, is it possible to read a 5-inch Atari floppy disk on a DOS based
> system? Clearly you'd need some program to make sense of the contents,
> but are all the tracks/sectors accessible?
>
> Charles Mac Donald

Hello Charles!

one of the best M'assemblers for the XL/XE is called Atmas II. Try this
out!

M@rtin (a.k.a. Pimpf)
martin@jaleo.idecnet.com

4106. Announcing Ramdrive v1.0

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Dec9153254@co.umist.ac.uk>
Source record: 68026

Well here it is!

For all of those who are interested Ramdrive 1.0 is
a new ramdisk for XL and XE's. It works under most DOS's including
2.0, 2.5, 3.0, MYDOS 4.50 and 4.53/4, and possibly others (although I
haven't tested it, but you're welcome to try it). It does use the RAM
under the OS ROMs for its own purposes which means that it won't work
with anything else that also does the same, such as most versions of
SpartaDos, (although it might work under SpartaDos X - anyone willing to
try it?), DOS XE, Turbo Basic XL and others. It will work with the OS
B translator disks however.

Support is included for an 8k ramdrive using the RAM under the BASIC ROM, a 64K
ramdrive (499 sectors, for standard 130XE 128K machines), a 256K
ramdrive (for 320K machines), a 512K ramdrive (for 576K machines) and a
1Meg ramdrive (for 1088K machines). However other memory sizes can be
accomodated by creating the corresponding configuration files. The
upper limit is set by the fact that only one bank switching address is used
(see below), although I have plans to use 2 addresses (and hence
bigger ramdrives) in version 1.1. Also there are a couple of
configuration files allowing you to play Zork I from a ramdrive (at
least 256K needed).

You can have up to 10 ramdrives at any one time, although 9 ramdrives
and 1 real drive would probably be the practical upper limit.
Ramdrives behave almost like standard drives, and can be configured for
single, enhanced and double density, single or double sided, as well
as more exotic configurations, such as 512 byte sectors and 1024 byte
sectors, and anywhere up to 256 sides. The maximum number of sectors
on a ramdrive is 65535.

Ramdrives are assigned a drive number in the standard way (i.e. D4:,
D7: , etc.) and both real drives and ramdrives can be renumbered at a
keypress, so your ramdrive can become D1: and your real drive D8:
without having to change the switches on the back of your real drive.

You can also both warmstart and coldstart at a keypress and retain
your ramdrives.

Non-standard memory expansions can also be used, 1,2,4,8,16 and 32K
memory banks are catered for, appearing anywhere in the RAM address
space, and using any address for bank switching (defaults to 54017 PORTB).

I hope to upload an .arc file with all this to the umich archive soon,
but for the time being it's available on my web page:

http://www.co.umist.ac.uk/~rje/8bit/ramd.html

So go take a look and tell me what you think, suggestions, comments, bug reports, etc. are all welcome. You can e-mail me at:

rje at co dot umist dot ac dot uk

4107. Re: Keep the Demos Coming!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <348D7169.BC001DCC@atari.nu>
Source record: 68027

I would love to support these wonderful programmers, how about posting their website URL's so that other people can experience and appreciate their work.

Curt
www.atari.nu

4108. Re: Atari Trakballs: $1.95 each

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <348D7305.659C297D@atari.nu>
Source record: 68028
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video

What would be your choice? Either the URL gets posted and everyone who views the newsgroups gets a chance at picking up one or more of them or the site stays a secret and only one person knows about it and snatches them all up anyway without anyone getting a chance. The whole idea of the newsgroups is a sharing of information to help better our using of whatever subject the newsgroup covers, in this case this group covers Video Games, so to hold back information like this would mean that you might as well throw your modem out and sit home by yourself with no contact and no clue as to what is going on around the world, so don't knock the fact that a URL is posted for a place that is selling an Atari item for dirt cheap prices, as for your comment about the Jag controllers, well if the info had been posted on the net and enough people called at once, everyone would have a few Jag controllers instead of Cwest or United Games or VGLQ or whoever bought them all up, so stop complaining and pickup the phone and place an order!

www.mpja.com

4109. Re: Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m24t4ih273.fsf@caligula.srv.net>
Source record: 68029

> In article <01bd0016$254e2240$3c3f1ed1@zsys1>, tchermok@flash.net says...
> > I remember there being a Compute Book with the Basic Source Code available
> > does anyone have this book and if so would ya be willing to part with it???
> > thanks...

Haunt thrift stores, that's where I found my copy. (and no, I'm not
willing to part with it, sorry)

Brent

4110. Reinhard's Rarities Auction 12-08-97 LAST UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <66k0bnfl1@mark.ucdavis.edu>
Source record: 68030
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600,rec.games.video.atari,comp.sys.atari.8bit

```
THIS IS THE LAST NEWSGROUP UPDATE!
E-MAIL ME TO BID OR BE PLACED ON THE UPDATE LIST!

Welcome to yet another Reinhard's Rarities Auction!
I have the following stuff available in my current auction.
I'm looking to trade for Atari 2600 and Atari 400/800 carts ONLY!

You can find a list of what I already have on my Atari 2600 pages at:

http://www.pribish.com/atari.html

I'm looking for Atari 2600 and Atari 400/800 stuff not on my list,
so please e-mail me with any trade offers. There are only a few
rules to help speed this along...

1) Don't bid unless you plan to buy
2) I reserve the right to trade or pull any item

Increments: $1: Amounts from $1 to $20
$2: Amounts from $21 to $40
$3: Amounts from $41 to $60
$5: Amounts over $60

I'd prefer payment of a U.S. Postal Money Order, available at the post
office for 85 cents, and will ship the day or day after the M.O. arrives.
Items will be sent 2 weeks after payment by check to ensure the check
clears. Buyer pays shipping, which is $3 flat for any number of carts,
shipped within Canada/US. The shipping on systems, controllers, etc. or
for winners in overseas destinations will be the exact shipping cost.

This auction will run until Monday, December 8, 1997 and
switch to an e-mail only 24-hour Once-Twice-Sold format.

You can get an up-to-the-minute auction update before you bid at:

http://www.pribish.com/auction.txt

Thanks, Reinhard

* * * * * * * * * * * * * * * * * * * * * * * * * * *

ATARI 2600
----------
Airlock (Data Age) 3 qan
Alien (20th Century Fox) 4 verbal
Alpha Beam with Ernie (Atari) 4 qan
Acid Drop (PAL)(Salu)(Mint w/Box,Manual) 20 LEFTY
```

Beany Bopper (20th Century Fox) 3 tdjafari
Beat 'Em & Eat 'Em (shrinkwrapped)(Mystique) 18 cbonner
Big Bird's Egg Catch (Atari) 5 avidgamer
Bridge (Activision)(Manual) 3 verbal
Checkers (Activision) 5 cwilkson
Cookie Monster Munch (Atari) 5 avidgamer
Crackpots (Activision) 6 DAMMIT
Crash Dive (20th Century Fox) 6 MGedeon216
Crypts of Chaos (20th Century Fox) 8 MGedeon216
Deadly Duck (20th Century Fox) 5 sbolton
Dishaster (Zimag) 15 kingkong
Double Dragon (Activision) 9 DAMMIT
Encounter at L-5 (Data Age) 3 qan
Entombed (U.S. Games) 6 potsy
Fantastic Voyage (20th Century Fox) 7 avidgamer
Flash Gordon (20th Century Fox) 7 avidgamer
Frankenstein's Monster (Data Age) 6 M.Kerstens
Front Line (Coleco) 5 M.Kerstens
Ghost Manor/Spike's Peak (Xonox) 10 DAMMIT
Ghostbusters (Activision) 4 potsy
Ghostbusters II (PAL)(Salu)(Mint w/Box,Manual) 14 englew
Gyruss (Parker Brothers) 6 DAMMIT
H.E.R.O. (Activision) 10 DAMMIT
James Bond 007 (Parker Brothers) 15 avidgamer
Jawbreaker (Tigervision) 11 Mukchup
Karate (Froggo) 4 qan
Klax (Atari)(PAL, shrinkwrapped) 16 englew
Kung-Fu Master (Activision) 4 min
Lost Luggage (Apollo) 4 qan
M.A.D. (US Games) 3 qan
Marine Wars (Konami) 16 LEFTY
Master Builder (Spectravideo)(PAL) 20 moffa
Miner 2049'er (Tigervision) 10 ppanks
Mogul Maniac (Amiga)(with Joyboard Controller!) 22 MGedeon216
Moonsweeper (Imagic) 4 qan
My Golf (PAL)(Salu)(Mint w/Box,Manual) 11 LEFTYLE5
Name This Game (US Games) 4 qan
No Escape! (Imagic)(with MINT Manual) 4 qan
Pac-Kong (PAL)(Starsoft) 6 MGedeon216
Piece O' Cake (no end label)(US Games) 4 min
Pitfall II (Activision) 4 MGedeon216
Planet Patrol (torn end label) 2 tdjafari
Pooyan (Konami) 7 DAMMIT
Porky's (20th Century Fox) 6 verbal
Pressure Cooker (Activision) 3 MGedeon216
Private Eye (Activision) 8 DAMMIT
Quick Step (Imagic) 4 qan
Raquetball (Apollo) 3 min
River Raid II (Activision) 12 englew
River Raid II (Activision)(Mint w/Box,Manual) 15 avidgamer

Seaquest (Activision) 2 vinceb33
Skate Boardin' (Absolute) 4 potsy
Skin Diver (bare cart, no labels)(Sancho) 8 LEFTY
Snoopy & the Red Baron (Atari) 10 avidgamer
Sorceror (Mythicon) 4 qan
Space Canyon (Panda) 16 LEFTYLE5
Space Cavern (red label)(Apollo) 3 min
Squeeze Box (U.S. Games) 3 min
Star Fox (Mythicon) 4 M.Kerstens
Star Wars: The Arcade Game (Parker Brothers) 30 Huhk
Strategy X (torn front, no end label)(Konami) 6 DAMMIT
Super-Ferrari (PAL)(Starsoft) 6 MGedeon216
Tapeworm (Spectravision) 4 qan
Tapeworm (torn end label)(Spectravision) 2 min
Tapper (Sega) 10 sbolton
Taz (Atari) 7 avidgamer
Tomcat F-14 Flight SImulator (Absolute) 6 potsy
Track & Field (with 2 T&F controllers!)(Atari) 20 englew
Wustenschlacht (PAL)(Starsoft) 8 LEFTY
Zaxxon (Coleco) 3 verbal

ATARI 5200

Astrochase (Parker Brothers) 5 toddlawrence
Blueprint (CBS) 5 rjdawson
Dreadnaught Factor (Activision) 6 rjdawson
Gyruss (Parker Brothers) 6 rjdawson
Keystone Kapers (Activision) 5 vinceb33
K-Razy Shootout (CBS) 13 toddlawrence
Miner 2049'er (Big Five) 7 toddlawrence
Mountain King (CBS) 6 rjdawson
Mr. Do!'s Castle (Parker Brothers) 15 dwoodw7328
Pengo (Atari) 4 MGedeon216
Popeye (Parker Brothers) 4 cocoman
Q-Bert (Parker Brothers) 2 cocoman
Rescue on Fractalus (sealed)(Lucas Films) 11 corbino
River Raid (Activision) 3 sbolton
Space Shuttle (Activision) 4 cocoman

ATARI 7800

F-18 Hornet (Absolute) 4 englew
Kung-Fu Master (Absolute) 5 toddlawrence

ATARI 400/800 (carts)

Alphabet Zoo (Spinnaker)(no label) 2 min
Astrochase (Parker Brothers) 4 sbolton
Atariwriter (Atari) 3 min
Claim Jumper (Synapse) 5 ebacher
Demon Attack (Imagic) 5 phineas

Eastern Front (Atari) 5 sbolton
Frogger (Parker Brothers) 3 dbetz
James Bond 007 (Parker Brothers) 7 ebacher
K-Razy Kritters (CBS) 5 ebacher
Kindercomp (Spinnaker) 2 min
Letter Perfect (LJK Enterprises) 5 ebacher
One-On-One (Atari XEGS, works on 400/800) 5 ebacher
Pitstop (Epyx)(Manual) 3 min
Protector II (Synapse)(Manual) *TRADED*
Smart Terminal (MPP) *TRADED*
Star Trek: S.O.S. (Sega) 5 phineas

ATARI 400/800 (disks)

Ultima IV - All contents Mint: A/B Program/Town Disk,
History of Britannia, Book of Magic, Cloth Map,
Player Reference Card, Clue Book insert, Registration Card,
& Metal Ankh. The Britannia scenery disk may not be original
(no label) but it plays fine. Box in excellent shape 32 changm

Temple of Apshai - All contents Mint: Instruction Manual,
Disk (includes Upper Reaches of Apshai on back),
Upper Reaches Manual, Command Card, Epyx Catalog,
Epyx Warranty/Registration Card. Box in excellent shape.
Also includes an Atari Basic Programming cartridge
which is needed to operate this game 3 zzyzx97

Flight Simulator II - Near Mint contents: Disk, Pilot's Operating
Handbook and Airplane Flight Manual, Flight Physics & Aircraft
Control Manual, AT-FS2 Flight Reference Card, Ver. 1.5 Release
Notes & SubLogic Registration Card. Also includes the Scenery
Disk (1. Chicago 2. Los Angeles 3. Seattle 4. New York)
and Mint condition reference charts for all 4 cities. 8 dfuller

ATARI JAGUAR

Alien vs. Predator 18 LEFTY
Evolution: Dino Dudes (manual) 7 malyszka

COLECOVISION

Artillery Duel (Xonox) 7 ghunter
BC's Quest for Tires II: Grog's Revenge 7 avidgamer
Buck Rogers (Sega)(manual) 5 rolenta
Centipede (Atarisoft) 4 tdjafari
Centipede (Atarisoft)(no end label) 3 dwoodw7328
Defender (Atarisoft) 3 tdjafari
Flipper Slipper (Spectravideo) 16 csb
Frenzy 3 sbolton
Galaxian (Atarisoft) 11 phineas
Gorf (CBS version!) 5 sbolton
Mr. Do!'s Castle (Parker Brothers) 17 dwoodw7328

One on One (Micro Fun) 7 phineas
Pitfall (Activision) 3 sbolton
Pitfall II (Activision) 5 avidgamer
Pitstop (Epyx) 3 min
Sammy Lightfoot (Sierra On-Line) 11 csb
Sir Lancelot (Xonox) 13 Joelie
Spectron (Spectravideo) 10 ghunter
Squish 'Em Sam (Interphase) 4 MGedeon216
Star Wars: The Arcade Game (Parker Brothers) 6 Sirus
Super Cobra 5 dwoodw7328
Tarzan 4 MGedeon216
Telly Turtle 3 moberhause
Zaxxon (CBS version!) 6 csb

INTELLIVISION

Burger Time (shrinkwrapped) 2 tdjafari
Buzz Bombers (Box, Manual, Overlays) 4 combee
Carnival 2 vinceb33
Demon Attack 2 tdjafari
Donkey Kong 2 tdjafari
Donkey Kong Jr. 5 sdcrawford
Dragonfire (Overlays) 4 parcival
Dreadnaught Factor 4 MGedeon216
Frogger (manual) 2 tdjafari
Happy Trails 4 combee
Learning Fun I (white label) 2 *TRADED*
Masters of the Universe: He-Man (Manual) 5 parcival
Motocross (white label)(Manual) 3 sbolton
NFL Football (Shrinkwrapped) 4 blitz
Nova Blast 2 combee
Pitfall (M,2O) 2 tdjafari
Q-Bert 3 tdjafari
River Raid 3 tdjafari
Safecracker 4 parcival
Shark! Shark! (Manual, 2 Overlays) 3 holbroui
Slap Shot Super Pro Hockey (w. label)(Box, Manual) 10 corbino
Slap Shot Super Pro Hockey (white label) 4 holbroui
Stampede 2 cocoman
Swords & Serpents 4 parcival
Thunder Castle (white label)(Box, Manual) 16 corbino
Thunder Castle (white label) 4 MGedeon216
Tower of Doom (white label)(Box, Manual) 22 corbino
Tower of Doom (white label) 5 MGedeon216
Tropical Trouble 4 parcival
World Championship Baseball (white label) 4 min

NINTENDO

Alien Syndrome (Tengen) 3 MGedeon216
Bases Loaded (Jaleco) 3 min

Battle Chess (Data East) 5 bfhom
Bump 'n' Jump (Vic Tokai) 5 min
Captain Comic (Color Dreams) 4 MGedeon216
Clash at Demonhead (Vic Tokai)(Manual) 3 rolenta
Deathbots (American Video Entertainment) 3 MGedeon216
Donkey Kong (Nintendo) 5 ltravis
Dragon Warrior (Enix Corporation) 3 min
Dragon Warrior III (Enix Corporation)(box) 8 Sirus
Firehawk (Camerica) 3 min
Fist of the North Star (Taxan) 3 min
Gauntlet (Tengen) 3 ClassicGMR
Jeopardy! (Game Tek) 5 ltravis
Joshua & the Battle of Jericho (Wisdom Tree) 6 MGedeon216
Journey to Silius (Sunsoft) 3 min
Joust (Hal America) 4 Sirus
King of Kings - The Early Years (Wisdom Tree) 6 MGedeon216
Krazy Kreatures (American Video Entertainment) 3 MGedeon216
Lee Travino's Fighting Golf (SNK) 3 min
Lode Runner (Broderbund) 3 ralf.griewel
Low G Man (Taxan) 3 min
M.U.L.E. (Mindscape) 4 MGedeon216
Master Chu and the Drunkard Hu (Color Dreams) 3 MGedeon216
P'Radikus Conflict (Color Dreams)(Manual) 6 MGedeon216
Pac-Man (Tengen) 5 MGedeon216
Pinbot (Nintendo) 3 MGedeon216
Q-Bert (Ultra Games) 5 MGedeon216
Raid 2020 (Color Dreams) 3 MGedeon216
Ring King (Data East) 3 ClassicGMR
Robo Warrior (Jaleco) 3 MGedeon216
Silent Assault (Color Dreams)(Box, Copy of Man.) 4 MGedeon216
Skull & Crossbones (Tengen)(Box, Manual) 6 rolenta
Spelunker (Broderbund) 3 min
Spy Hunter (Sunsoft) 5 min
Super Mario Brothers 3 (Nintendo)(Manual) 4 rolenta
Super Pitfall (Activision) 3 sbolton
Tecmo World Wrestling (Tecmo) 3 ClassicGMR
Tiles of Fate (American Video Entertainment) 4 MGedeon216
TIme Lord (Milton Bradley) 3 min
Uninvited (Kemco/Seika)(Box, Manual) 7 rolenta
Ultimate Basketball (Sammy)(Box, Manual) 4 rolenta
Wheel of Fortune Junior Edition (Game Tek) 3 ltravis
WrestleMania Challenge (LJN, Ltd.) 3 min

SEGA MASTER SYSTEM

Alien Syndrome (box, manual) 3 moberhause
Bomber Raid (Activision)(box) 3 moberhause
Cyborg Hunter (Activision)(box) 4 phineas
Arcade Smash Hits (Virgin Games)
(box & manual in 8 different languages, cart all MINT)

(includes Centipede, Missile Command and Breakout) 25 usedgame

TURBOGRAFX-16 HU-CARDS

Bloody Wolf (docs) 4 phineas
Bonk's Adventure (case, docs) 7 rolenta
Devil's Crush (case, docs) 6 MGedeon216
Double Dungeons (case, docs) 6 phineas
J.J. and Jeff (case, docs) 6 craig
Keith Courage in Alpha Zones (case, docs) 2 min
Legendary Axe (case, docs) 6 phineas
Legendary Axe II (case, docs) 6 craig
Motor Roader (case, docs) 6 rolenta
Ninja Spirit (case, docs) 6 craig
Ordyne (case, docs) 6 phineas
Power Golf (case, docs) 7 craig
Talespin (case, docs) 7 usedgame
Tiger Road (case, docs) 7 usedgame
TV Sports Basketball (case, docs) 5 kingkong
TV Sports Football (case, docs) 6 phineas
Victory Run (case, docs) 5 kingkong

APF SYSTEM

Catena (untested, cart & labels in great shape) 2 sbolton

MACINTOSH

Myst CD-ROM (with manual) 4 sbolton

VECTREX

Berzerk (box, overlay) 12 corbino

COMMODORE 64

Donkey Kong (Atarisoft) 5 usedgame
Fast Load (worn label)(Epyx) 2 min
Fraction Fever (Spinnaker) 2 moberhause
Galaxian (Atarisoft) 3 ralf.griewel
Star Trek: SoS (Sega)(end label torn off) 2 Jungler
Star Wars: The Arcade Game (Parker Brothers) 4 moberhause
Zenji (Activision) 5 usedgame

ODYSSEY 2 CART PACKAGE #1..... 13 avidgamer

(All these are untested but are in good shape)

Computer Intro
Keyboard Creations
Volleyball
Alien Invaders-Plus (box)

Speedway/Spin Out/Crypt-O-Logic (box,manual)
Quest for the Rings
Baseball
Football
Thunderball
K.C. Munchkin
Sub Chase/Armored Encounter

ODYSSEY 2 CART PACKAGE #2..... 2 min

(All these are untested but are in good shape)

Alien Invaders-Plus!
Speedway/Spin Out/Crypt-O-Logic
K.C. Munchkin
Sub Chase/Armored Encounter

* *

ARCADIA SUPERCHARGER PACKAGE #1..... 31 corbino

Boxed Phaser Patrol 1 which includes both the
Phaser Patrol cassette (with insert) and the
actual Supercharger unit itself, plus:

Commie Mutants from Space 2 (box,cassette & liner)
Fireball 3 (box,cassette & liner)
Escape From the Mindmaster 5 (cassette & liner)
Dragonstomper 6 (cassette & liner)
Killer Satellites 7 (cassette & liner)

ARCADIA SUPERCHARGER PACKAGE #2..... 11 MGedeon216

Arcadia Supercharger unit with the following games:

Phaser Patrol 1 (cassette & liner)
Commie Mutants from Space 2 (cassette & liner)

* *

ODYSSEY 2 CATALOG/MANUAL PACKAGE:..... 5 avidgamer

Five different Odyssey 2 catalogs, version #'s:
EL3313-1 EL 3328-1 EL3358-3 EL 3380-1 EL 3380-2

Manuals for Armored Encounter/Sub Chase, I've got your Number,
Pachinko and Take The Money and Run

* *

Cloth Map ONLY to Ultima V 3 changm

* *

Galaxian Tabletop Arcade Game by Coleco.
Missing one side decal, but otherwise
in excellent condition (with batteries!) 25 usedgame

* *

Coleco Telstar Arcade Cartridge #1 (Road Race, Tennis, Quick Draw)
with the light gun from the same system. Both are untested but
seem to be in great shape 5 Sirus

* *

Manual Package #1: 101 Atari 2600 manuals..... 35 avidgamer

3-D Tic-Tac-Toe, Air-Sea Battle, Asteroids, Asteroids (Sears), Backgammon, Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout, Casino, Centipede, Championship Soccer, Circus Atari, Codebreaker, Combat (2 styles), Decathlon, Defender, Demon Attack, Demons to Diamonds, Desert Falcon, Dodge 'Em, Donkey Kong (Coleco), Dragster, E.T., Enduro, Fire Fighter, Football, Frogger, Galaxian, Golf, Grand Prix, Hangman, Haunted House, Home Run, Human Cannonball, Indy 500, Joust, Jungle Hunt, Kaboom!, Keystone Kapers, Laser Blast, Lost Luggage, Maze Craze, Megamania, Midnight Magic, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Phoenix , Pitfall, Pole Position, Q-Bert, Raiders of the Lost Ark, Realsports Baseball, Realsports Tennis, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space War, Stampede, Star Raiders, Star Raiders (Sears), Star Ship, Star Wars: The Empire Strikes Back, Starmaster, Street Racer, Super Breakout, Super Breakout (Sears), Super Challenge Baseball, Super Challenge Football, Superman, Surround, Swordquest (Earthworld), Swordquest (Fireworld), Tutankham, Vanguard, Venture (Coleco), Video Checkers, Video Chess, Video Olympics, Video Pinball, Warlords, Winter Games, Yar's Revenge.

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A)
43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C)
45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #2: 71 Atari 2600 manuals.....16 Sirus

Air-Sea Battle, Asteroids, Barnstorming, Basketball, Berzerk, Blackjack, Bowling, Boxing, Breakout, Casino, Centipede, Circus Atari, Combat (2 styles), Cosmic Ark, Defender, Demon Attack, Dodge 'Em, Donkey Kong (Coleco), E.T., Enduro, Football, Frogger, Grand Prix, Haunted House, Home Run, Indy 500, Jungle Hunt, Kaboom!, Laser Blast, Maze Craze, Missile Command, Moon Patrol, Ms. Pac-Man, Night Driver, Othello, Outlaw, Pac-Man, Pitfall, Pole Position, Raiders of the Lost Ark, Realsports Baseball, River Raid, Seaquest, Sky Diver, Slot Racers, Space Invaders (2 styles), Space War, Stampede, Star Raiders, Star Wars: The Empire Strikes Back, Starmaster, Super Breakout, Super Breakout (Sears), Superman, Surround, Swordquest (Earthworld), Tutankham, Venture (Coleco), Video Chess, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 42 game Atari catalog (81-Rev. A)
43 game Atari catalog (81-Rev. B), 43 game Atari catalog (81-Rev. C),
45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #3: 46 Atari 2600 manuals..... 10 moberhause

Air-Sea Battle, Asteroids, Basketball, Berzerk, Bowling, Breakout, Casino,
Circus Atari, Combat, Defender, Demon Attack, Donkey Kong (Coleco),
Enduro, Football, Frogger, Indy 500, Kaboom!, Laser Blast, Maze Craze,
Missile Command, Ms. Pac-Man, Night Driver, Outlaw, Pac-Man, Pitfall, Pole
Position, Realsports Baseball, River Raid, Sky Diver, Space Invaders (2
styles), Stampede, Star Raiders, Star Wars: The Empire Strikes Back,
Starmaster, Super Breakout, Superman, Surround, Video Olympics, Video
Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C),
45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #4: 32 Atari 2600 manuals..... 6 kester

Asteroids, Berzerk, Breakout, Casino, Circus Atari, Combat, Defender,
Football, Frogger, Indy 500, Laser Blast, Missile Command, Night Driver,
Outlaw, Pac-Man, Pitfall, Realsports Baseball, River Raid, Space Invaders
(2 styles), Star Raiders, Star Wars: The Empire Strikes Back, Starmaster,
Super Breakout, Video Olympics, Video Pinball, Warlords, Yar's Revenge

Plus an Atari CX2600 Owner's Manual, 43 game Atari catalog (81-Rev. C),
45 game Atari catalog (81-Rev. D) and 49 game Atari catalog (82-Rev. E)

* *

Manual Package #5: 13 ColecoVision manuals..... 10 avidgamer

Cabbage Patch Kids: AITP, Cosmic Avanger (2), Donkey Kong, Mousetrap (2),
Mr. Do!, Slither, Turbo, Victory, War Games, Roller Controller manual and
Driving Controller manual

* *

Manual Package #6: 10 Nintendo NES manuals..... 3 sirus

All-Pro Basketball, Baseball Stars, Gyruss, Jack Nicklaus Golf, Jeopardy
25th Anniversary Edition, Kings of the Beach, Simon's Quest, Super
Off-Road, Tecmo Bowl, Wheel of Fortune

* *

Atari 2600 catalogs, etc..... 7 avidgamer

Atari game catalogs: 1983 Atari Stars silver game catalog,
42 game Atari catalog (81-Rev. A), 43 game Atari catalog (81-Rev. B),

43 game Atari catalog (81-Rev. C) and 45 game Atari catalog (82-Rev. D)
49 game Atari catalog (82-Rev. E) -- Coleco 1982 game catalog
Activision game Catalogs: 1981 small black/red catalog, Winter 1982 Red
catalog, Winter/Spring 1983 blue catalog, Fall/Winter 1983 blue catalog
Imagic 1982 Rev. A silver catalog, Imagic 1982 Rev. D black catalog
M-Network 1982 catalog, Parker Bros. 1982 silver catalog,
Parker Bros. 1983 catalog (includes McDonalds, Incredible Hulk,
and Lord of the Rings artwork and previews for the 2600!)

Original 6-switch CX2600 Owner's Manual, 4-switch CX2600A
Owner's Manual, Atari 2600 Jr. Owner's Manual, Atari Remote Control
Wireless Joysticks Installation Instructions, Atari Centipede Bug-Off
Contest entry form, Yar's Revenge: The Qotile Ultimatum Comic Book
Atari Force #1 Comic book in near Mint condition.

* *

The ATARI CONNECTION Volume 2, Number 2, Summer 1982,
in NEAR MINT Condition with all inserts intact. 10 ebacher

* *

COLECOVISION PACKAGE..... 100 Zaphodette

ColecoVision with power supply, 2 standard controllers,
owner's manual, in the original styrofoam inner packaging,
(no outer box), plus the following 31 ColecoVision games:
(also includes the Atari 2600 expansion module!)

B.C.'s Quest for Tires B.C.'s Quest for Tires II: Grog's Revenge
Buck Rogers: Planet of Zoom Cabbage Patch Kids: AITP (manual)
Carnival Centipede (Atarisoft)
Defender (Atarisoft) Donkey Kong (manual)
Donkey Kong Jr. (manual) Frenzy
Front Line Heist , The (Microfun)
Ladybug Looping (manual)
Omega Race (manual) Pepper II (manual)
Pitfall Pitfall II
Pitstop (Epyx) Popeye
Q-Bert Rocky Super Action Boxing (manual)
Space Panic Squish 'Em Sam (Interphase)
Star Wars: Arcade (Prkr Bros) Super Action Baseball
Super Action Football Time Pilot (manual)
Venture (manual) Zaxxon (manual)
Smurf: RIGC (manual)

* *

INTELLIVISION PACKAGE..... 50 tdjafari

Modified boxed Intellivision which has a 9-pin customized
detachable left controller, and 1-piece plastic joysticks
replacing the plastic directional pads on both controllers.

Includes a Master Component owner's manual, Intellivision
game catalog (1982), Imagic game catalogs from '82 & '83,
an Intellivoice module and the following 44 games:

Advanced Dungeons & Dragons (M,2O) Astrosmash (M,o2O)
Auto Racing (white label)(M) Baseball (white label)(M,2O)
Burgertime (M,2O) Carnival
Checkers Demon Attack
Donkey Kong (M) Dragonfire (2O)
Electric Co. Word Fun (2O) Football (w. label)(M,2O,playbook)
Frog Bog (M,2O) Frogger (M)
Golf Happy Trails
Hockey (white label)(M,2O) Las Vegas Poker & B.J. (B,M,2O)
Lock 'n' Chase (white label)(M,2O) Loco-Motion (M,2O)
Masters of the Universe: He-Man Mission X
NASL Soccer (B,M,2O) NBA Basketball (B,M,2O)
Night Stalker (white label)(M,2O) PItfall
Safecracker Skiing (white label)
Slap Shot Super Pro Hockey (w. label) Snafu (M,2O)
Space Armada (M,2O) Space Battle (M,2O)
Space Hawk (2O) Space Spartans (1O)
Stampede Star Strike (M,2O)
Sub Hunt (B,M,2O) Swords & Serpents
Tennis (M,2O) Thunder Castle (white label)
Triple Action (Shrinkwrapped) Tron Maze-A-Tron (M,1O)
Utopia (white label)(M,2O) World Championship Baseball (wl)

* *

(#1) ATARI 5200 PACKAGE.............................. 55 phineas
----
Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 30 games:

Berzerk (M) Pac-Man (M,2O)
Centipede (M,2O) Pengo (M)
Choplifter Pole Position (M)
Countermeasure (M,2O) Popeye (box)
Defender (M,2O) Q-Bert
Dig Dug (M) Qix (M,2O)
Football (M, 2 Playbooks) Rescue on Fractalus (Sealed)
Frogger (M,2O) Soccer (M,2O)
Galaxian (M,2O) Space Dungeon
Joust Space Invaders (M,1O)
Jungle Hunt Star Raiders (M,2O)
Kangaroo (M) Super Cobra
Missile Command (M,2O) Tennis (M)
Moon Patrol Super Breakout (M,2O)

Ms. Pac-Man (M) Vanguard

* *

(#2) ATARI 5200 PACKAGE.............................. 25 sbolton
----
Atari 5200 4-port console in original box with styrofoam/cardboard
inserts.
(2) *NON-WORKING* standard controllers,(2) Competion-Pro Joysticks
that work but need centering adjustment, power supply, rf switchbox,
Atari 5200 Owner's Manual and the following 17 games:

Centipede (M,1O) Pac-Man (M)
Countermeasure Pole Position (M)
Defender (M) Popeye
Dig Dug Qix
Football (Red & Blue Playbooks) Soccer (1O)
Galaxian (2O) Space Invaders (M,1O)
Kangaroo (M) Star Raiders (M,2O)
Missile Command (M,2O) Super Breakout (M,2O)
Ms. Pac-Man

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Atari 5200 Trak-Ball controller, mint condition in original
box, has original styrofoam/cardboard inserts, manual, and
even the red tape holding the ball in place! 27 corbino

* *

(#1) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 15 cwilkson

* *

(#2) Atari 2600 cartridge adapter for the Atari 5200 - plays
2600 games on the 5200 (2 joystick port models only!) 15 ImaTwit

* *

(#1) ATARI 7800 PACKAGE.............................. 23 corbino
----
Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 10 Atari 7800 games:

Asteroids Centipede
Dig Dug Food Fight
Galaga Ms. Pac-Man
One-On-One Pole Position II
Joust Desert Falcon

* *

(#2) ATARI 7800 PACKAGE.............................. 15 dwoodw7328

Atari 7800 console with power supply, 2 Proline
Controllers , rf cable and the following 6 Atari 7800 games:

Asteroids Centipede
Dig Dug Galaga
Food Fight Pole Position II

* *

TEXAS INSTRUMENTS 99/44A PACKAGE..... 16 tdjafari

Texas Instruments 99/44a computer with power supply,
rf adapter, pair of Amiga Power Stick palm-sized joystick
controllers (2nd player controller works but is flaky)
and the following 17 cartridge programs (2 dups):

Alien Addition
Alligator Mix
Attack, The
Beginning Grammer
Donkey Kong (Atarisoft)
Early Learning Fun
Home Financial Decisions (box and manual)
Household Budget Management (2 copies, both w/box and manual)
Music Maker (box and manual)
Parsec (box and manual)(2nd loose copy)
Personal Real Estate (box and manual)
Personal Record Keeping (box and manual)
Securities Analysis (box and manual)
Terminal Emulator II (box and manual)
TI Extended Basic

* *

FAMICOM PACKAGE..... 43 ae067

Famicom (Japanese NES) system complete with
original power supply, two controllers, rf switchbox,
light gun, and the following 3 games:

Duck Hunt Wild Gunman Hogan's Alley

* *

EMERSON ARCADIA 2001 PACKAGE..... 28 Sirus

Emerson Arcadia 2001 system with power supply,
2 hardwired controllers, and the following 4 games:

American Football (torn label) Escape
Space Raiders Tanks A Lot

* *

TURBO GRAFX16 PACKAGE..... 27 morbid

Turbo GrafX16 system with power supply, rf cable,
5 player adapter, 3 controllers, and these 2 HuCards games:

Keith Courage in Alpha Zones (w/ case & manual)
Double Dungeons (w/ case & manual)

* *

SEGA GENESIS PACKAGE..... 46 bfhom

Sega Genesis system in original box & styrofoam, w/ power supply,
rf cable, owner's manual, (2) standard 3-button controllers &
(1) Megafire 3-button controller . Also includes Arcade Power Stick
controller in original styrofoam & box with manual, & these 13 games:

Alien Storm Altered Beast (box, manual)
Cool Spot Evander Holyfield's Boxing
Gaiares (box, manual) Gauntlet IV (box, manual)
Hardball John Madden Football (box, manual)
Jurassic Park (box, manual) NBA Jam (box, manual)
Sports Talk Baseball (box, ml) Streets of Rage (box, manual)
Super Monaco GP (box, manual)

* *

ATARI 800 PACKAGE..... 105 tdjafari

(Note: Everything from here until the end of the list is included
in the Atari 800 package. Everything weighs about 80 lbs.,
so please take the shipping into account before you bid -
I will only ship this system within the U.S. - thanks)

Atari 800 Computer w/ 48K RAM, power supply
Atari 800 Operator's Manual
The Atari 800 Home Computer Owner's Guide

(2) Atari 810 Disk Drives with power supplies
The Atari 810 Disk Drive Owner's Guide
Disk Operating System II Reference Manual
Dos 3: An Intro to the Atari Disk Operating System

Atari 410 Program Recorder
Atari 410 Program Recorder Operator's Manual
The Atari 410 Program Recorder Owner's Guide
(Includes built-in power supply and connecting cable)

Atari 850 Interface Module w/ power supply (untested, powers up fine)
(1) Spare Atari 850 Interface Module (untested, powers up fine)
Atari 850 Interface Module Technical Manual
Atari 850 Interface Module Operator's Manual

(4) connecting cables to connect everything above

Atari Touch-tablet (untested)
Koala Pad (untested)

2 Atari joystick controllers, pair of paddle controllers
2 Wico Command Control trackballs
2 Wico bat-style joystick controllers

CASSETTE PROGRAMS

Conversational French (All 5 Cassettes, manual, plastic binder)
Conversational German (All 5 Cassettes, manual, plastic binder)
Conversational Italian (All 5 Cassettes, manual, plastic binder)
Conversational Spanish (All 5 Cassettes, manual, plastic binder)

An Invitation to Programming 3: Introduction to Sound and Graphics
(includes both cassettes, box and manual)

(22) CARTRIDGES:

Assembler Editor Computing Language (with User's manual and Errata)
Asteroids (with manual)
AtariWriter Word Processor (with manual and quick reference card)
Basic Computing Language (with Reference Manual)
Centipede
Defender (with manual)
Dig Dug
Donkey Kong (with manual)
Frogger (Parker Brothers)(with manual)
Galaxian
Joust
Jungle Hunt
Missile Command (with manual)
Ms. Pac-Man
Music Composer
Pac-Man (with manual)
Pilot Programming Language
Pole Position
Qix
Space Invaders (with manual)
Star Raiders (with manual)
Super Breakout

(18) ORIGINAL DISKS WITH MANUALS

Arcade Album #1: Spy's Demise, The Spy Strikes Back
and Thunderbombs all on one disk
Andromeda Mission: Asteroid
Apple Panic Music Box
Blue Max Slime
Bridge Master Space Chase
Cytron masters Space Eggs
Dimension X Wayout
DodgeRacer Zaxxon

Downhill (APX) Zork I
Jaw Breaker

BOOKS AND OTHER DOCUMENTATION

Atari Home Computer product catalog
Atari Home Computers: The Next Generation catalog

Programmer's Card (Laminated guide to hardware registers, OS shadow,
Antic modes, IOCB structure, Useful OS Equates, etc.)

Inside Atari Basic - 183 ppg. (Carris, 1983, Reston Publishing)

Atari Basic: A Self-Teaching Guide - 332 ppg.
(Albrecht, Finkel & Brown, 1979, Wiley & Sons)

Atari Sound and Graphics: A Self-Teaching Guide - 234 ppg.
(Moore, Lower & Albrecht, 1982, Wiley & Sons)

The Atari Assembler - 270 ppg. (Inman & Inman, 1981, Reston Publishing)

6502 Assembly Language Programming - 606 ppg.
(Leventhal, 1979, McGraw-Hill)

6502 Assembly Language Subroutines - 550 ppg.
(Leventhal & Saville, 1982, McGraw-Hill)

Machine Language for Beginners - 350 ppg.
(Mansfield, 1983, Small System Services, Inc.)

Mapping the Atari - 194 ppg. (Chadwick, 1983, Small System Services, Inc.)

Master Memory Map for Atari 400/800 Computers - 30 ppg.
(Sherer, 1982, Educational Software, Inc.)

Atari Pilot for Beginners - 229 ppg.
(Conlan & Deliman, 1983, Reston Publishing)

The Elementary Atari - 287 ppg. (Sanders, 1983, Datamost, Inc.)

Your Atari Computer: A Guide to Atari 4/800 Personal Computers - 458 ppg.
(Pool, McNiff & Cook, 1982, McGraw-Hill)

Inside Atari DOS - 120 ppg. (Wilkinson, 1982, Small System Services, Inc.)

Compute!'s First Book of Atari - 184 ppg.
(1981, Small System Services, Inc.)

Compute!'s Second Book of Atari - 250 ppg.
(1982, Small System Services, Inc.)

Compute!'s First Book of Atari Graphics - 248 ppg.
(1982, Small System Services, Inc.)

The RS-232 Solution - 194 ppg. (Cambell, 1984, Sybex, Inc.)
(Guidebook showing how to connect systems to RS-232 peripherals)

The Complete Handbook of Personal Computer Communications - 546 ppg.
(Glossbrenner, 1985, St. Martin's Press)

Games For Your Atari - 125 ppg. (Bunn, 1983, Virgin Books)

Atari Program Exchange - Program Submission Materials
Atari Program Exchange - Program Author's Handbook
Atari Program Exchange - Manuals Only:
Atari Program-Text Editor, Basic Program Compressor
(Masher), Deep Blue C Compiler, Deep Blue Secrets,
Disk Fixer (Fix) - Rev. 2.0, Extended Fig-Forth,
Forth Turtle Graphics Plus, Fun-Forth, Ion Roadway,
Load 'n Go, Salmon Run, Speed-O-Disk, Typo Attack

| Reinhard S. Pribish http://www.pribish.com reinhard@pribish.com |
|---------------------------------+-------------------------------------|
Graphic and Web Site Designer	"Art as expression - Not as market
Atari 2600 Game Cart Collector	campaigns - Will still capture our
Prog/Speed/Death Metal Drummer	imaginations" - Neil Peart

4111. trackball

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: Phil Costantinou <pcostantinou@icthomasson.com>
Message-ID: <01bd04d5$757e5280$059c41cf@pconstantinou.isdn.net>
Source record: 68031

I've got an Atari CX22 trackball that I bought for a C-64 several years ago
that I would like to use with
my IBM compatible; it would be great for my kids to use rather than the
difficult to grasp and
operate mouse.

Has anyone ever tried connecting the trackball to the PC serial port, and
if so, are there any instructions or
drivers available to interface with it?

Please reply to me at adillon@icthomasson.com

Thanks for any and all help.

Phil Costantinou

4112. RAM expansion

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-09 00:00:00 UTC
From: jay yepuri <jnyepuz1@ulkyvm.louisville.edu>
Message-ID: <348D99FF.4810@ulkyvm.louisville.edu>
Source record: 68032

Hello,

I have a 130XE and an 800XL (both stock), and wanted to up the memory on one or both. Can anybody tell me what's around today (kits, or if not a kit, are there tried and tested do-it-yourself/someone does it for you upgrades etc.) that would let me upgrade either one.

Thanks
Jay Yepuri

4113. i buy old atari items: 410japan, 1035, 825, 820, 1025, 835

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <66kjer$368$1@belzebul.imaginet.fr>
Source record: 67949

```
if you have theses items, please e mail me
```

4114. WTB: 1400XL...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: Austin Franklin <dark9room@ix.netcom.com>
Message-ID: <01bd0503$0da156c0$56625ecf@drt1>
Source record: 67950

Hi,

Anyone know of an Atari 1400XL for sale, or have one for sale...please let
me know!

Thanks,

Austin Franklin
darkroom@ix.netcom.com

To e-mail a reply, please remove the number from the reply address...

4115. Re: Dir Nary PAL-NTSC Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: odaman@pfu.co.jp
Message-ID: <66kq4g$f0b$1@netnewsa.pfu.co.jp>
Source record: 67951

Hi,

In article <19971209060400.BAA08030@ladder01.news.aol.com>, guy1015@aol.com says...

>Just order the ANTIC PAL from BEST Electronics and pop it in.
>It fools the computer in thinking its a PAL system. The PAL OS is not needed.
>I run 99% all Pal software with just the ANTIC PAL

I'm now big interested in ANTIC PAL to see any PAL version demos for atari.
I now have NTSC verison 130xe and all chips are soldered without sockets.
Is it easy to replace NTSC ANTIC to PAL verison one?

--
Tetsuo Oda
odaman@pfu.co.jp , odaman@nsknet.or.jp

4116. Re: Dir Nary PAL-NTSC Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19971210063001.BAA10307@ladder01.news.aol.com>
Source record: 67952

>I'm now big interested in ANTIC PAL to see any PAL version demos for atari.
>I now have NTSC verison 130xe and all chips are soldered without sockets.
>Is it easy to replace NTSC ANTIC to PAL verison one?
>
>

>--
>Tetsuo Oda
>odaman@pfu.co.jp , odaman@nsknet.or.jp
>
>

You must order the $12.00 PAL Antic chip from best, It has the refreash line that the 130xe needs. You must desolder the old antic then solder in a 40 pin socket, then pop in the chip.
afterwords... Just boot up the JOYRIDE demos or any other Polish demo and sit back and enjoy..

NOTE: You must have a Monitor that will display PAL, Use the Commodore 1902a, or any Magnavox monitor.

4117. Re: RAM expansion

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: pgf@ivic.net
Message-ID: <881736939mnewspgf@ivic.net>
Source record: 67953

>
>
> Hello,
>
> I have a 130XE and an 800XL (both stock), and wanted to up the memory on
> one or both. Can anybody tell me what's around today (kits, or if not a
> kit, are there tried and tested do-it-yourself/someone does it for you
> upgrades etc.) that would let me upgrade either one.

Somewhere in the dusty vaults, I have a set of text files--in
atascii!--describing number of such upgrades, if you can find such small
chips! I'm looking for some using 1meg x 8-bit SIMMs!

pgf

4118. Auction - Ends in One Week! Printer, Atari Connection/Explorer, More!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971210123900.HAA23033@ladder01.news.aol.com>
Source record: 67954

December Auction - Update 12

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, December 15, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Atari 8-Bit Computer Accessories
A1. Panasonic KX-P1092 Epson Compatible Dot Matrix Printer. Includes 2 ribbons (installed and extra unopened)/Operating Instructions manual (includes codes, charts, type-in BASIC examples). Without paper separator (wire rack). Supports near letter quality print. Handles friction feed or fan-fold paper. Very nice condition. Works well with Atari 850 Interface. Actual shipping added. -$19.95

semslie

A2. Atari 850 to Centronics Printer Cable. Works with above and other dot matrix printers. -$8.95 semslie

A3. Atari Dealer Demo Cartridge. 16K Dealer Demo in Centipede Case. Self-running. Shows advanced capabilities. Well executed programming tricks. Begins with multicolor Atari Logo with all colors displayed at once. Includes Household management, Recordkeeping (animated pencil), Home Entertainment (shows Star Raiders with different style tie-fighter), Investment Analysis, and Service Centers (draws U.S. map). Extremely rare. -$35 grabben

A4. AtariWriter Cartridge. Includes 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$7.95 min

A5. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$8.95 min

A5a. Koala Pad. Includes Koala Pad touch tablet, stylus, Micro Illustrator and Touch Tablet Owners Manual. Very Rare. No Disks. -$8.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A6. Miner 2049er (computer style) -$3 disk doctor
A7. Robotron: 2084 (computer style) -$4 steg
A8. Final Legacy (computer style) -$2.50 tempest
A9. Joust (computer style) -$2.50 disk doctor
A10. Missile Command (computer style) -$2.50 min
A11. Super Breakout (computer style) -$2.50 min
A12. Barnyard Blaster (XE game system style - supports light gun *see Item A41 below) -$2.50 steg
A13. Flight Simulator II (XE game system style) -$2.50 steg
A14. Millipede (computer style) -$3 tempest
A14a. Kindercomp cartridge. -$2.50 min
A14b. Centipede cartridge -$2.50 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A15. Star Raiders II -$7 tempest
A16. Battlezone -$5.95 tempest
A17. Ballblazer -$5.95 min
A18. Rescue on Fractalus! -$9 steg
A19. Desert Falcon -$5.95 tempest
A20. Thunderfox -$5.95 min

Atari 8-Bit Computer - Disks
A21. Pogo Joe (flip side for C64) disk -$1 min
A22. HomePak (flip side for C64), Batteries Included disk -$1 min
A23. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A24. Party Quiz Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A25. F-15 Strike Eagle, Micropose disk -$1 min
A26. Blade of Blackpoole, Sirius disk -$1 min

A27. Twerps, Sirius disk -$1 min
A28. Spy vs. Spy and Spy vs. Spy II (Island Caper). Disk with Instructions. -$2.95 min
A29. Boulder Dash, First Star disk -$1.95 min
A30. Gruds in Space, Sirius disk -$1 min
A31. Repton, Sirius disk -$1 min
A32. Ali Baba and the Forty Thieves -$2 Joseph Red
A33. Murder on the Zinderneuf, Electronic Arts. Complete in package with disk and instructions/reference card. -$2.95 min
A34. Nudmehi Replica 1+1 Backup and Utilities Program. Designed to back up all Atari software prior to 8/15/82. Includes Sector Disassembler, Sector Search, Disk Bitmap, RPM Speed Adjustment. Support for optional data disks (not included). Disk and Instructions. -$2.50 Joseph Red
A35. CASDIS. Machine language program that converts Atari cassette-based programs to disk. Supports BASIC, machine language, and multi-load programs. With 28 page instruction manual. -$1.25 semslie
A36. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A37. Atari Word Processor Program Master Diskette -$1.95 min
A38. APX Insomnia Sound Editor with instructions -$1.95 min
A39. Ultima II Disk 2 Player Disk -$.25 gmiller
A40. S.A.M. Software Automatic Mouth Disk, Don't Ask Computer Software -$1 min
A40a. Track Attack disk, Broderbund -$1 min
A40b. Hacker disk, Activision -$1 min
A40c. Drol disk, Broderbund -$1 min
A40d. Spy Hunter disk, Sega -$1 min
A40e. Master of the Lamps disk, Activision -$1 min
A40f The Great American Cross Country Road Race, Activision -$1 min
A40g. Maxi Golf, Activision 2 disk set -$1.50 min
A40h. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1 min

Atari Controllers
A41. Light Gun. Works with XE system and 8-bit computers. Use with Barnyard Blaster (above). -$9 steg
A42. Track and Field Controller (Blue with 3 buttons - 2 Run and 1 Jump/Throw). Works with 2600 and 8-bit Track and Field games. Very rare. -$12.95 disk doctor
A43. Standard Atari Paddle Controllers (pair) -$2.95 min
A44. Atari Standard Joystick (single) -$5 joseph red
A45. Atari Standard Joystick (single) -$4 ebacher
A46 Epyx 500XJ Joystick with Autofire -$5 The Maverick
A47. TAC-2 Joystick -$6 vinceb33

Miscellaneous
A48. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$4 disk doctor
A49. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A50. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A51. BCs Quest for Tires Poster. Approximately 17x23.5 inches. $.50 disk doctor
A52. Millipede (8-bit) box (crushed). $.25 tempest
A53. Atari Enamel Olympic Pin (see picture in Summer 84 Atari Connection)

-$3.45 disk doctor
A53a. Super Nintendo Mortal Kombat II Instructions -$.25 min
A53b. Colecovision French labels for Front Line. Excellent, like-new condition. -$.25 min

Books/Instructions
A54. Inside Atari BASIC. BASIC programming book. Key concepts (full of type-in examples). Fundamentals of Atari Graphics. GTIA Graphics, Game Controllers. 183 pages. -$4 gmiller
A55. Atari 410 Program Recorder Owners Guide (full color) -$.50 steg
A56. Energy Czar Computer Program Instructions (20 pages) -$.50 min
A57. Disk Operating System II Reference Manual. 100 page DOS 2 reference manual. -$1.50 min
A58. APX Ultimate Renumber Utility Instructions -$.50 min
A59. Atari Haunted House (Creative Computing) Instructions -$.50 steg
A59a. APX (Atari Program Exchange) Keyboard Organ Instructions -$.50
A59b. APX (Atari Program Exchange) Sketchpad Instructions -$.50
A59c. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50
A59d. APX (Atari Program Exchange) Presidents of the United States Instructions -$.50

A60. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$3.95 min

A61. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$4.95 min

A62. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$3.95 min

A63. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$8.95 min
A64. Atari 800 Home Computer Owners Guide. CO60057. Rev. 1 (full color). -$1.95 semslie
A65. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1.95 min
A66. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1.95 min

Atari 2600 Manuals
0. Asteroids, Atari (b&w, 5 languages) -$.75 min
1. Human Cannonball, Atari (small black) -$.75 min
2. Hunt & Score, Atari (small black) -$.75 min
3. Ice Hockey, Activision (colored) -$.75 min
4. Indy 500, Atari (small black) -$.75 min
5. Joust, Atari (colored) -$.75 min
6. Jungle Hunt, Atari (colored) -$.75 min
7. Kaboom!, Activision (colored) -$.75 min
8. Keystone Kapers, Activision (colored) -$.75 min

9. Krull, Atari (colored) -$.75 min
10. Laser Blaster, Activision (colored) -$.75 min
11. Mario Bros., Atari (colored) -$.75 min
12. Maze Craze, Atari (small black) -$.75 min
13. Megamania, Activision (colored) -$.75 min
14. Midnight Magic, Atari (b&w) -$.75 dgeller
15. Millipede, Atari (colored) -$.75 min
16. Miner 2049er, Tigervision -$6 jeremy
17. Miniature Golf, Atari (small black) -$.75 min
18. Missile Command, Atari (colored) -$.75 min
19. Moon Patrol, Atari (b&w) -$.75 min
20. Ms. Pac-man, Atari (silver colored) -$.75 min
21. Night Driver, Atari (small black) -$.75 min
22. Oink!, Activision (colored) -$.75 min
23. Outlaw, Atari (small black) -$.75 min
24. Pac-Man, Atari (colored) -$.75 min
25. Peles Championship Soccer, Atari (small colored) -$.75 dgeller
26. Phoenix, Atari (colored) -$.75 min
27. Pitfall!, Activision (colored) -$.75 min
28. Planet Patrol, Spectravideo -$1 cf943
29. Plaque Attack, Activision (colored) -$.75 min
30. Raiders of the Lost Ark, Atari (colored) -$.75 min
31. Realsports Football, Atari (b&w) -$.75 min
32. Realsports Tennis, Atari (b&w) -$.75 min
33. Revenge of the Beefsteak Tomatoes, Fox -$.75 min
34. River Raid, Activision (colored) -$.75 min
35. Road Runner, Atari -$.75 dgeller
36. Robot Tank, Activision (colored) -$.75 min
37. Seaquest, Activision (colored) -$.75 min
38. Shark Attack, Apollo -$1 cf943
39. Skeet Shoot, Apollo -$.75 min
40. Skiing, Activision (colored) -$.75 min
41. Sky Diver, Atari (colored) -$.75 min
42. Sky Jinks, Activision (colored) -$.75 min
43. Slot Racers, Atari (small black) -$.75 min
44. Space Invaders, Atari (colored) -$.75 min
45. Space Invaders, Atari (small black) -$.75 min
46. Space Jockey, Vidtec -$.75 min
47. Space Shuttle Flight Manual, Activision (colored) -$.75 min
48. Space War, Atari (colored) -$.75 min
49. Spider Fighter, Activision (colored) -$.75 min
50. Squeeze Box, US Games -$.75 min
51. Stampede, Activision (colored) -$.75 min
52. Star Raiders, Atari (colored) -$.75 min
53. Star Ship, Atari (small black) -$.75 dgeller

Game Catalogs
54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$1 dgeller
55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller

57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
58. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller

Atari 5200 Cartridges
60. Activision Decathlon very good label -$3 vinceb33
61. Buck Rogers with very good label -$1.50 vinceb33
62. Choplifter! Complete in box with instructions. In new condition (purchased new but opened box and used once or twice). -$5 cf943
63. Congo Bongo with very good label -$2 min
64. James Bond 007 with very good label -$7 min
65. Joust - very good label -$1 vinceb33
66. Kaboom! - very good label -$1 min
67. River Raid - very good label -$1.50 min
68. Space Shuttle - very good label -$2 min
69. Star Raiders - very good label -$1 min
70. Star Trek with very good label -$2 vinceb33
71. Super Breakout - very good label -$1 min
72. Super Cobra - very good label -$1 vinceb33
73. Zaxxon with very good label -$19.95 min
74. Rescue on Fractalus! New in box (sealed) -$10 cf943
75. Zone Ranger. New in box (unsealed) -$9.95 min
76. Bounty Bob Strikes Back cartridge -$25 smedley
77. Gorf cartridge -$2.50 vinceb33
78. Quest for Quintana Roo cartridge -$3.50 vinceb33
79. Wizard of Wor cartridge -$2.50 vinceb33
80. Realsports Baseball cartridge -$1 vinceb33
81. Realsports Soccer cartridge -$1 min
82. Realsports Tennis cartridge -$1 vinceb33
83. Realsports Football cartridge -$1 min
84. Keystone Kapers. New in box (unsealed) -$9.95 min
85. Pac-man cartridge -$1 min

IBM PC
86. Williams Arcade Classics CD: Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$16.50 musicnet
87. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$11 musicnet
88. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
89. Toolworks Reference Library. Complete in original box. -$1.95 min

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.50 roagie
O2. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. -$3.95 roagie
O3. Atari 5200 Pac-Man. Pair, unpunched. -$.50 roagie
O4. Atari 5200 Super Breakout single -$.50 roagie

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1983 (Volume 3 Number 1). Electronic Information (Electronic Bulletin Boards are latest boon). Right at Home: Atari 1200 XL Home Computer. New Products: Timewise, Atari 1020 Color Printer, Telelink II, AtariWriter. The Future in Your Computer (A Revolutionary New Way To Communicate: Telecommunications). Computer Classroom - Creating a mailing list on your 410 or 1010 program recorder, type-in programs. Home Computer Photos. Creating Your Own Computer Animated Cartoons. Reviews: Mickey in the Great Outdoors. Ads: E.T., APX, AtariWriter. -$8 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1983 (Volume 3 Number 2). Listening for Extra-Terrestrials with a Home Computer. New Special Programming Section: Subroutines Galore - Music and Harmony, GTIA Power, Varnames, Farrah, and more! Why Computing Isn't Just for Boys. New XL Family Hardware Reviews. 600XL, 800XL, 1450XLD, 1025 Printer, 1030 Modem, Atari Touch Tablet, 1010 Program Recorder, and more. Software Reviews: Speed Reading, Caverns of Mars, Getaway!, Donkey Kong, Juggles House, Family Finances, Dig Dug, Paint. E.T. Fan Club Formed. Atari 1200XL 2-page ad. Type-in programs. -$8 ebacher

M3. Atari Connection (The Home Computer Magazine) Fall 1983 (Volume 3 Number 3). Special Education Issue. LOGO vs. BASIC - Which is Best? Arcade Game Design. Ten Tips From the Programming Pro (Chris Crawford). Hardware Review - New Products: Remote Control Joystick, Atari Light Pen, Experimental Designs. Computer Classroom: ANTIC and GTIA, Character Set Graphics, Character Redefinition and Animation, Player/Missile Graphics, Map Mode Graphics, type-in examples. Learning to Learn with the Father of LOGO. Flying High with Superman (Info about 26-second animation in Superman III). Ads: Donkey Kong, Getaway!, AtariWriter. -$8 ebacher

M4. Atari Connection (The Home Computer Magazine) Winter 1984 (Volume 3 Number 4). The Professional AtariWriter - A Complete Guide. The Fine Art of Computing - A Learning Guide to Computer Literacy. To Copy or Not to Copy - Computer Ethics. Type In Programs - Atari Sound Synthesizer (Make Your Computer Sound Like Different Instruments), Sound Machine, more. Ads: Atari XL Computers, Ms. Pac-man, AtariWriter, BASIC XL, MAC/65. -$8 ebacher

M5. Atari Connection (The Home Computer Magazine) Spring 1984 (Volume 4 Number 1). The Computer That Rolls (Dungeons and Dragons Dice Generator Type-In Program). Ten Tips From the Programming Pros (Secrets from LucasFilms Game Group). Robots Come Home (Really Friendly Machines That Speak Your Language). Tracking Your Trak-Ball with type-in programs. Dr. Wacko, Joystick Movement and Control Tutorial. Reviews: Star Wars Arcade Game, Atari Logo, Berzerk, Ms. Pac-man, Moon Patrol, Crystal Castles, Advanced Musicsystem, Oscar's Trash Race. Ads: Synapse Encounter, Dimension X, Zeppelin; AtariWriter; Top-DOS; Jungle Hunt; Pole Position. -$8 ebacher

M6. Atari Connection (The Home Computer Magazine) Summer 1984 (Volume 4 Number 2). Creative Applications: Touch Tablet, AtariLab, Light Pen. The Sound of Micros. The Making of the Atari Light Pen. Body Heat: Science Comes Alive with AtariLab. 10 Hex Tips from the Programming Pros (Atari Advanced Games Group Article). Fantasy Character Generator Type-In Program. Seniors Take to Computers. Ads: Joust, Jupiter Mission, Indus GT Drive, Moon Patrol, Pole

Position, Dig Dug, Dallas Quest. Reviews: Ballblazer, Rescue on Fractalus!, Firefox, Typo Attack, BASIC XL, Sky Writer. Bits and Pieces Type-In Programs. -$8 ebacher

Atari Explorer (Replaced Atari Connection):

M7. Atari Explorer February 1985. The New Atari Computers (The Atari XE Series, Peripherals). The Atari 130ST and 520ST. An Introduction to MIDI. Alphabet Train type-in program. The People of the New Atari - Jack Tramiel, Leonard Tramiel, James Copland, David Harris, Gregory Pratt, and more. The Art of Computer Game Design by Chris Crawford. Atari Telecomputing. Inside Memory - Exploring Your Atari's Memory. Atari Logo type-in program. Reviews - Millipede, Track and Field. Atari Proofreader, Questron Ads. -$3.95 min

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer Summer 1985. ST Graphics (Using the ST's Graphics from Logo and the GEM VDI. Ads: AtariLab Starter Set. The Games of Summer. A Direct Line to Atari (Atari BBS online). Atari at Summer Consumer Electronics Show (Includes Something Really New - CD ROM). Pronto, the Home Information System. Learning Software. An Interview with AtariSoft. Word Processing (6 Products compared). Reviews: Video Title Editor, Blue Max 2001, Computer Ambush, Bounty Bob Strikes Back. The Horizontal Scroll (Programming Article with 5 type-in programming examples). Logo Player Missile Graphics. Strategy Tests Standout: MULE, Archon, Archon II, Dragonriders of PERN. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M12. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy

type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

4119. Re: Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <881761386.1245970433@dejanews.com>
Source record: 67955

In article <MPG.ef5f1377cad75e4989686@news.midwest.net>,
rlaski@midwest.net (Ronald A. Laski, Jr.) wrote:
>
> In article <01bd0016$254e2240$3c3f1ed1@zsys1>, tchermok@flash.net says...
> > I remember there being a Compute Book with the Basic Source Code available
> > does anyone have this book and if so would ya be willing to part with it???
> > thanks...
> >
> >
> Yes, and no. Sorry :)
> (gosh i'm a jerk!) :)

After much searching, I just picked up this book, plus Inside Atari DOS
(which has the DOS 2.0 listings) and 11 other books for $20+shipping at
eBay. No, I'm not willing to part with it. sorry. I do have some other
books that are duplicates: See http://www.angelfire.com/tn/squirrels

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4120. Re: Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <881761678.1255342085@dejanews.com>
Source record: 67956

In article <m24t4ih273.fsf@caligula.srv.net>,
Brent Buescher <buesch@srv.net> wrote:
>
> > In article <01bd0016$254e2240$3c3f1ed1@zsys1>, tchermok@flash.net says...
> > > I remember there being a Compute Book with the Basic Source Code available
> > > does anyone have this book and if so would ya be willing to part with
it???
> > > thanks...
>
> Haunt thrift stores, that's where I found my copy. (and no, I'm not
> willing to part with it, sorry)
>
> Brent

Another possibility is to try Amazon (http://www.amazon.com)... They will
make an effort to find pretty much any old book you want. No guarantees
they'll find it, though.

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4121. Re: Atari Trakballs: $1.95 each

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: jdfix@thompson-grp.ns.com
Message-ID: <66m7hhpht1@uuneo.neosoft.com>
Source record: 67957
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video

In article <348DFAB2.4D06@erols.com>, labrocca@erols.com says...
>
>Speaking of oshea's...would it be evil to buy them out? And them resell
>them at $2 each!!! I know its sounds outrageous and I have no way or
>desire to do it but I figure it would create an interesting response.
>What do you think?
>--
>http://www.multimedia1.com/
>Where the games are!

I think that if you've got $1.2 million dollars to purchase all of O'Shea's stock, then you're probably smart enough to realize that if O'Shea hasn't sold out of games in over a year (at 80 cents apiece!) then you'll be waiting a while to cash in on the entire lot at $2.00 apiece.

I'm just wondering how much O'Shea paid for the entire lot...

-Joe

4122. ICD Web page?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: ken@condor.circa.ufl.edu
Message-ID: <ken.1479.0008F2D6@condor.circa.ufl.edu>
Source record: 67958

There's a web page for ICD, http://www.icd.com, and they claim to support 8-bit stuff on it. I know previous calls have left me in the dark with them, but maybe they're serious through email? Has anyone had any luck dealing with them?

Ken

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Ken Sallot
Offering scuba instruction from Openwater through Trimix
http://grove.ufl.edu/~ken/classes.html
spam-man@condor.circa.ufl.edu is not my email address, instead
it's ken at condor dot circa dot ufl dot edu.

4123. Re: ICD Web page?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bd057b$41298bc0$b0f7c9c7@dangermouse>
Source record: 67959

Ken Sallot <ken@condor.circa.ufl.edu> wrote in article
<ken.1479.0008F2D6@condor.circa.ufl.edu>...
> There's a web page for ICD, http://www.icd.com, and they claim to support

> 8-bit stuff on it. I know previous calls have left me in the dark with
them,
> but maybe they're serious through email? Has anyone had any luck dealing
with
> them?
>

I E-mailed ICD three weeks ago after seeing Rambo-XL memory upgrades
offered at thier site for $14.95 each.

Thomas Harker E-mailed me back to say that they had all been sold to one
person two months earlier, but he also said they were considering making
some more SpartaDOS X cartridges. I wish!!

I later got a Rambo-XL from Best Electronics, but it was alot more
expensive. Still, I think it was worth it to upgrade my 1200XL to 256Kb.

Graham.

---
remove the .nospam from the E-mail address to reply.

4124. Re: Dir Nary PAL-NTSC Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bd057d$515ad4c0$b0f7c9c7@dangermouse>
Source record: 67960

GUY1015 <guy1015@aol.com> wrote in article
<19971210063001.BAA10307@ladder01.news.aol.com>...
>
>
> NOTE: You must have a Monitor that will display PAL, Use the Commodore
> 1902a, or any Magnavox monitor.
>

Do you mean a real PAL-compatible monitor, or just a monitor that will show NTSC at 50Hz?

Surely just changing the ANTIC chip doesn't change the whole colour-encoding mechanism of the computer, or does it??

I thought the Nir Dary upgrade was an inexpensive way of fixing a timing problem that manifested itself on certain timing-critical software including many of the East European demos. I didn't realise it changed the whole colour encoding system too.

Graham.

---
remove the .nospam from the E-mail address to reply.

4125. Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <01bd0581$2817a440$113f1ed1@zsys1>
Source record: 67961

I'm still looking to buy the Compute Book with the source code to atari
basic
if anyone knows where i can find it please respond either here
or by email
zsystem@freeyellow.com

4126. Re: ICD Web page?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: Eric Cron <ericcron@wwa.com>
Message-ID: <348EBF35.5511@wwa.com>
Source record: 67962

> I E-mailed ICD three weeks ago after seeing Rambo-XL memory upgrades
> offered at thier site for $14.95 each.
>
> Thomas Harker E-mailed me back to say that they had all been sold to one
> person two months earlier, but he also said they were considering making
> some more SpartaDOS X cartridges. I wish!!
>
> I later got a Rambo-XL from Best Electronics, but it was alot more
> expensive. Still, I think it was worth it to upgrade my 1200XL to 256Kb.
>
> Graham.

Just how difficult is the Rambo XL upgrade? Can a novice handle it?
Are the instructions clear? I've seen the plans for a couple of
upgrades on the ?British Undergound? page, but I can't make any sense of
them.

Thanks
Eric

4127. Re: Atari Trakballs: $1.95 each

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <66mikg$de3$2@flood.xnet.com>
Source record: 67963
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,rec.games.video

Joe Fix (jdfix@thompson-grp.ns.com) wrote:
: I'm just wondering how much O'Shea paid for the entire lot...

Probably only marginally more than a plastic recycler would have paid.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine Anchor, Amiga Legacy
http://www.cucug.org/ar/ http://www.xnet.com/~jcompton/
There are only dreams... ...like any other.

4128. Help a newbie

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: cmv@shmooze.net
Message-ID: <66mqo4$q1k$1@newsbell.bellglobal.com>
Source record: 67964

I'm thinking of digging out my 130XE and turning it into a functional computer again (play some old games, and maybe write an e-mail client).

So, a couple of questions:

1. Can I get a hard-drive for the 130XE? I've seen talk of IDE interfaces, but no information on how to build them. Didn't Atari make a hard-drive? If so, what was the model number so I can maybe track one down.

2. I'll probably need to pick up a cheap, external modem (I'm guessing the 300 baud Atari one I have isn't going to cut it).

3. Is there a good archive of internet software for the XE?

Thanks, and feel free to email me you're replies directly.

4129. Re: ICD Web page?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: Graham Thornton <dangermouse@prodigy.nospam.net>
Message-ID: <01bd05a3$a096fde0$b0f7c9c7@dangermouse>
Source record: 67965

Eric Cron <ericcron@wwa.com> wrote in article <348EBF35.5511@wwa.com>...

>
>
> Just how difficult is the Rambo XL upgrade? Can a novice handle it?
> Are the instructions clear? I've seen the plans for a couple of
> upgrades on the ?British Undergound? page, but I can't make any sense of
> them.
>

Eric,

For 1200XL owners, the Rambo-XL upgrade is as follows: (this is from memory and is listed to offer a rough guide of how complex installation is. It should not be used as an alternative to the actual installation instructions supplied by ICD with the product :))

* Remove all eight of the 64K DRAMs and replace them with 256K ones (not supplied).

* Remove the memory decoder chip in U10 and replace it with the small Rambo-XL circuit board supplied.

* Remove the PIA chip and bend up pins 12 thru 16. Re-insert the chip and solder the ribbon cable from the small Rambo-XL circuit board to the bent up pins.

* Bend up one pin of the chip in U7. Solder a jumper from A-pad on the Rambo-XL to this bent-up pin.

Two more jumpers must be added from pads B and D of the Rambo-XL to points on the motherboard.

If your machine has an older ANTIC chip, you will also need to solder a jumper from pad-C on the Rambo-XL to one of the pins on the the ANTIC chip. On the 1200 there is actually a pad just next to the chip seat where this jumper can be placed but you will need to remove the chip first. Don't forget to put the chip back like I did!

Overall the installation was quite straight forward and the instructions were easy to follow. I used a simple and cheap soldering iron and a solder-sucker so that I could feed the jumpers through the pads to make the connections more secure. The only problem I had was soldering the ribbon cable onto the pins of the PIA chip. I had to use a small crocodile clip to hold the cable in place whilst I added the solder, but I am no expert when it comes to soldering. I have managed Bob Wolley's 1200XL video and operating system upgrades too, but I waited until I had obtained a second

motherboard before risking it.

The only complaint I have about the Rambo-XL is that ICD don't supply the jumpers. If you have a 1200XL then you can shorten the ribbon cable and use some of that, but the 800XL looks like it needs the full lenght of the ribbon cable to reach from the memory decoder to the PIA chip. I don't know if the 800XL installation is any more tricky, but I doubt it.

Note that the Rambo-XL only provides 130XE compatibility in CPU mode. The ANTIC chip still cannot address a seperate bank of memory from the CPU, so games like T-34 still don't work right. For 1200XL owners, installing the Rambo-XL also means that the LEDs dont work anymore :(- and now I need to wait about 7 or 8 seconds before re-powering the unit, as the memory chips take longer to reset.

Graham.

---
remove the .nospam from the E-mail address to reply.

4130. Atari 1040ST owner's manual for Trade

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: "m.j.beau" <mj*beau@texas.net>
Message-ID: <348F3542.2EAF@texas.net>
Source record: 67966

I have an Atari 1040ST Owner's manual for Trade. 85 pages, Excellent condition. I would be happy to swap it for an 8-bit game cartridge, Vectrex manual or box I need, or other Classic game. Please let me know if you have any interest, and send your trade list. Thanks!

---> SPAM-BLOCK engaged; for REPLY mail please remove the '*' from mj*beau@texas.net

4131. Re: joke

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: Stephen Murphree <smurphre@bellsouth.net>
Message-ID: <348F5818.547B6279@bellsouth.net>
Source record: 67967
Cross-posted to: comp.sys.atari.8bit,rec.games.video.sony-playstation,rec.games.video.atari,alt.games.lynx,rec.games.video.sega

terry wrote:

> READ THIS MESSAGE AND PASS IT ON....
> A man takes the day off work and decides to go out golfing. He is on
> the
> second hole when he notices a frog sitting next to the green. He
> thinks
> nothing of it and is about to shoot when he hears, "Rabbit. 9 Iron"
> The man looks around and doesn't see anyone. "Rabbit. 9 Iron." He
> looks at the frog and decides to prove the frog wrong, puts his other
> club
> away, and grabs a 9 iron. Boom! he hits it 10 inches from the cup. He
> is shocked. He says to the frog, "Wow that's amazing. You must be a
> lucky frog, eh?" The frog reply's "Rabbit. Lucky frog." The man
> decides
> to
> take the frog with him to the next hole. "What do you think frog?" the
> man asks. "Rabbit. 3 wood." The guy takes out a 3 wood and Boom! Hole
> in one. The man is befuddled and doesn't know what to say. By the end
> of the day, the man golfed the best game of golf in his life and asks
> the
> frog,"OK where to next?" The frog reply, "Rabbit. Las Vegas." They go
> to "Las Vegas and the guy says, "OK frog, now what?" The frog says,
> "Rabbit Roulette." Upon approaching the roulette table, the man asks,
> " What do you think I should bet?" The frog replies,
> "Rabbit.3000,black
> 6."
> Now, this is a million-to-one shot to win, but after the golfgame, the
> man
> figures what the heck. Boom! Tons of cash comes sliding back across
> them table. The man takes his winnings and buys the best room in the
> hotel.
> He sits the frog down and says, "Frog, I don't know how to repay you.
> You've won me all this money and I am forever grateful." The frog
> replies, "Rabbit, Kiss Me." He figures why not, since after all the
> frog
> did
> for him he deserves it. With a kiss, the frog turns into a
> gorgeous15-year-old girl. "And that, your honour, is how the girl
> ended up in my room."
> The origination of this letter is unknown, but it brings good luck to
> everyone who passes it on. The one who breaks the chain will have ad
> luck. Do not keep this letter. Do not send money. Just forward it to

> five other newsgroups to whom you wish good luck. You will see that
> something good happens to you four MINUTES from now if the chain is
> not broken. You will receive good luck in four minutes

4132. Re: ICD Web page?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <66n2b4$sab@freenet-news.carleton.ca>
Source record: 67968

"Graham Thornton" (dangermouse@prodigy.nospam.net) writes:
> Ken Sallot <ken@condor.circa.ufl.edu> wrote in article
> <ken.1479.0008F2D6@condor.circa.ufl.edu>...
>> There's a web page for ICD, http://www.icd.com, and they claim to support
>
>> 8-bit stuff on it. I know previous calls have left me in the dark with
> them,
>> but maybe they're serious through email? Has anyone had any luck dealing
> with
>> them?
>>
>
> I E-mailed ICD three weeks ago after seeing Rambo-XL memory upgrades
> offered at thier site for $14.95 each.
>
> Thomas Harker E-mailed me back to say that they had all been sold to one
> person two months earlier, but he also said they were considering making
> some more SpartaDOS X cartridges. I wish!!

I thought they sold the rights to this stuff to Fte? I recall someone
posting they had purchased a SDX upgrade from FTE before they/he
disappeared.

Now im really confused.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4133. Re: 5200 vs 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <348F8887.68CD@goldrush.com>
Source record: 67969

Gareth Davies wrote:
>
> A quicky - are 5200 games the same versions as 800 games?
>
> Gareth Davies.

Almost, the joystick routines are modified for the 5200, and if they were keyboard dependent they were fixed for non-keyboard 5200s as well...

Larry Anderson
--
-+-
Visit our web page at: http://www.goldrush.com/~foxnhare/
Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
-+-

4134. Re: Help a newbie

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <a0lIGy6kLE44@cc.usu.edu>
Source record: 67970

For the hardware, try looking at B&C ComputerVisions at www.myatari.com
Most of the time, though, things can be bought cheaper at the auctions and
sales advertised on this newsgroup. Stick around for a few days and see
what turns up.
-Tom

Colin Viebrock wrote in message <66mqo4$q1k$1@newsbell.bellglobal.com>...
>I'm thinking of digging out my 130XE and turning it into a functional
computer
>again (play some old games, and maybe write an e-mail client).
>
>So, a couple of questions:
>
>1. Can I get a hard-drive for the 130XE? I've seen talk of IDE interfaces,
>but no information on how to build them. Didn't Atari make a hard-drive?
If
>so, what was the model number so I can maybe track one down.
>
>2. I'll probably need to pick up a cheap, external modem (I'm guessing the
300
>baud Atari one I have isn't going to cut it).
>
>3. Is there a good archive of internet software for the XE?
>
>Thanks, and feel free to email me you're replies directly.
>

4135. Re: Dir Nary PAL-NTSC Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-10 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2k9dd2jqg.fsf@caligula.srv.net>
Source record: 67971

"Graham Thornton" <dangermouse@prodigy.nospam.net> writes:

> GUY1015 <guy1015@aol.com> wrote in article
> <19971210063001.BAA10307@ladder01.news.aol.com>...
> > NOTE: You must have a Monitor that will display PAL, Use the Commodore
> > 1902a, or any Magnavox monitor.
> Do you mean a real PAL-compatible monitor, or just a monitor that will show
> NTSC at 50Hz?

He means an NTSC monitor that will sync at 50 Hz.

> Surely just changing the ANTIC chip doesn't change the whole
> colour-encoding mechanism of the computer, or does it??

No, it doesn't. It just changes the vertical blanking rate.

Brent

4136. FS: on Ebay Atari 800, 810, 850

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34a28b10.32803054@news.earthlink.net>
Source record: 67833

2754353: ATARI 800 Computer
Current bid: $10.00
Auction ends on: 12/12/97 01:01:29 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2754353

2754382: ATARI 810 Floppy Disk Drive
Current bid: $13.06
Auction ends on: 12/12/97 01:05:21 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2754382

2754411: ATARI 850 Interface
Current bid: $16.50
Auction ends on: 12/12/97 01:08:54 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2754411

2937657: SupraModem 2400
Bidding starts at: $5.00
Auction ends on: 12/16/97 21:24:08 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2937657

2938000: Texas Instruments TI-99/4A Home Computer
Bidding starts at: $9.00
Auction ends on: 12/16/97 21:32:56 PST
http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2938000

ZZyzx

"Me, indecisive? I'm not so sure about that."

4137. Re: Problem with an Atari Tape Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971211230901.SAA16750@ladder01.news.aol.com>
Source record: 67834

With the Atari 8-bits, one buzz means press play only, that is, it's read-only.
If the Atari buzzes twice, it means press both play and record, so you can
write to it.

Bob Stone

Bostone1@aol.com

4138. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <66ptb8$838$1@news.aatech.com>
Source record: 67835

Robert Hagenstr�m (rob@ksk.sala.se) wrote:
: Greetings!

: I just had a craving for some old Atari 8-bit games, and since my own Atari
: is in the garage in a box somewhere, I thought I should try the web and see
: what it could come up with!

: To my joy, there were hundreds of Atari 8-bit pages, with hundreds of
: links...

: To my misery, none of the pages had been updated for years and 90% of the
: links were out-dated (even to my site, so I had to put back my "we've
: moved" sign even though it had been up for about 6 months...).

: Anyway, is there anyone out there who has a clue to where I can find
: Montezuma's Revenge on a disk image, .ATR pherhaps? Rescue on Fractulus and
: The Eidolon would also be nice... (and yes, I do own these games, I can
: flippin scan the box art and manuals if you want proof!)

I've been working on some Atari web pages lately, but most of the work is
still waiting to be completed. For now you can check out
http://pserver.aatech.com/atari/ and see what I've put up.

I've shamelessly stolen the files you asked for from the Jellystone Park
collection + put it in the files section.

Any other requests or suggestions should be forwarded to the address below.

Jason Duerstock
jason@sdi.cluephone.com

4139. Memory Chips

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: "Jay N. Yepuri" <jnyepuz1@homer.louisville.edu>
Message-ID: <34907F4D.2E0E@homer.louisville.edu>
Source record: 67836

Hello,

To all those with hardware expertise, a two part question (please read both parts) 8-).

1. Are the RAM chips in a stock 130xe or stock 800xl socketed, or does it vary?

2. I've recently been chopping apart an old 8 Mhz 286 Tandy clone I had laying around. Anyway, on the left hand side of the motherboard (facing the CPU), near the expansion slots, are 20 sockets, 16 of which are filled with chips. I'm assuming these are RAM chips. Given that the computer has 640k total, I'm assuming these are 40k each? That is, if I'm even looking at RAM. I've never heard of 40k RAM chips.

The chips are 16 pin, and on each chip iteself is an American flag and "(c) MT, 8737 B USA, 1259-15". I obviously have no idea if this designation means anything, but thought it might help.

What I'm wondering is, if these are in fact RAM chips, is it possible take these from the old Tandy and put them into my 130xe or 800xl? If the RAM in the Ataris were socketed, would it be as simple as replacing the chips? And if the A8bit RAMs were not socketed, could the RAM from the Tandy be at all applied to a hacked/soldering-involved RAM upgrade of one or the other 8bit?

Sorry for the long question.

Jay Yepuri

4140. The Pawn & Guild of thieves

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6je7VgapzHB@peter.soemtron.sb.sub.de>
Source record: 67837

Howdy!

I heared many good things about those rainbird graphic adventures. Is there only one 8-bit Atari translation availble? And when yes, how good graphics do they have?

peter(thomas h.)
--
6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
(MEGA) 8-b�t / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power !

4141. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <66q7ba$5km$1@user1.teleport.com>
Source record: 67838
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find Lower Prices @ http://www.teleport.com/~bensmith/bscomputers.shtml

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
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4142. how to connect two atari 800 together

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: Luc Lavoie <lavoiel@colba.net>
Message-ID: <66q67k$cc9$1@news.colba.net>
Source record: 67839

```
i want to know how to connect 2 atari by cable
```

4143. how to connect two atari by cable

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: Luc Lavoie <lavoiel@colba.net>
Message-ID: <66q6pbclk1@news.colba.net>
Source record: 67840

please send me the response to my e-mail
lavoiel@colba.net

4144. Re: ICD Web page?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <BdaEBKJ.tandrews16@delphi.com>
Source record: 67841

Steven J. Tucker <ai123@FreeNet.Carleton.CA> writes:

>
>I thought they sold the rights to this stuff to Fte? I recall someone
> posting they had purchased a SDX upgrade from FTE before they/he
> disappeared.
>
>Now im really confused.

I can think of one simple explanation. If Mike Hohan (FTE) financed the purchase with ICD, then missed his payments, the rights would revert back to ICD.

Still confused?

TJ

4145. FS: Atari 2600/7800/XE items

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <881900173.1304559618@dejanews.com>
Source record: 67842
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,rec.games.video.atari

Numerous cartridges available, $1-$2 generally. Other items also
available. See http://www.angelfire.com/tn/squirrels for detailed
listings.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4146. Re: Dumb question (not so dumb..)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1112972245420001@port317.bitstream.net>
Source record: 67843

In article <3490a850.92529924@news.snip.net>, mhop@snip.net wrote:

> On Mon, 08 Dec 1997 11:26:42 -0500, Chris Shilliday <cyber@bright.net>
> wrote:
>
> >Does anybody know if there are hard drives available for the Atari 800?
> >Can someone tell me more about the APE?
> >
> >Chris Shilliday
> >Collector and Curator of Vintage Computers.
> >
>
>
> Sure, there are hard drives for the Atari 800. You'll need an
> interface.
>
> APE? Atari Program Exchange? What do you want to know about it?

Uh... I think Chris means APE, as in Atari Peripheral Emulator, a hardware/software systems allowing an Atari 8-bit to utilize the hard drive and peripherals of a connected PC-compatible. Here is the APE homepage:

http://seka.nacs.net/~classics/

FYI, the abbreviation for Atari Program Exchange was "APX".

As for adding a hard drive, check out the Hardware Upgrade, Modification and Add-On FAQ:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Mark

4147. Re: Dumb question

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1112972303130001@port317.bitstream.net>
Source record: 67844

In article <348C1FC2.EC4C52B6@bright.net>, cyber@bright.net wrote:

> Does anybody know if there are hard drives available for the Atari 800?
> Can someone tell me more about the APE?
>
> Chris Shilliday
> Collector and Curator of Vintage Computers.

Check the Hardware Upgrade, Modification and Add-On FAQ:

http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

The APE homepage:

http://seka.nacs.net/~classics/

Mark

4148. Re: ftp.hackerz.com

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1112972308120001@port317.bitstream.net>
Source record: 67845

In article <348b2515.12856000@news.primenet.com>,
bigrex@nospam.primenet.com wrote:

> I just got in (sunday 4:00PM). The site seems to be running on a
> PC, because they use portable ftp software & fixed IP. They're
> usually up of weekends.
>
> Serv-U FTP-Server v2.2 for WinSock ready...
> Welcome to Hackerz FTP site.
>
> They must have TI, ISDN or frame relay and not just a modem too,
> because they can support uploading from their site at 56K or +5K
> byes /second. If they only has a modem connection this wouldn't
> be possible, due to the asymmetrical nature of pcm modems.
>
> kirscheg@juno.com wrote:
>
> >What happened to this FTP site, is it gone? or what?
> >
> >ftp://ftp.hackerz.com/c:/atari 8bit computers/binaries/exe-stoz

There is also a mirror which has always been up when I've looked:

http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/

Mark

4149. Re: Can I use 5200 carts on an 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1112972316250001@port317.bitstream.net>
Source record: 67846

In article <348d103b.19793228@news.campus.mci.net>,
shannon@som-uky.campus.mci.net (shannon wagoner) wrote:

> On 5 Dec 1997 07:00:20 GMT (stosh@faber.edu) wrote:
> >However....(fortunately) most of the 5200 carts were "converted" to the
> >8-bits by the elusive "Glen the 5200 Man". Most of these are available on
> >some of the 8-bit FTP sites.
>
> do you have a list of the atari ftp sites?

Well, there is really only one that has such one-time commercial software.
The main site is,

ftp://myst.slcc.edu/atari/

which is difficult to connect to (apparently it's not always up).
Fortunately there is a mirror:

http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/

Mark

4150. FS: Atari Hardware and Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <881887971.780795905@dejanews.com>
Source record: 67847

For sale:

Atari 850 interface, $30
Atari 1050 disk drive, $15

For a list of available software and books, see
http://www.angelfire.com/tn/squirrels

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4151. Re: Dir Nary PAL-NTSC Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: Richard Atkinson <rga24@hermes.cam.ac.uk>
Message-ID: <348F382E.1359@hermes.cam.ac.uk>
Source record: 67972

> > NOTE: You must have a Monitor that will display PAL, Use the Commodore
> > 1902a, or any Magnavox monitor.
>
> Do you mean a real PAL-compatible monitor, or just a monitor that will show
> NTSC at 50Hz?

The latter; swapping the NTSC Antic for a PAL Antic generates 50Hz
images, but still with the 3.58MHz NTSC colour encoding system, the NTSC
colours (ie. colour $1 not the same as colour $F) and the possibility of
using artifacting.

> Surely just changing the ANTIC chip doesn't change the whole
> colour-encoding mechanism of the computer, or does it??

No, GTIA handles all that.

> I thought the Nir Dary upgrade was an inexpensive way of fixing a timing
> problem that manifested itself on certain timing-critical software
> including many of the East European demos. I didn't realise it changed the
> whole colour encoding system too.

The colour is still NTSC. Hence, on my 1200XL (when it arrives), I am
planning to swap the GTIA for a PAL GTIA and maybe swap the Antic also,
but either way I will have a 1200XL that can be viewed on a PAL monitor
in colour. Of course, I'll also have to sort out the 3.58MHz / 4.43MHz
colour crystal problem - any suggestions?

>richard<

4152. Re: UK 8 bit owners want to swap progs?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: Richard Atkinson <rga24@hermes.cam.ac.uk>
Message-ID: <348F3A27.5EFF@hermes.cam.ac.uk>
Source record: 67973

Me too. Us UK 8-bitters should have a seperate mini-newsgroup for
discussing trades, etc. Who has a 1200XL they don't want anymore?

>richard<

John J Boyle wrote:
>
> yes i will trade. either swap,sell or loan.
> email me on
> magrep@globalnet.co.uk
>
> Gareth Davies wrote in message <3485ADA0.34F6ABB0@dial.pipex.com>...
> >All the posts of games for sale seem to be US. Not surprising really
> >since that's where they were most popular but anyone in the UK want to
> >swap/sell carts or disks - "pirates" or originals?
> >
> >Gareth Davies.
> >
> >

4153. Re: Disk Drive I/O cable needed

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: Otter <otter@oz.SpammersWillBeKilled&Eaten.net>
Message-ID: <22562.otter@oz.SpammersWillBeKilled&Eaten.net>
Source record: 67974

On Thu, 04 Dec 1997 14:35:24 -0500,
Curt Vendel <cvendel@aol.com> wrote:

>Hi Mason,
>
> Try B&C Atari Sales & Service at www.myatari.com, they have Atari SIO
>cables still in the original bags, also Weird cables has Atari cables
>too. I don't have the url off the top of my head, goto this page and
>click on the Weird Cables link: www.atari.nu/cables.html
>

I have some spares if you are interested. Just email me with an offer
plus shipping. :3

--Otter
/* Remove the obvious anti-spam stuff to reply. */

4154. Re: 8bit accesing files from /|\ ST/Falcon

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: Frank Szymanski <franks@kaa.bbn.hp.com>
Message-ID: <348FFB61.7D446348@kaa.bbn.hp.com>
Source record: 67975

> I have got my old Atari 800xl at home right alongside my Atari Falcon 030
> What I would like to do is access my CD ROM of Atari software directly
> form the 8-bit.
> From what I understand..... This would be like APE on the PC It is
> possible with an SIO2PC cable (with modifications for the Falcon's port)
> The files on my CD are a combination of .ATR, .OBJ, .BIN, .XFD, .COM I
> have heard rumours of people out there who do this

You can use a little programm called XL-DeeJay for this. Unfortunately you have to do some soldering inside your falcon because the falcon's RS232C isn't 100% compatible to the MFP driven serial port of the ST. If you own a ST too you won't have to do any soldering.

Another method would be to build a pseudo RS232C in your atari XL and use a comms programm on both your 8 Bit and Falcon. I used to do this on my systems with CoNnect (on the F030) and BobTerm on the XL. For me it works. ;-)

Tschuess
Frank

4155. can anyone help me put a trackball on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: Phil Costantinou <pcostantinou@icthomasson.com>
Message-ID: <01bd0645$4cbe6c60$059c41cf@pconstantinou.isdn.net>
Source record: 67976

I've got an Atari CX22 trackball that I bought for a C-64 several years ago
that I would like to use with
my IBM compatible; it would be great for my kids to use rather than the
difficult to grasp and
operate mouse.

Has anyone ever tried connecting the trackball to the PC serial port, and
if so, are there any instructions or
drivers available to interface with it?

Please reply to me at adillon@icthomasson.com

Thanks for any and all help.

Phil Costantinou

4156. Re: trackball

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: no.spam@my.address
Message-ID: <EL15vG.D77@wau.mis.ah.nl>
Source record: 67977

In article <01bd04d5$757e5280$059c41cf@pconstantinou.isdn.net>, "Phil Costantinou"
<pcostantinou@icthomasson.com> wrote:
>I've got an Atari CX22 trackball that I bought for a C-64 several years ago
>that I would like to use with
>my IBM compatible; it would be great for my kids to use rather than the
>difficult to grasp and
>operate mouse.
>
>Has anyone ever tried connecting the trackball to the PC serial port, and
>if so, are there any instructions or
>drivers available to interface with it?
>
>Please reply to me at adillon@icthomasson.com
>
>Thanks for any and all help.
>
>Phil Costantinou
>

The trakball either works in joystick mode, where it returns a byte
made up out of number of status bits (buttons 1 + 2, left, right,
up, down), or trakball mode, where it returns 2 button mode bits and
2 analog axis vales. The last case is not unlike the PC joystick.
Never tried this, the trakball plug does not fit in the PC game port.
The serial port is not an option as the trakball does not return
serial data.

+---+
| Email address: mlipman at iname dot com |
| |
| Not to be confused with: billg@microsoft.com |
+---+

4157. Re: ICD Web page?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1112971057260001@macmcurrent.library.carleton.edu>
Source record: 67978

In article <66n2b4$sab@freenet-news.carleton.ca>,
ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

>"Graham Thornton" (dangermouse@prodigy.nospam.net) writes:

>> Thomas Harker E-mailed me back to say that they had all been sold to one
>> person two months earlier, but he also said they were considering making
>> some more SpartaDOS X cartridges. I wish!!
>
>I thought they sold the rights to this stuff to Fte? I recall someone
> posting they had purchased a SDX upgrade from FTE before they/he
> disappeared.
>
>Now im really confused.

Yeah, that really doesn't make much sense. (I'm an owner of SDX 4.22,
purchased direct from FTe in late '95.)

I guess it's conceivable that ICD sold FTe the right to produce & develop
SDX, without giving up their own right to produce more themselves...
Someone'd have to email Thomas Harker/ICD back to clarify, as very few
people know how to reach Mike/FTe (I'm not one of them, so don't ask me
how!).

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4158. Re: Problem with an Atari Tape Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EL1DEE.K6t@iglou.com>
Source record: 67979

On 1997-12-09 ralph@cts1.internetwis.com said:
>> I have an Atari 800 and an Atari 410 & 1010 tape recorder, and I'm
>> having problems recording a boot tape program to a tape using
>>either recorder. I typed in a basic program which was supposed
>>to record a boot tape program to tape. I ran the program, and
>>the Atari made a buzz. I pressed play and record on the recorder
>>(410 and 1010), and nothing happened to the tape in the recorder.
Did you press Return? Unlike the C-64, the Atari has no way of knowing
when you press record or play on the tape drive.
Bill Marcum

Net-Tamer V 1.09.2 - Test Drive

4159. MONTEZUMA

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <34903D52.34EB@wanadoo.fr>
Source record: 67980

Salut ou trouver montezuma revenge sur xf33 pour PC
Merci
A+
Alain

4160. Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: Robert Hagenstr&#65533;m <rob@ksk.sala.se>
Message-ID: <01bd067e$205306c0$922611c2@freja>
Source record: 67981

Greetings!

I just had a craving for some old Atari 8-bit games, and since my own Atari is in the garage in a box somewhere, I thought I should try the web and see what it could come up with!

To my joy, there were hundreds of Atari 8-bit pages, with hundreds of links...

To my misery, none of the pages had been updated for years and 90% of the links were out-dated (even to my site, so I had to put back my "we've moved" sign even though it had been up for about 6 months...).

Anyway, is there anyone out there who has a clue to where I can find Montezuma's Revenge on a disk image, .ATR pherhaps? Rescue on Fractulus and The Eidolon would also be nice... (and yes, I do own these games, I can flippin scan the box art and manuals if you want proof!)

Yours Sincerely, Robert Hagenstr&#65533;m

4161. i buy ATARI 410 japan version

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-11 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <66ppcg$5a3$1@belzebul.imaginet.fr>
Source record: 67982

i you are selling this item, e mail me

4162. Re: joke

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19971212002900.TAA25905@ladder01.news.aol.com>
Source record: 67848

>
>terry wrote:
>
>> READ THIS MESSAGE AND PASS IT ON....
>> A man takes the day off work and decides to go out golfing. He is on
>> the
>> second hole when he notices a frog sitting next to the green. He
>> thinks
>> nothing of it and is about to shoot when he hears, "Rabbit. 9 Iron"
>> The man looks around and doesn't see anyone. "Rabbit. 9 Iron." He
>> looks at the frog and decides to prove the frog wrong, puts his other
>> club
>> away, and grabs a 9 iron. Boom! he hits it 10 inches from the cup. He
>> is shocked. He says to the frog, "Wow that's amazing. You must be a
>> lucky frog, eh?" The frog reply's "Rabbit. Lucky frog." The man
>> decides
>> to
>> take the frog with him to the next hole. "What do you think frog?" the
>> man asks. "Rabbit. 3 wood." The guy takes out a 3 wood and Boom! Hole
>> in one. The man is befuddled and doesn't know what to say. By the end
>> of the day, the man golfed the best game of golf in his life and asks
>> the
>> frog,"OK where to next?" The frog reply, "Rabbit. Las Vegas." They go
>> to "Las Vegas and the guy says, "OK frog, now what?" The frog says,
>> "Rabbit Roulette." Upon approaching the roulette table, the man asks,
>> " What do you think I should bet?" The frog replies,
>> "Rabbit.3000,black
>> 6."
>> Now, this is a million-to-one shot to win, but after the golfgame, the
>> man
>> figures what the heck. Boom! Tons of cash comes sliding back across
>> them table. The man takes his winnings and buys the best room in the
>> hotel.
>> He sits the frog down and says, "Frog, I don't know how to repay you.
>> You've won me all this money and I am forever grateful." The frog
>> replies, "Rabbit, Kiss Me." He figures why not, since after all the
>> frog
>> did
>> for him he deserves it. With a kiss, the frog turns into a
>> gorgeous15-year-old girl. "And that, your honour, is how the girl
>> ended up in my room."
>> The origination of this letter is unknown, but it brings good luck to
>> everyone who passes it on. The one who breaks the chain will have ad
>> luck. Do not keep this letter. Do not send money. Just forward it to

>> five other newsgroups to whom you wish good luck. You will see that
>> something good happens to you four MINUTES from now if the chain is
>> not broken. You will receive good luck in four minutes
>
>
>Geesh!! Let me foward it to the commie 64 group. Better yet Microslop's home
page

4163. Re: joke

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <66q1bj$a1g$1@news.aatech.com>
Source record: 67849

Euskara (euskara@aol.com) wrote:
: >> not broken. You will receive good luck in four minutes
: >
: >Geesh!! Let me foward it to the commie 64 group. Better yet Microslop's
: home page

Maybe next time you decide to post, you can spend a little more time being intelligent and less time being witty and not continue to spam the newsgroup by forwarding the entire message back.

Jason Duerstock
jason@sdi.cluephone.com

4164. Re: Dumb question (not so dumb..)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: mhop@snip.net
Message-ID: <3490a850.92529924@news.snip.net>
Source record: 67850

On Mon, 08 Dec 1997 11:26:42 -0500, Chris Shilliday <cyber@bright.net>
wrote:

>Does anybody know if there are hard drives available for the Atari 800?
>Can someone tell me more about the APE?
>
>Chris Shilliday
>Collector and Curator of Vintage Computers.
>

Sure, there are hard drives for the Atari 800. You'll need an
interface.

APE? Atari Program Exchange? What do you want to know about it?

4165. Ends Monday! Auction: 8-Bit Cartridges, Printer, Light Gun, Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971212125600.HAA20863@ladder02.news.aol.com>
Source record: 67851

December Auction - Update 14

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, December 15, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Atari 8-Bit Computer Accessories
A1. Panasonic KX-P1092 Epson Compatible Dot Matrix Printer. Includes 2 ribbons (installed and extra unopened)/Operating Instructions manual (includes codes, charts, type-in BASIC examples). Without paper separator (wire rack). Supports near letter quality print. Handles friction feed or fan-fold paper. Very nice condition. Works well with Atari 850 Interface. Actual shipping added. -$19.95

semslie

A2. Atari 850 to Centronics Printer Cable. Works with above and other dot matrix printers. -$8.95 semslie

A3. Atari Dealer Demo Cartridge. 16K Dealer Demo in Centipede Case. Self-running. Shows advanced capabilities. Well executed programming tricks. Begins with multicolor Atari Logo with all colors displayed at once. Includes Household management, Recordkeeping (animated pencil), Home Entertainment (shows Star Raiders with different style tie-fighter), Investment Analysis, and Service Centers (draws U.S. map). Extremely rare. -$35 grabben

A4. AtariWriter Cartridge. Includes 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$7.95 min

A5. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$8.95 min

A5a. Koala Pad. Includes Koala Pad touch tablet, stylus, Micro Illustrator and Touch Tablet Owners Manual. Very Rare. No Disks. -$8.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A6. Miner 2049er (computer style) -$3 disk doctor
A7. Robotron: 2084 (computer style) -$5 cfipaul
A8. Final Legacy (computer style) -$2.50 tempest
A9. Joust (computer style) -$2.50 disk doctor
A10. Missile Command (computer style) -$2.50 min
A11. Super Breakout (computer style) -$2.50 min
A12. Barnyard Blaster (XE game system style - supports light gun *see Item A41 below) -$2.50 steg
A13. Flight Simulator II (XE game system style) -$2.50 steg
A14. Millipede (computer style) -$6 tempest
A14a. Kindercomp cartridge. -$2.50 min
A14b. Centipede cartridge -$2.50 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A15. Star Raiders II -$7 tempest
A16. Battlezone -$5.95 tempest
A17. Ballblazer -$5.95 min
A18. Rescue on Fractalus! -$15 cfipaul
A19. Desert Falcon -$5.95 tempest
A20. Thunderfox -$5.95 min

Atari 8-Bit Computer - Disks
A21. Pogo Joe (flip side for C64) disk -$1 min
A22. HomePak (flip side for C64), Batteries Included disk -$1 min
A23. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A24. Party Quiz Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A25. F-15 Strike Eagle, Micropose disk -$1 min
A26. Blade of Blackpoole, Sirius disk -$1 min

A27. Twerps, Sirius disk -$1 min
A28. Spy vs. Spy and Spy vs. Spy II (Island Caper). Disk with Instructions. -$2.95 min
A29. Boulder Dash, First Star disk -$1.95 min
A30. Gruds in Space, Sirius disk -$1 min
A31. Repton, Sirius disk -$1 min
A32. Ali Baba and the Forty Thieves -$2 Joseph Red
A33. Murder on the Zinderneuf, Electronic Arts. Complete in package with disk and instructions/reference card. -$2.95 min
A34. Nudmehi Replica 1+1 Backup and Utilities Program. Designed to back up all Atari software prior to 8/15/82. Includes Sector Disassembler, Sector Search, Disk Bitmap, RPM Speed Adjustment. Support for optional data disks (not included). Disk and Instructions. -$2.50 Joseph Red
A35. CASDIS. Machine language program that converts Atari cassette-based programs to disk. Supports BASIC, machine language, and multi-load programs. With 28 page instruction manual. -$1.25 semslie
A36. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A37. Atari Word Processor Program Master Diskette -$1.95 min
A38. APX Insomnia Sound Editor with instructions -$1.95 min
A39. Ultima II Disk 2 Player Disk -$.25 gmiller
A40. S.A.M. Software Automatic Mouth Disk, Don't Ask Computer Software -$1 min
A40a. Track Attack disk, Broderbund -$1 min
A40b. Hacker disk, Activision -$1 min
A40c. Drol disk, Broderbund -$1 min
A40d. Spy Hunter disk, Sega -$1 min
A40e. Master of the Lamps disk, Activision -$1 min
A40f The Great American Cross Country Road Race, Activision -$1 min
A40g. Maxi Golf, Activision 2 disk set -$1.50 min
A40h. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1 min

Atari Controllers
A41. Light Gun. Works with XE system and 8-bit computers. Use with Barnyard Blaster (above). -$10 gmiller
A42. Track and Field Controller (Blue with 3 buttons - 2 Run and 1 Jump/Throw). Works with 2600 and 8-bit Track and Field games. Very rare. -$12.95 disk doctor
A43. Standard Atari Paddle Controllers (pair) -$2.95 min
A44. Atari Standard Joystick (single) -$5 joseph red
A45. Atari Standard Joystick (single) -$4 ebacher
A46 Epyx 500XJ Joystick with Autofire -$5 The Maverick
A47. TAC-2 Joystick -$6 vinceb33

Miscellaneous
A48. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$4 disk doctor
A49. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A50. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A51. BCs Quest for Tires Poster. Approximately 17x23.5 inches. $.50 disk doctor
A52. Millipede (8-bit) box (crushed). $.25 tempest
A53. Atari Enamel Olympic Pin (see picture in Summer 84 Atari Connection)

-$3.45 disk doctor
A53a. Super Nintendo Mortal Kombat II Instructions -$.25 min
A53b. Colecovision French labels for Front Line. Excellent, like-new condition. -$.25 min

Books/Instructions
A54. Inside Atari BASIC. BASIC programming book. Key concepts (full of type-in examples). Fundamentals of Atari Graphics. GTIA Graphics, Game Controllers. 183 pages. -$5 semslie
A55. Atari 410 Program Recorder Owners Guide (full color) -$.50 steg
A56. Energy Czar Computer Program Instructions (20 pages) -$.50 min
A57. Disk Operating System II Reference Manual. 100 page DOS 2 reference manual. -$1.50 min
A58. APX Ultimate Renumber Utility Instructions -$.50 min
A59. Atari Haunted House (Creative Computing) Instructions -$.50 steg
A59a. APX (Atari Program Exchange) Keyboard Organ Instructions -$.50
A59b. APX (Atari Program Exchange) Sketchpad Instructions -$.50
A59c. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50
A59d. APX (Atari Program Exchange) Presidents of the United States Instructions -$.50

A60. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$3.95 min

A61. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$4.95 min

A62. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$3.95 min

A63. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$8.95 min
A64. Atari 800 Home Computer Owners Guide. CO60057. Rev. 1 (full color). -$1.95 semslie
A65. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1.95 min
A66. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1.95 min

Atari 2600 Manuals
0. Asteroids, Atari (b&w, 5 languages) -$.75 min
1. Human Cannonball, Atari (small black) -$.75 min
2. Hunt & Score, Atari (small black) -$.75 min
3. Ice Hockey, Activision (colored) -$.75 min
4. Indy 500, Atari (small black) -$.75 min
5. Joust, Atari (colored) -$.75 min
6. Jungle Hunt, Atari (colored) -$.75 min
7. Kaboom!, Activision (colored) -$.75 min
8. Keystone Kapers, Activision (colored) -$.75 min

9. Krull, Atari (colored) -$.75 min
10. Laser Blaster, Activision (colored) -$.75 min
11. Mario Bros., Atari (colored) -$.75 min
12. Maze Craze, Atari (small black) -$.75 min
13. Megamania, Activision (colored) -$.75 min
14. Midnight Magic, Atari (b&w) -$.75 dgeller
15. Millipede, Atari (colored) -$.75 min
16. Miner 2049er, Tigervision -$6 jeremy
17. Miniature Golf, Atari (small black) -$.75 min
18. Missile Command, Atari (colored) -$.75 min
19. Moon Patrol, Atari (b&w) -$.75 min
20. Ms. Pac-man, Atari (silver colored) -$.75 min
21. Night Driver, Atari (small black) -$.75 min
22. Oink!, Activision (colored) -$.75 min
23. Outlaw, Atari (small black) -$.75 min
24. Pac-Man, Atari (colored) -$.75 min
25. Peles Championship Soccer, Atari (small colored) -$.75 dgeller
26. Phoenix, Atari (colored) -$.75 min
27. Pitfall!, Activision (colored) -$.75 min
28. Planet Patrol, Spectravideo -$1 cf943
29. Plaque Attack, Activision (colored) -$.75 min
30. Raiders of the Lost Ark, Atari (colored) -$.75 min
31. Realsports Football, Atari (b&w) -$.75 min
32. Realsports Tennis, Atari (b&w) -$.75 min
33. Revenge of the Beefsteak Tomatoes, Fox -$.75 roagie
34. River Raid, Activision (colored) -$.75 min
35. Road Runner, Atari -$.75 dgeller
36. Robot Tank, Activision (colored) -$.75 min
37. Seaquest, Activision (colored) -$.75 min
38. Shark Attack, Apollo -$1 cf943
39. Skeet Shoot, Apollo -$.75 roagie
40. Skiing, Activision (colored) -$.75 min
41. Sky Diver, Atari (colored) -$.75 min
42. Sky Jinks, Activision (colored) -$.75 min
43. Slot Racers, Atari (small black) -$.75 min
44. Space Invaders, Atari (colored) -$.75 min
45. Space Invaders, Atari (small black) -$.75 min
46. Space Jockey, Vidtec -$.75 min
47. Space Shuttle Flight Manual, Activision (colored) -$.75 min
48. Space War, Atari (colored) -$.75 min
49. Spider Fighter, Activision (colored) -$.75 min
50. Squeeze Box, US Games -$.75 min
51. Stampede, Activision (colored) -$.75 min
52. Star Raiders, Atari (colored) -$.75 min
53. Star Ship, Atari (small black) -$.75 dgeller

Game Catalogs
54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$1 dgeller
55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller

57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
58. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller

Atari 5200 Cartridges
60. Activision Decathlon very good label -$3 vinceb33
61. Buck Rogers with very good label -$1.50 vinceb33
62. Choplifter! Complete in box with instructions. In new condition (purchased new but opened box and used once or twice). -$5 cf943
63. Congo Bongo with very good label -$2 min
64. James Bond 007 with very good label -$7 min
65. Joust - very good label -$1 vinceb33
66. Kaboom! - very good label -$1 min
67. River Raid - very good label -$1.50 min
68. Space Shuttle - very good label -$2 min
69. Star Raiders - very good label -$1 min
70. Star Trek with very good label -$2 vinceb33
71. Super Breakout - very good label -$1 min
72. Super Cobra - very good label -$1 vinceb33
73. Zaxxon with very good label -$19.95 roagie
74. Rescue on Fractalus! New in box (sealed) -$10 cf943
75. Zone Ranger. New in box (unsealed) -$9.95 min
76. Bounty Bob Strikes Back cartridge -$25 smedley
77. Gorf cartridge -$2.50 vinceb33
78. Quest for Quintana Roo cartridge -$3.50 vinceb33
79. Wizard of Wor cartridge -$2.50 vinceb33
80. Realsports Baseball cartridge -$1 vinceb33
81. Realsports Soccer cartridge -$1 min
82. Realsports Tennis cartridge -$1 vinceb33
83. Realsports Football cartridge -$1 min
84. Keystone Kapers. New in box (unsealed) -$9.95 min
85. Pac-man cartridge -$1 min

IBM PC
86. Williams Arcade Classics CD: Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$16.50 musicnet
87. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$11 musicnet
88. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
89. Toolworks Reference Library. Complete in original box. -$1.95 min

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.50 roagie
O2. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. -$3.95 roagie
O3. Atari 5200 Pac-Man. Pair, unpunched. -$.50 roagie
O4. Atari 5200 Super Breakout single -$.50 roagie

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1983 (Volume 3 Number 1). Electronic Information (Electronic Bulletin Boards are latest boon). Right at Home: Atari 1200 XL Home Computer. New Products: Timewise, Atari 1020 Color Printer, Telelink II, AtariWriter. The Future in Your Computer (A Revolutionary New Way To Communicate: Telecommunications). Computer Classroom - Creating a mailing list on your 410 or 1010 program recorder, type-in programs. Home Computer Photos. Creating Your Own Computer Animated Cartoons. Reviews: Mickey in the Great Outdoors. Ads: E.T., APX, AtariWriter. -$8 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1983 (Volume 3 Number 2). Listening for Extra-Terrestrials with a Home Computer. New Special Programming Section: Subroutines Galore - Music and Harmony, GTIA Power, Varnames, Farrah, and more! Why Computing Isn't Just for Boys. New XL Family Hardware Reviews. 600XL, 800XL, 1450XLD, 1025 Printer, 1030 Modem, Atari Touch Tablet, 1010 Program Recorder, and more. Software Reviews: Speed Reading, Caverns of Mars, Getaway!, Donkey Kong, Juggles House, Family Finances, Dig Dug, Paint. E.T. Fan Club Formed. Atari 1200XL 2-page ad. Type-in programs. -$9 semslie

M3. Atari Connection (The Home Computer Magazine) Fall 1983 (Volume 3 Number 3). Special Education Issue. LOGO vs. BASIC - Which is Best? Arcade Game Design. Ten Tips From the Programming Pro (Chris Crawford). Hardware Review - New Products: Remote Control Joystick, Atari Light Pen, Experimental Designs. Computer Classroom: ANTIC and GTIA, Character Set Graphics, Character Redefinition and Animation, Player/Missile Graphics, Map Mode Graphics, type-in examples. Learning to Learn with the Father of LOGO. Flying High with Superman (Info about 26-second animation in Superman III). Ads: Donkey Kong, Getaway!, AtariWriter. -$9 semslie

M4. Atari Connection (The Home Computer Magazine) Winter 1984 (Volume 3 Number 4). The Professional AtariWriter - A Complete Guide. The Fine Art of Computing - A Learning Guide to Computer Literacy. To Copy or Not to Copy - Computer Ethics. Type In Programs - Atari Sound Synthesizer (Make Your Computer Sound Like Different Instruments), Sound Machine, more. Ads: Atari XL Computers, Ms. Pac-man, AtariWriter, BASIC XL, MAC/65. -$8 ebacher

M5. Atari Connection (The Home Computer Magazine) Spring 1984 (Volume 4 Number 1). The Computer That Rolls (Dungeons and Dragons Dice Generator Type-In Program). Ten Tips From the Programming Pros (Secrets from LucasFilms Game Group). Robots Come Home (Really Friendly Machines That Speak Your Language). Tracking Your Trak-Ball with type-in programs. Dr. Wacko, Joystick Movement and Control Tutorial. Reviews: Star Wars Arcade Game, Atari Logo, Berzerk, Ms. Pac-man, Moon Patrol, Crystal Castles, Advanced Musicsystem, Oscar's Trash Race. Ads: Synapse Encounter, Dimension X, Zeppelin; AtariWriter; Top-DOS; Jungle Hunt; Pole Position. -$8 ebacher

M6. Atari Connection (The Home Computer Magazine) Summer 1984 (Volume 4 Number 2). Creative Applications: Touch Tablet, AtariLab, Light Pen. The Sound of Micros. The Making of the Atari Light Pen. Body Heat: Science Comes Alive with AtariLab. 10 Hex Tips from the Programming Pros (Atari Advanced Games Group Article). Fantasy Character Generator Type-In Program. Seniors Take to Computers. Ads: Joust, Jupiter Mission, Indus GT Drive, Moon Patrol, Pole

Position, Dig Dug, Dallas Quest. Reviews: Ballblazer, Rescue on Fractalus!, Firefox, Typo Attack, BASIC XL, Sky Writer. Bits and Pieces Type-In Programs. -$9 semslie

Atari Explorer (Replaced Atari Connection):

M7. Atari Explorer February 1985. The New Atari Computers (The Atari XE Series, Peripherals). The Atari 130ST and 520ST. An Introduction to MIDI. Alphabet Train type-in program. The People of the New Atari - Jack Tramiel, Leonard Tramiel, James Copland, David Harris, Gregory Pratt, and more. The Art of Computer Game Design by Chris Crawford. Atari Telecomputing. Inside Memory - Exploring Your Atari's Memory. Atari Logo type-in program. Reviews - Millipede, Track and Field. Atari Proofreader, Questron Ads. -$3.95 semslie

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer Summer 1985. ST Graphics (Using the ST's Graphics from Logo and the GEM VDI. Ads: AtariLab Starter Set. The Games of Summer. A Direct Line to Atari (Atari BBS online). Atari at Summer Consumer Electronics Show (Includes Something Really New - CD ROM). Pronto, the Home Information System. Learning Software. An Interview with AtariSoft. Word Processing (6 Products compared). Reviews: Video Title Editor, Blue Max 2001, Computer Ambush, Bounty Bob Strikes Back. The Horizontal Scroll (Programming Article with 5 type-in programming examples). Logo Player Missile Graphics. Strategy Tests Standout: MULE, Archon, Archon II, Dragonriders of PERN. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M12. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy

type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

4166. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: Trevin Beattie <*trevin*@*xmission*.*com*>
Message-ID: <66rhaf$686$1@news.xmission.com>
Source record: 67852

serguei demianov wrote:
>
> [...] was there/is there a way to
> modify an XL/XE to be able to use a 65816, and to have the system take
> advantage of at least some of the 16-bit chip?

I haven't heard of such a thing done, but it would require a lot of
added circuitry rather than just swapping CPU's. For one thing, you
need to find a 20MHz clock. For another, as near as I can tell there
are a few pins which are not directly compatible (see
http://www.wdesignc.com/chips/816s4.jpg vs.
http://www.xmission.com/~trevin/atari/6502_pinout.html). I believe
Atari made one or two customizations to their production of Sally that
wouldn't be in the stock 65816.

--
Trevin Beattie "Do not meddle in the affairs of wizards,
*To*reply*to*this* for you are crunchy and good with ketchup."
*message,*remove*the* --unknown
*asterisks*from*my*email*address.*

4167. Re: WTB: Action! w/manual

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971212152301.KAA02536@ladder01.news.aol.com>
Source record: 67853

If you don't find anyone willing to part with an Action cart, I think B&C Computervisions still sells them. I know they have manuals. They are at www.myatari.com on the web. BTW, if you don't already have it, the Action Toolkit might help. Also, B&C sells PD disks with Action source files too.

Bob Stone

Bostone1@aol.com

4168. Re: can anyone help me put a trackball on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: ssilicon@lse.fullfeed.com
Message-ID: <34925a67.230053912@nntp.lse.fullfeed.com>
Source record: 67854

On 11 Dec 97 14:56:13 GMT, "Phil Costantinou"
<pcostantinou@icthomasson.com> wrote:

>I've got an Atari CX22 trackball that I bought for a C-64 several years ago
>that I would like to use with
>my IBM compatible; it would be great for my kids to use rather than the
>difficult to grasp and
>operate mouse.

Phil, the Atari trackball, though using a DB9 connector (just like all
other Atari8 controllers) is not a "serial" device. I believe it is
an analog device and interfacing it to the PC serial would be quite a
project and would require someone who is skilled in
electronics/electrical engineering to design the interface. Since
there are numerous trackballs available as substitutes for the mouse
for the PC, varying in styles, features,quality and price, my advice
to you is to simply shop for a track ball designed for the PC.

*** Please make sure responses are also sent via email.

4169. Re: can anyone help me put a trackball on a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34916092.2642328@news.aatech.com>
Source record: 67855

On Fri, 12 Dec 1997 15:42:52 GMT, ssilicon@lse.fullfeed.com (Jon D. Melbo) wrote:

>On 11 Dec 97 14:56:13 GMT, "Phil Costantinou"
><pcostantinou@icthomasson.com> wrote:

>>I've got an Atari CX22 trackball that I bought for a C-64 several years ago
>>that I would like to use with
>>my IBM compatible; it would be great for my kids to use rather than the
>>difficult to grasp and
>>operate mouse.

>Phil, the Atari trackball, though using a DB9 connector (just like all
>other Atari8 controllers) is not a "serial" device. I believe it is
>an analog device and interfacing it to the PC serial would be quite a
>project and would require someone who is skilled in
>electronics/electrical engineering to design the interface.

It is a "digital" device. More similar to a PC bus mouse than a
serial mouse. The Atari tracball isn't especially nice compared
to more modern equipment for today's computers. It is probably
more trouble than it is worth to get the Atari tracball to work
on a PS.

(Though I would really like it if I could get the kensington Orbit
trakball to work on the Atari.)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

4170. Re: Ends Monday! Auction: 8-Bit Cartridges, Printer, Light Gun, Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <66rr97$h3i$1@artemis.it.luc.edu>
Source record: 67856

its about time..

Ted B

4171. Re: Utility to write Atari disk images to PC floppy

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <881951301.1161429001@dejanews.com>
Source record: 67857

In article <66hf2d$m1v@bagan.srce.hr>,
miljenko@zems.fer.hr (Miljenko Vrankovic) wrote:
>
>
> Hello to all 8-bit Atari enthusiasts all over the world!
>
> Now to the question I have.
> Is there a utility which will write Atari disk images (atr | dcm | xfd) to a
> PC 360K floppy? One should be able to use those
> disks on a real Atari later. In my case on a 1050.

Well, I wrote such a utility. The problem is that most modern PC disk
controllers won't write single-density (FM) disks, so disks for stock
1050s are out of the question. Writing double-density (MFM) disks for the
XF551 is easier, although 360K DD drives are preferable (as compared to
1.2 MB HD drives). I'll see if I can dig up my old code, if you have a DD
drive handy.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4172. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <881951658.1176567815@dejanews.com>
Source record: 67858

In article <348D0655.61AC@homer.louisville.edu>,
same wrote:
> I seem to remember that there was a 16-bit version of the 6502 known as
> the 65816. Is this correct? As I recall, the Apple IIgs, Apple's last
> effort at keeping the II system viable (and an admirable one, compared
> to Atari, IMHO) had one of these. Anyway, was there/is there a way to

You remember correctly.

> modify an XL/XE to be able to use a 65816, and to have the system take
> advantage of at least some of the 16-bit chip? Did someone come up with
> some kind of upgrade/mod back in the heyday, or has any brave soul out
> there now done this to their system, and if so, can you share how? I

Yes, a few such upgrades exist. The Turbo-816 and Sweet-16 spring to mind.

> realize that the system wouldn't be a true 16bit, given all the other
> components that would need to be capable of operating at that rate, but
> I figure (and I'm probably completely wrong) that it's got to be a
> little faster?

Well, "true 16-bit" is a pretty meaningless term... The 65816 is a hybrid
8/16 chip.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4173. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: Gareth Davies <xrb56@dial.pipex.com>
Message-ID: <34918E05.5D15294B@dial.pipex.com>
Source record: 67859

Jason, is there any way you could change the .exe extension of the files to something else - .zip or something. Netscape seems to open .exe files as text files on screen instead of downloading them.

Gareth Davies.

4174. Re: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: Gareth Davies <xrb56@dial.pipex.com>
Message-ID: <34918FBA.BCD9D49C@dial.pipex.com>
Source record: 67860

christopher f. chiesa wrote:

> In article <34831c32.16608964@207.97.159.250>,
> whistler's brother <tatata@noway.com> wrote:
> >On 1 Dec 1997 19:40:03 GMT, eplicon@aol.com (Eplicon) wrote:
> >
> >>> [...] we got out Miner 2049er, [...]
> >>
> >>
> >>[...] (haven't played it [...] since my 1050 finally died [...])
> [...]
> >>
> >Didnt miner come on a cart? Why would you need a disk to play it?
>
> Shoot, mister, where've you BEEN? Back in those days, not everybody
> got
> their game software by actually BUYING THE CARTRIDGE -- to some folks,
>
> even today, it comes as a surprise even to FIND OUT that "Miner 2049er
>
> came on a cart!" A lot of people "mysteriously acquired" DISK-based
> copies of the game, and ONLY EVER saw it in that form! Not that I
> speak
> from personal experience, of course.
>
> Apropos Bounty Bob, anybody ever manage to create a usable disk-based
> version of the Bounty Bob Strikes Back cart? I attempted it once, but
> got
> tangled up in converting the cart's bank-switching scheme into a
> disk-based "paging" one, and never completed the project...
>
> Chris Chiesa
> lvt-cfc@servtech.com

I thought it only came on disk!

Gareth Davies.

4175. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <66s48k$71j$1@news.aatech.com>
Source record: 67861

Gareth Davies (xrb56@dial.pipex.com) wrote:
: Jason, is there any way you could change the .exe extension of the files
: to something else - .zip or something. Netscape seems to open .exe files
: as text files on screen instead of downloading them.

Sorry, I had bad MIME types set up in the server config.

Try the .exe files again and let me know what happens.

For what it's worth, I would like to find someone to port the .lzo
compression stuff to the 8-bit and hopefully make the same program handle
both file and disk decompression...

The name of the file is stored within the .lzo, so it could check if it was
.atr or .xfd and tell you 'insert a blank disk and hit return' instead of
producing it as a file.

Any people up to taking the task?

Jason
jason@sdi.cluephone.com

4176. CH Atari Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: Patrice <lebihan@pratique.fr>
Message-ID: <01bd0746$b508cd40$231c44c3@pollux>
Source record: 67862
Cross-posted to: comp.sys.atari.8bit,fr.petites-annonces.informatique

Si vous avez ça, contactez-moi par mail

Merci
--

lebihan@pratique.fr
ma page : http://pages.pratique.fr/~lebihan/index.html

4177. Re: WTB: 1400XL...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: RAUKAMP@dame.de
Message-ID: <3828574b.6541.be86@raukamp.dame.de>
Source record: 67863

DARK9ROOM schrieb am Mittwoch in COMP/SYS/ATARI/8BIT :

D> Anyone know of an Atari 1400XL for sale, or have one for sale...please let
D> me know!

The 1450XLD would have been a great follow-up to the XL-series. For the first time Freddy was implemted, which Atari later used in their 130XE. There was also a 300Baud-Modem, a speech-synthesizer and a new parallel 360kB (up to 100kB per second)-discdrive inplented. I have a picture of a XLD here, it looks very functional. But unfortunately this was another great system that never seemed to get released :(
Let me know, if you are able to find a prototype, please.

BTW: I'm still searching for a 65XEM-prototype ... but that's another pearl I won't be able to find in this lifetime ;)

D> Thanks,
D>
D> Austin Franklin
D> darkroom@ix.netcom.com
--
cu -- thomas -- fonfax & mailbox (+49)4331849337
-- atariFALCON030 -- atariMSTE4 -- atariJAGUAR -- atari130XE

// THE_DOT V2.23 Regist. //

4178. How to link two 800xl together

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: Luc Lavoie <lavoiel@colba.net>
Message-ID: <66snnb$lq0$1@news.colba.net>
Source record: 67864

I want to know how to reunite by cable two 800xl together
please tell me how at lavoiel@colba.net

as if parallel cable as to be modified and how

4179. trade books for cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-12 00:00:00 UTC
From: "m.j.beau" <mj*beau@texas.net>
Message-ID: <3491EFAF.4CAB@texas.net>
Source record: 67865

I would like to trade these for cartridge games, or other Classic
stuff. If I don't get any trade offers then I am just going to list
these on ebay, but I thought I would see if I can try to swap them
first. I collect for most Classic systems. Will listen to any offers.

Classic Computer & Game Books for Trade

HOW TO MASTER THE VIDEO GAMES, by Tom Hirschfeld
1981 Bantam, Softcover, 177 pages, Very Good condition.

MASTERING PAC-MAN, by Ken Uston
1981 Signet, Softcover, 128 pages.
The cover is worn, the contents are fine.

THE CREATIVE ATARI by Small, Small, and Blank
1983 Creative Computing Press, Softcover, 243 pages
This is a former librbary book. It is in very good condition.

Dr.C.WACKO'S MIRACLE GUIDE TO DESIGNING AND PROGRAMMING YOUR
OWN ATARI COMPUTER ARCADE GAMES, by Heller, Johnson, & Kurcina
1983 Addison-Wesely Publishing, Softcover, 235 pages
This is a former librbary book. Very Good condition.

BASIC PROGRAMS FOR THE ATARI 600XL & 800XL, by Knight
1984 Tab Books, Softcover, 120 pages.
This is a former library book. Excellent condition.

ATARI 1040ST COMPUTER OWNER'S MANUAL
Softcover, 85 pages, Excellent condition.

10 STARTER PROGRAMS FROM FAMILY COMPUTING, by Latimer
1983 Scholastic Inc., Softcover, 80 pages
This book contains 10 programs in BASIC for each of the
following systems: Apple, Atari 400/800, Commodore 64
and VIC-20, TI99/4a, Timex, TRS-80.

THE TIMEX/SINCLAIR 1000 BASIC HANDBOOK, by Hergert
1983 Sybex, Softcover, 164 pages, Excellent condition.

USING THE TRS-80 IN YOUR HOME, by Sternberg
BASIC Computer Programs for the Home, For 16K Level II TRS-80 Model I
Softcover, 330 pages, Excellent condition.

GETTING STARTED WITH COLOR BASIC (TRS-80 CoCo)
Softcover, 308 pages
The back cover of the book is removed, there is some tape on the
spine/front cover. Contents are fine.

GOING AHEAD WITH EXTENDED COLOR BASIC (TRS-80 CoCo)
1981 Tandy Co., Softcover, 215 pages. Average used condition.

COMMODORE 64 ADVENTURES, by Grace
A Guide To Playing And Writing Adventures
1984, Softcover, 233 pages, Excellent Condition.

35 AMAZING GAMES FOR YOUR COMMODORE 64, by Mihalik
1984, Softcover, 120 pages
This is a former library book. Decent used condition.

WORDPRO 3 PLUS/64, by Professional Software Inc.
1983, Softcover. This is a complete User's Manual for the
WordPro 3 Plus/64 word processing program for the Commodore 64.

YOUR FIRST COMMODORE 64 PROGRAM, by Zaks
1984 Sybex Inc., Softcover, 189 pages, Excellent condition.

YOUR SECOND COMMODORE 64 PROGRAM, by Lippman
1984 Sybex Inc., Softcover, 225 pages, Excellent condition.

COMPUTE'S MACHINE LANGUAGE ROUTINES FOR THE COMMODORE 64
1983, Spiral-bound softcover, 255 pages, Excellent condition.

APPLE II REFERENCE MANUAL, 1981 Apple Computer
Spiral-bound, 195 pages, Excellent condition.

THE APPLESOFT TUTORIAL, 1981 Apple Computer
Spiral-bound, 156 pages, Excellent condition.

PROGRAMMING YOUR APPLE II COMPUTER, by Bryan
1982 Tab Books, Softcover, 288 pages, Excellent condition.

---> SPAM-BLOCK engaged; for REPLY mail please
remove the '*' from mj*beau@texas.net

4180. Re: Miner 2049er

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <66sn9sqkt1@alexander.INS.CWRU.Edu>
Source record: 67866

re: Miner 2049er

I have an original Miner 2049er cart, bought in the store
years ago! _Very_ cool game.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4181. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <66snfq$r27$1@alexander.INS.CWRU.Edu>
Source record: 67867

re: 65816

What 65816 upgrades are available _NOW_? and what are the
respective advantages of each? I don't want to hear about
upgrades that get rid of ANTIC. Remove ANTIC, and you remove
the very heart of your Atari8. You may as well be using a PC at
that point!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4182. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <66snnh$rs7$1@alexander.INS.CWRU.Edu>
Source record: 67868

re: LZO

Never heard of it, but I wonder if anyone has written a robust
(as in able to handle all variants) ZIP de/encoder? I have
an LZH de/encoder, I believe, and it isn't too bad. Don't
remember where I found it.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4183. Re: trackball

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EL40rL.Bwp@iglou.com>
Source record: 67869

On 1997-12-11 no.spam@my.address(MarcelLipman) said:
>In article <01bd04d5$757e5280$059c41cf@pconstantinou.isdn.net>,
>>"Phil Costantinou" <pcostantinou@icthomasson.com> wrote: I've got
>>an Atari CX22 trackball that I bought for a C-64 several years ago
>>that I would like to use with my IBM compatible; it would be great
>>for my kids to use rather than the difficult to grasp and
>>operate mouse.
>>Has anyone ever tried connecting the trackball to the PC serial
>>port, and if so, are there any instructions or
>>drivers available to interface with it?
I haven't tried this but:
PC mice are inexpensive (you can get a cheap one for under $10)
Most mice and trackballs use the same type of sensors
Therefore: it might be possible to use an Atari trackball mechanism with the
circuit board from a PC mouse.

Bill Marcum

Net-Tamer V 1.09.2 - Test Drive

4184. Re: Problem with an Atari Tape Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: Carl & Delinda Tenney <delitene@netins.net>
Message-ID: <01bd07a0$41ec2a00$4d0d8ea7@delitene.netins.net>
Source record: 67870

I am new to the Internet, old to Atari 8-bit. I don't know if you got an answer to this ever, but when the Atari beeps twice, it is ready to record. To trigger the recording process, you simply have to press Play & record on the tape recorder, and then press the -Return- key on the Atari. Also, in answer to your question about the two ports on the Atari 1010; they are the same, just as with a disk drive. The fact that the old 410 had to be the end of the daisy chain brought on the development in the 1010 of being able to daisy chain the tape drive just like a disk drive.

Craig Henrichs <ralph@cts1.internetwis.com> wrote in article <348E08BE.4EB3@cts1.internetwis.com>...
> I have an Atari 410 & 1010 tape recorder, and I'm
> having problems recording a boot tape program. I typed in a basic program which was supposed to record a
> boot tape program to tape. I ran the program, and the Atari made a
> buzz. I pressed play and record on the recorder (410 and 1010), and
> nothing happened to the tape in the recorder.
>
> My Atari 1010 has two ports and a cable to connect to
> the Atari's IO port. Which port on the 1010 should I connect the cable
> to? Craig Henrichs
>

4185. Re: Memory Chips

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <66tett$pag@freenet-news.carleton.ca>
Source record: 67871

"Jay N. Yepuri" (jnyepuz1@homer.louisville.edu) writes:
> Hello,
>
> To all those with hardware expertise, a two part question (please read
> both parts) 8-).
>
> 1. Are the RAM chips in a stock 130xe or stock 800xl socketed, or does
> it vary?

Never seen a 130XE that was socketed. Most early 800XL's are, but the
late production units were all soldered in.

> 2. I've recently been chopping apart an old 8 Mhz 286 Tandy clone I had
> laying around. Anyway, on the left hand side of the motherboard (facing
> the CPU), near the expansion slots, are 20 sockets, 16 of which are
> filled with chips. I'm assuming these are RAM chips. Given that the
> computer has 640k total, I'm assuming these are 40k each? That is, if
> I'm even looking at RAM. I've never heard of 40k RAM chips.
>
> The chips are 16 pin, and on each chip iteself is an American flag and
> "(c) MT, 8737 B USA, 1259-15". I obviously have no idea if this
> designation means anything, but thought it might help.
>
> What I'm wondering is, if these are in fact RAM chips, is it possible
> take these from the old Tandy and put them into my 130xe or 800xl?
> If the RAM in the Ataris were socketed, would it be as simple as
> replacing the chips? And if the A8bit RAMs were not socketed, could the
> RAM from the Tandy be at all applied to a hacked/soldering-involved RAM
> upgrade of one or the other 8bit?

You probably have 2 banks of 256k 1x rams, 9 each. (18 total) to make
512k + parity, and 2 banks of 64k 1x rams (18 total) to add anohter
128k + parity. This was the most common 640k configuration on XT 640k boards.

The 1x 256k chips are the oles you need for 256k upgrades. You need to add
more circuitry to get the full 256k, there are text files detailing
the upgrades available on the net.

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4186. Re: trackball

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <66tfc1$pg0@freenet-news.carleton.ca>
Source record: 67872

(bmarcum@iglou.com) writes:
> X-Nntp-Posting-User: [unauthenticated]
> Message-ID: <EL40rL.Bwp@iglou.com>
> Sender: news@iglou.com (News)
> Organization: IgLou Internet Services (1-800-436-4456)
> References: <EL15vG.D77@wau.mis.ah.nl>
> Date: Sat, 13 Dec 1997 04:06:57 GMT
> Lines: 20
>
>
> On 1997-12-11 no.spam@my.address(MarcelLipman) said:
> >In article <01bd04d5$757e5280$059c41cf@pconstantinou.isdn.net>,
> >>"Phil Costantinou" <pcostantinou@icthomasson.com> wrote: I've got
> >>an Atari CX22 trackball that I bought for a C-64 several years ago
> >>that I would like to use with my IBM compatible; it would be great
> >>for my kids to use rather than the difficult to grasp and
> >>operate mouse.
> >>Has anyone ever tried connecting the trackball to the PC serial
> >>port, and if so, are there any instructions or
> >>drivers available to interface with it?
> I haven't tried this but:
> PC mice are inexpensive (you can get a cheap one for under $10)
> Most mice and trackballs use the same type of sensors
> Therefore: it might be possible to use an Atari trackball mechanism with the
> circuit board from a PC mouse.

This sounds like a perfect project for a PIC. Trackball-2-Mouse
protocol translator <grin>. I think ill try it.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4187. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: knave@usa.net
Message-ID: <882027681.1351155715@dejanews.com>
Source record: 67873

he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

> re: LZO

> Never heard of it, but I wonder if anyone has written a robust
> (as in able to handle all variants) ZIP de/encoder? I have
> an LZH de/encoder, I believe, and it isn't too bad. Don't
> remember where I found it.

I read somewhere that the most basic versions of some of these archive programs could run on different platforms. I mean the same code could literally run on different platforms. Maybe we could hunt down the original MSDOS zip program and just run it on the 8bit.

I would like to have a GIF decoder for my newly acquired Atari 800 that would dither down a modern GIF all the way to grayscale 16, or graphics mode 8, monotone.

Dave

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4188. Re: Memory Chips

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <66uc8i$fbr@sjx-ixn1.ix.netcom.com>
Source record: 67874

In article <66tett$pag@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
>

>> 2. I've recently been chopping apart an old 8 Mhz 286 Tandy clone I had
>> laying around. Anyway, on the left hand side of the motherboard (facing
>> the CPU), near the expansion slots, are 20 sockets, 16 of which are
>> filled with chips. I'm assuming these are RAM chips. Given that the
>> computer has 640k total, I'm assuming these are 40k each? That is, if
>> I'm even looking at RAM. I've never heard of 40k RAM chips.
>>
>> The chips are 16 pin, and on each chip iteself is an American flag and
>> "(c) MT, 8737 B USA, 1259-15". I obviously have no idea if this
>> designation means anything, but thought it might help.
>>
>> What I'm wondering is, if these are in fact RAM chips, is it possible
>> take these from the old Tandy and put them into my 130xe or 800xl?
>> If the RAM in the Ataris were socketed, would it be as simple as
>> replacing the chips? And if the A8bit RAMs were not socketed, could the
>> RAM from the Tandy be at all applied to a hacked/soldering-involved RAM
>> upgrade of one or the other 8bit?
>
>You probably have 2 banks of 256k 1x rams, 9 each. (18 total) to make
> 512k + parity, and 2 banks of 64k 1x rams (18 total) to add anohter
> 128k + parity. This was the most common 640k configuration on XT 640k boards.
>
>The 1x 256k chips are the oles you need for 256k upgrades. You need to add
> more circuitry to get the full 256k, there are text files detailing
> the upgrades available on the net.
>
>Steve
>
>
Tandy's are strange things. The 286 is an AT class machine. If only 16
sockets are being used and the system has at most 640, you probably have
two banks of 256K for 512K total. The mother board probably has another bank
somewhere with 16 64's for 128K. Then again this could all be wrong if you
actually have 1meg.

Karl

4189. XL OS Source Code available?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <66ud6i$fbr@sjx-ixn1.ix.netcom.com>
Source record: 67875

I havn't called BEST or B&C yet, but I figured I would ask here first.
I read somewhere, and I'm very upset that I can't find "where" is, that Atari
did produce a full source listing of the XL os akin to the Rev B OS style in
the Tech Ref Notes. The only three books I've been reading of late are
"Inside Atari Dos", "Mapping The Atari Revised Edition", and "Phoenix: The
Fall and Rise of Video Games 2nd Edition".

I'll see if I can find the page where I read it. But has anyone else heard
about this?

Karl

4190. Re: XL OS Source Code available?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <66ugot$7st$1@news.aatech.com>
Source record: 67876

Karl Heller (kheller2@ix.netcom.com) wrote:

: I havn't called BEST or B&C yet, but I figured I would ask here first.
: I read somewhere, and I'm very upset that I can't find "where" is, that Atari
: did produce a full source listing of the XL os akin to the Rev B OS style in
: the Tech Ref Notes. The only three books I've been reading of late are
: "Inside Atari Dos", "Mapping The Atari Revised Edition", and "Phoenix: The
: Fall and Rise of Video Games 2nd Edition".

: I'll see if I can find the page where I read it. But has anyone else heard
: about this?

This is mentioned in 'Mapping the Atari: Revised Edition' in appendix 12:
"Atari did produce a listed source code for the XL OS, although for
some reason it was never published for public sale as it was intended.
It may be available now through Atari--write and ask for it. It is an
excellent 500+ page resource document."

I would really like to get my hands on this document. I've disassembled
the OS with another program, but I'm still missing the comments.

The XL OS source would make an excellent on-line reference, but short of
that, I'm going to try to comment the source and put it online myself.

Jason
jason@sdi.cluephone.com

4191. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <66uh7l$7st$2@news.aatech.com>
Source record: 67877

knave@usa.net wrote:
: he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

: > re: LZO

: > Never heard of it, but I wonder if anyone has written a robust
: > (as in able to handle all variants) ZIP de/encoder? I have
: > an LZH de/encoder, I believe, and it isn't too bad. Don't
: > remember where I found it.

: I read somewhere that the most basic versions of some of these archive
: programs could run on different platforms. I mean the same code could
: literally run on different platforms. Maybe we could hunt down the
: original MSDOS zip program and just run it on the 8bit.

The long and short of this is that MSDOS programs won't run on Atari 8-bits.
You'd have to take the source, recompile it, and produce an 8-bit binary.

In addition, the main reason .zip hasn't been ported yet is that it requires
data structures with a minimum of 48k for most of the decompression and in
most cases, more.

This is obviously out and out impossible on a stock 800XL and
a pain to program on a 130XE.

Now if we take a look back at LZO, we see that it requires no memory for
decompression and we can use the PC or Unix machines to do the compression
which requires 64K.

Jason Duerstock
jason@sdi.cluephone.com

4192. dead news group

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971213124225.23087A-100000@fissure.scar.utoronto.ca>
Source record: 67878

This newsgroup has had zero messages for over 2 months. Is my INternet provider just blocking this base or what? Somebody send me private mail and let me know, if this base has collapsed or not.

Alan
University of Toronto
Computer Science, Management and Economics

4193. Re: dead news group

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <3493049a.47719388@news.primenet.com>
Source record: 67879

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>This newsgroup has had zero messages for over 2 months. Is my INternet
>provider just blocking this base or what? Somebody send me private mail
>and let me know, if this base has collapsed or not.

Apparently. This is no huge ng but there is anywhere from 10 to
50 news messages per day from my 3 different new source
perspective. @home, primenet, and ASU.edu. Zippo and Supernews
are probably better than any of these. If you really what to
check, try www.dejanews and put this group name in the blank.

>Alan
>University of Toronto
>Computer Science, Management and Economics
>

4194. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: Mike Kohary <mkohary@serv.net>
Message-ID: <34930A50.686@serv.net>
Source record: 67880

Robert Hagenstrï¿½m wrote:
>
> Greetings!
>
> I just had a craving for some old Atari 8-bit games, and since my own Atari
> is in the garage in a box somewhere, I thought I should try the web and see
> what it could come up with!
>
> To my joy, there were hundreds of Atari 8-bit pages, with hundreds of
> links...
>
> To my misery, none of the pages had been updated for years and 90% of the
> links were out-dated (even to my site, so I had to put back my "we've
> moved" sign even though it had been up for about 6 months...).

I did the exact same thing, and in fact that's exactly why I'm here,
looking for some of those great old ROMs to run with these wonderful
emulators I'm coming up with (it's so frustrating to have a good
emulator and nothing to run on it).

Jason, thanks for the link to get us started. But you only have a few
ROMs there (not that I'm not grateful for those; Fractulus was an
all-time favorite of mine). Does anybody have, say, ALL the ROMs? ;)

Tell you guys what: if I get a ton of ROMs, I'll put them up on *my*
web site, since no one else on the Net seems to have them up. I have a
section of my site that's dedicated to computer links, with a special
section on emulation in particular. If I get enough Atari 8-bit ROMs to
make a small library online, I'll do it. I have unlimited storage space
and unlimited bandwidth, so it wouldn't be any problem for me to
maintain an archive. Problem is, I don't have the ROMs to make an
archive with. So, if you have your own library of ROMs, please contact
me (don't just send the ROMs; somebody else may already have sent
them). I will, of course, be happy to give credit where deserved.

Mike, itching to play some of those old Atari games again. And yes, I
do own 50+ cartridges myself.

--
Seattle, WA
http://kohary.simplenet.com

4195. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <66v3qtgbc1@news.aatech.com>
Source record: 67881

Mike Kohary (mkohary@serv.net) wrote:

: I did the exact same thing, and in fact that's exactly why I'm here,
: looking for some of those great old ROMs to run with these wonderful
: emulators I'm coming up with (it's so frustrating to have a good
: emulator and nothing to run on it).

: Jason, thanks for the link to get us started. But you only have a few
: ROMs there (not that I'm not grateful for those; Fractulus was an
: all-time favorite of mine). Does anybody have, say, ALL the ROMs? ;)

1) At the risk of being pedantic, most of the games were disk-based, thus
not making them "ROMs".

2) The closest thing to 'all' of the games available is Yogi's Jellystone
Park at ftp://ftp.hackerz.com/.

Jason Duerstock
jason@sdi.cluephone.com

4196. 5200 Diagnostic Cart 2 1/2 Hours left

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: Otter <otter@oz.SpammersWillBeKilled&Eaten.net>
Message-ID: <74720.otter@oz.SpammersWillBeKilled&Eaten.net>
Source record: 67882
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Well, only about 2 1/2 hours left on my eBay auctions for the Atari
5200 Diagnostic Cartridge and the Atari 7800 system...

http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2893822

and

http://komodo.ebay2.com/aw-cgi/eBayISAPI.dll?ViewItem&item=2894853

Also just a few more on several of my other items...

Happy Bidding!

--Otter

4197. WTB: 320K 130XE with Gumby Mod.

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: harveyklein@webtv.net
Message-ID: <66vk39$1gb$1@newsd-124.bryant.webtv.net>
Source record: 67883

I am posting this for a friend without Internet access. He is looking
for a 320K 130XE with a Gumby modification (whatever that is).
If anyone has one for sale, please let me know.
Has anyone ever heard of a Gumby modification?

4198. 810 disk drive, problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-13 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <349279AC.1D30@sprynet.com>
Source record: 67884

hi,

Hi I've got a major problem with my 810 disk drive. Situation: i turned it on (with the correct power supply connected, and the power supply working) the drive light turned on for about 1 second, then the drive went dead. turned it off and on. no light the second time. checked the power supply, it was fine. opened the drive and connected the power supply and tested (CR111) for correct voltage. As i tested i noticed the AC power level dropping, Removed the power supply, and retested the power supply. The power supply shorted out, i believe from the drive. I don't want to ruin another perfectly good power supply. has anybody, ever had a problem like this? Or could point me in the right direction? Is there a way to repair the power supply? Well I hope you guys could help. :)

thanks in advance,
danny
dalabast@sprynet.com

4199. Vintage Micro-Computers Sale Updated!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: jonart@ix.netcom.com
Message-ID: <66v894$he@dfw-ixnews10.ix.netcom.com>
Source record: 67885

```
**************************************************
===============VINTAGE MICRO-COMPUTERS===============
============EMAIL: Vintage_Micro@yahoo.com============
**************************************************
```

Hi everyone,
I just wanted to thank everyone who has placed an order with me, this is really the only way I can afford to keep my hobby going, and sometimes help with a bill or two. It also warms my heart to see so many fathers buying games or machines for their children on Christmas. Lets bring in a new generation!

Next thing is that I am working on a little magazine for older computers(mostly commodore and atari but all others are welcome to) to help support users out there. There seems to be alot of support for older systems just not in one place. I want to do features and listings on web-sites, companies, individuals who support these older machines. I would like to have articles on hardware upgrades and modifications for these machines along with new and innovative software. I will also provide very low cost advertising for those who wish to sell their hardware/software new or used. I think I can publish it quarterly with no problems. The format will be simple and cost effective for me to produce, 8.5in by 11in pages folded in half(booklet form), and will hopefully have at least 16 pages. I have not figured out a price for this yet but more than likeley about $1 will pay for the printing and the postage. I will be taking submissions for articles right now. They can pretty much consist of anything(reviews, opinions, programming, hardware modifications, and most importantly getting these machines online.) All submissions will get proper credit! Also I am in need of a name for this mag, so please send in your ideas! Please send all submissions to:
Vintag_Micro@yahoo.com I hope something like this would be of interest to others.
Anything on this list I will accept trades for Amiga items. The proceeds enable me to further my beloved hobby and also help others who collect/use/love old micro-computers. Of course my main love and area of expertise is the C64. I am in the process of moving into the world of the Amiga.

You will notice that I am trying to be as detailed as possible about my listings. I am a collector and have been buying items online for a while and I really wish everyone would list in a detailed manner. It definately makes it easier on the customer, so that they can decide if said item is useful to them or not. I will also try to answer as many questions as I can about each item listed.

This list keeps expanding(so check it regularly or request to receive updates via email). I have alot of items to inventory, check and clean. Email me your orders and I will process them as fast as I can. To make the transaction faster, please email your address with your order, that way I can calculate shipping and give you a total. Also... if you wish to receive future lists by email, send me email with subscribe in the subject line.

Please enjoy and Happy Holidays to all!

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**********ATARI 8 BIT SOFTWARE**********

TITLE: Ultima IV - Quest of the Avatar
PUBLISHER: Origin
REQUIREMENTS: Atari 400/800,XL's, XE's and a 5.25 in floppy drive.
NOTES: This is one of the best series of games that has been on just about every computer platform at one time or another. This game is considered to be rare. The box is intact, although one corner is slightly bent. Everthing is in the box except for the metal Ankh. The cloth map is pretty groovy just for hanging on your wall.
PRICE: Well this is the difficult part for me. I am honestly not sure if I want to sell this since the Ultima games are my very favorites, and also due to the fact that the game is so hard to find. If I get an offer that sounds good I will sell this or even possibly trade it for C64 or Amiga items.
So go ahead and make a bid.

TITLE: Atari Basic Cartridge (cxl4002)
PUBLISHER: Atari
REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: You need this to use Basic on most Atari 8 Bit Computers.
PRICE: $4

TITLE: Educational System master cartridge (cxl4001)
PUBLISHER: Atari
REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: The cartridge seems to be the operating system for some sort of school/institutional teaching system. Apparently there are supposed to be some tapes (data) with information on them to use in conjunction with this software. So this is just the cartridge, nothing else. This should be something for that 8 bit atari collector that thinks he has everything.
PRICE: $2

TITLE: Pac-Man (cxl4022)
PUBLISHER: Atari

REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: The arcade game of 1 hungry little spot with an aversion to
ghosts!
PRICE: $5.25

TITLE: Star Raiders (cxl4011)
PUBLISHER: Atari
REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: Space type arcade game
PRICE: $4

**********ATARI 2600 Game System**********

Old Style Console in Box with accessories
Power supply
RF Box
2 Joysticks
3 Cartridges (Combat, Asteriods, and Defender)
NOTES: This unit is very clean and works great!
PRICE: $25

**********ATARI 2600 CARTRIDGES**********

PUBLISHER: ----------Atari----------
TITLE: Asteroids PRICE:$1.50
TITLE: Bezerk (a Classic) PRICE:$4
TITLE: Combat PRICE:$1.50
TITLE: Defender PRICE:$1.50
TITLE: E.T the Extra-Terrestrial PRICE:$1.50
TITLE: Missle Command PRICE:$1.50
TITLE: Night Driver PRICE:$1.50
TITLE: Pac-Man PRICE:$1.50
TITLE: Space Invaders PRICE:$1.50
TITLE: Super Breakout PRICE:$1.50
TITLE: Yars Revenge PRICE:$3
PUBLISHER: --------Activision---------
TITLE: Laser Blast PRICE:$2
TITLE: Seaquest PRICE:$3.25
PUBLISHER: ----------Imagic----------
TITLE: Star Voyager PRICE:$3
PUBLISHER: -----Parker Brothers-------
TITLE: Q*bert PRICE:$3

**********ATARI 2600 ACESSORIES**********

ITEM: Keypad controller used in a few atari games
NOTES: This plugs into the joystick port of the 2600. This can
probably be used on any 8bit atari or 8 bit commodore computer with

some minor basic programming.
PRICE: $3

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**********COLECOVISION CARTRIDGES**********

PUBLISHER: --------Atarisoft----------
TITLE: Centipede PRICE:$3.50
TITLE: Defender PRICE:$3.50

PUBLISHER: -----------Epyx-----------
TITLE: Pitstop PRICE:$2.50

=======COMMODORE======COMMODORE======COMMODORE=======
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**********COMMODORE RELATED BOOKS**********

TITLE: Personal Computing on the VIC 20
PUBLISHER: Commodore Electronics, LTD.
Copyright 1982
164 Pages
Spiral Bound Softcover
PRICE: $4.00

TITLE: More Than 32 Basic Programs for the Commodore 64 Computer
PUBLISHER: Dilithium Press
Copyright 1983
328 Pages
Softcover
NOTES: This is just a fantastic book with many large type in programs
that include games, applications, educational programs, graphics,
math, and other misc. programs. Each program is broken down in a
fashion to illustrate what it does and why, also tells you how to make
modifications. This is a great way to learn how to code in basic on
your commodore 64 computer! Highly Recommended.
PRICE: $5.00

TITLE: Pilot
PUBLISHER: Commodore Electronics, LTD.
Copyright 1983
111 Pages
Softcover
NOTES: This is the manual for the Powerful authoring language Pilot.

The language Pilot was mainly used in learning institutions.
Unfortunately there is no software with this book, so if you are
missing the manual this book is for you!
PRICE: $1.00

TITLE: Teach Yourself Computer Programming with the Commodore 64
PUBLISHER: Hodder and Stoughton
Copyright 1983
206 Pages
Softcover
NOTES: This book is invaluable to the NOVICE programmer. It contains
many programs ready to be typed in. The book covers all basic aspects
of C64 programming.
PRICE: $4.00

TITLE: Commodore 1541 Disk Drive Users Guide
PUBLISHER: Commodore Business Machines Electronics, LTD.
Copyright September 1982
70 Pages
Softcover
NOTES: If you have a 1541 drive and do not have a manual then this
book is for you. You can reap the full benefits of your 1541 drive.
PRICE: $2.50

TITLE: Mastering the VIC 20
PUBLISHER: Ellis Horwood
Copyright 1983
173 Pages
Softcover
NOTES: This book explores the VIC 20 via advanced basic programming
techniques and assembly language programming. This book is invaluable
to the VIC programmer including many examples and tables.
PRICE: ON HOLD!

TITLE: VIC Graphics
PUBLISHER: Hayden Book Company, INC.
Copyright 1982
187 Pages
Softcover
NOTES: This book explores the use of hi-res graphics and programming
on the VIC 20. This book requires the VIC Super Expander Cartidge with
hi-res graphics commands.
PRICE: ON HOLD!

TITLE: Computes! First Book of the VIC
PUBLISHER: Compute! Books Publication
Copyright
Pages
Spiral bound softcover
NOTES: Games, Porgrams, and other helpful information for users of the
VIC 20. Great book!
PRICE: ON HOLD!

TITLE: Easy Finance IV
PUBLISHER: Commodore Electronics, LTD.
Copyright 1983
83 Pages
Softcover
NOTES: This is the manual for Commodore's Powerful yet user-friendly business management financial program. No software included. If you have the software and do not have the manual then this book is for you.
PRICE: $1.00

TITLE: The Commodore 64 User's Guide
PUBLISHER: Macmillan Publishing Company
Copyright 1983
121 Pages
Softcover
NOTES: This is not the official c64 user's guide published by Commodore yet it is very helpful since not only does it document CBM expansion devices, but other manufacturers too. Highly recommended!
PRICE: $6.00

TITLE: MPS 801 Dot Matrix Printer User's Manual
PUBLISHER: Commodore Business Machines, INC.
Copyright 1983
44 Pages
Softcover
PRICE: $2.00

TITLE: VIC 20 User Guide
PUBLISHER: Osborne/McGraw Hill
Copyright 1983
388 Pages
Softcover
NOTES: This is not the official VIC 20 user's guide published by Commodore. This book delves into the VIC much deeper than the standard VIC 20 manuals. Lots of tables and example programs. This book is highly recommended!
PRICE: ON HOLD!

TITLE: Stimulating Simulations for the VIC
PUBLISHER: Hayden Book Company
Copyright 1983
91 Pages
Softcover
NOTES: Here is a handbook containing 12 simulation programs which are actually game programs in basic. Theis book is very insightful to the VIC 20 programmer.
PRICE: $3.00

TITLE: Mastering the VIC 20
PUBLISHER: TAB Books
Copyright 1983
216 Pages

Softcover
NOTES: Advanced programming techniques and tons of valuable info about reapint the most from your VIC 20. Highly recommended!
PRICE: ON HOLD!

TITLE: Commodore 64 Fun and Games
PUBLISHER:
Copyright
Pages
Softcover
NOTES: 35 games and puzzles written in basic. This is a great way to learn how to utilize the basic programming language and have some fun.
PRICE: $3.50

**********COMMODORE RELATED MAGAZINES**********

TITLE: COMPUTE!'S GAZETTE
ISSUES: April 1986 Issue 34, Vol. 4, No. 4
May 1986 Issue 35, Vol. 4, No. 5
June 1986 Issue 36, Vol. 4, No. 6
July 1986 Issue 37, Vol. 4, No. 7
September 1986 Issue 39, Vol. 4, No. 9
November 1986 Issue 41, Vol. 4, No. 11
January 1987 Issue 43, Vol. 5, No. 1
PRICE: $1.50 each

**********COMMODORE RELATED SOFTWARE**********

==========APPLICATIONS==========

TITLE: Fast Load Cartridge
PUBLISHER: Epyx
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: This is the "famous" cartridge by Epyx that has a DOS wedge. Handy and easy to use. No manual, but there are docs on the web for it.
PRICE: $10

TITLE: Introduction to Basic: Part 1
PUBLISHER: Commodore Electronics, LTD.
REQUIREMENTS: Commodore 64 computer
2 Tapes
NOTES: Basic tutorial with many programs: "Testcard", "Hangman", "Speedtype", "Unit3Quiz", "Unit4drill", "Unit5quiz", "Sentences", "Unit7quiz", "Unit9prog", "Unit9quiz", "Unit10quiz", "Unit11prog", "Unit12quiz", "Sound Demo", "Heads", "Reaction", "Esg", "Craps". There is no manual or book for these tapes.
PRICE: $1

TITLE: OKIMATE 10 Learn to Print
PUBLISHER: OKIDATA
REQUIREMENTS: Commodore 64 computer or Commodore SX-64 or Commodore
VIC 20
1 Tape
NOTES: This is a "How to" print tutorial.
PRICE: $1

======================GAMES=========================

TITLE: Galaxian
PUBLISHER: Atarisoft
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: Like the classic arcade game. Definately one of my favorites.
Addictive!
PRICE: $5

TITLE: Jupiter Lander
PUBLISHER: Commodore Electronics, LTD.
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: Like the arcade game. One of the earliest C64 game cartridges.
PRICE: $3.50

TITLE: Temple of Apshai
PUBLISHER: EPYX
REQUIREMENTS: Commodore 64 computer, Data cassete
3 Tapes
NOTES: This is the famous game Temple of Apshai, an early dungeon type
game. I remember playing this for hours as a kid. This comes with a
box, all documentation, and 3 tapes. Highly collectable peice.
PRICE: This happens to be another one of those items I am not sure I
want to sell unless the offer is right. I will trade this for other
Commodore items too. Please make an offer.

=================VIC 20 CARTRIDGES==================
PUBLISHER: ----------Atarisoft--------
TITLE: Moon Patrol PRICE:$5
PUBLISHER: ----------Commodore--------
TITLE: Avenger (vic-1901) PRICE:$4
TITLE: Gorf (vic-1923) PRICE:$4
TITLE: Omega Race (vic-1923) PRICE:$4
PUBLISHER: -----------Imagic----------
TITLE: Demon Attack PRICE:$6

*************COMMODORE RELATED HARDWARE**************

ITEM: VIC 20 Power Supply
DESCRIPTION: Small black VIC 20 Power Supply, old style with small two
prong female plug.

REQUIREMENTS: A VIC 20 computer
NOTES: Tested and works fine
PRICE: $5

ITEM: X1541 Cable
DESCRIPTION: This cable enables the user to hook-up a 1541 drive to the parallel port of you PC to transfer files (Like the ones you got off the web)
REQUIREMENTS: A 1541/1571 or compatable drive, A PC with a parallel port, a copy of Star Commander (available all over the web, just do a search)
NOTES: I have been transferring files from my PC to my commodore 64 for about a year and a half now. To make things easier I now have a 1541 drive attached to my PC at all times. I make these cables myself. They look good and are durable. They are also tested prior to shipping. I can make these in custom lengths (not to exceed 4 feet).
PRICE: $12

ITEM: Serial Cable
DESCRIPTION: You need one of these to use your floppy drive and your commodore printer.
NOTES: I make these custom so you may specify a particular length you require (not to exceed 4 feet). They look good and are durable. They are also tested prior to shipping.
PRICE: $8

====================FLOPPY DRIVES====================

ITEM: Commodore 1541 Floppy drive
QUANTITY: 3
DESCRIPTION: 5.25 inch floppy drive (serial)
NOTES: Drive powers up lights come on. yet drive does not work, more than likely an alignment problem. You may be able to re-align these by using software and documentation Via the web(I have been lucky on several occasions doing this), I just simply do not have the time to mess with these. Worse comes worse they can ban used for parts for another ailing 1541 drive. No power cable included(you can pick these up at Radio Shack or most computer stores).
PRICE: $5 each.

ITEM: Commodore 1541 Floppy drive
QUANTITY: 2
DESCRIPTION: 5.25 inch floppy drive (serial)
NOTES: Drives work great. No power cable included(you can pick these up at Radio Shack or most computer stores).
PRICE: $15 each or $20 with a power cable.

====================JOYSTICKS====================

ITEM: Wico Command Control
DESCRIPTION: This is a high quality joystick that has a fire button on the base and one on top of the stick with a selector to switch between

the two. A great joystick that has an excellent feel to it, definately
a tool for the pro-gamer. Very clean!
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari
including the atari 2600
PRICE: $5.00

ITEM: Competition Pro Joystick
DESCRIPTION: This is a high quality joystick that has two buttons on
the base(for left or right hand players not fire button A or B).
Definately a tool for the pro-gamer. Durable construction and very
clean.
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari
including the atari 2600
PRICE: $4.50

ITEM: Wico Black Max
DESCRIPTION: Small mid-quality joystick with a fire botton on top.
Works great and clean.
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari
including the atari 2600
PRICE: $3.00

ITEM: Gemstik
DESCRIPTION: Small mid-quality joystick with a fire botton on base.
Works great and clean.
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari
including the atari 2600
PRICE: $2.50

======IBM PC/COMPATABLES======IBM PC/COMPATABLES=====
======IBM PC/COMPATABLES======IBM PC/COMPATABLES=====

**********IBM SOFTWARE**********

TITLE: Business Phone Book on CDRom (15 million)96 ed.
PUBLISHER: ProCD
REQUIREMENTS: 386 PC Win95 or Win3.1 or Dos3.1 or higher + CDRom drive
OR Macintosh System 7, 68030+ or PowerMac with CDRom drive.
CDRom
NOTES: Look up any Business in the US. Search 15 million business
listings by name or phone number, then zoom in on your target by
street, city ,stare, zip code or area code.
PRICE: $16

TITLE: Expert Publisher
PUBLISHER: Expert Software
REQUIREMENTS: IBM PC, DOS 2.0 or later, 3.5 inch or 5.25 inch floppy
drive, and a printer helps too! :)
3.5 inch and 5.25 inch disks

NOTES: A very Flexible Desktop Publishing program that will run on a 286 PC to the Pentium. Mix text and Graphics, create documents from 1 to 999 pages long up to 3 columns wide, Graphics editing and page prview modes, easy to use pulldown menus with full mouse support. Comes with over 80 Clip Art pieces to get you up and running. Comes in box with all documentation and original disks. In great condition.
PRICE: $5

TITLE: Quicken 5.0
PUBLISHER: Intuit
REQUIREMENTS: IBM PC, DOS 2.0 or later, 3.5 inch or 5.25 inch floppy drive.
3.5 inch and 5.25 inch disks
NOTES: One of the best known personal finance programs around. Very good and easy to use. Also prints checks. Great program!
PRICE: $12.50

TITLE: Simply 3D
PUBLISHER: Visual Software
REQUIREMENTS: Minimum of 486dx with 8 meg ram with windows 3.1 or 3.11 and a CDRom player.
CDRom
NOTES: This is a fantastic set of multimedia 3D graphics tools and tutorials. Very professional looking 3D graphics with an awesome rendering engine.
PRICE: $18.50

TITLE: Windows CD-Rom Magazine
PUBLISHER: CMP Publications
REQUIREMENTS: Minimum of 486SX 25 with windows 3.1 or 3.11 and a CDRom player.
CDRom
NOTES: This is one handy CDRom for those who are using Windows 3.1 or Windows for workgroups 3.11. It contains the full version of wintune 2.0, this program helps the user tune-up their machine to its maximum performance (Highly Recommended). It also contains tons of shareware and 1,250 Tips and Tricks to using and tweaking windows 3.1.
PRICE: $6.50

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**********INTELLIVISION CARTRIDGES**********

PUBLISHER: -----Intellivision-------
TITLE: Las Vegas Poker and Blackjack PRICE:$1.25

=====TI 99/A=====TI 99/A=====TI 99/A=====TI 99/A=====

=====TI 99/A=====TI 99/A=====TI 99/A=====TI 99/A=====

**********TI 99/A BOOKS**********

TITLE: Beginner's BASIC
PUBLISHER: Texas Instruments
Copyright 1981
143 Pages
Softcover
NOTES: Step-by-step hands-on approach to learning the fun and power of
programming in the TI BASIC language. Lots of sample type-in programs
in an easy to understand format for all.
PRICE: $3.00

**********TI 99/A CARTRIDGES**********

ITEM: A-Maze-ing
DESCRIPTION: Maze type game.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: ON HOLD!

ITEM: Car Wars
DESCRIPTION: Arcade type game.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $2

ITEM: MS. Pac-Man
DESCRIPTION: That cute little pac chick with an attitude. Made by
atarisoft. This cart is quite rare, and an excellent find for the TI
collector.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $6

ITEM: Munch Man
DESCRIPTION: Pac Man clone.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $2

ITEM: Parsec
DESCRIPTION: Probably the most well known early cart. game for the TI.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $2

ITEM: TI Invaders
DESCRIPTION: Space Invaders clone.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: ON HOLD!

ITEM: Addition and Subtraction 1
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Beginning Grammar
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: ON HOLD!

ITEM: Early Learning Fun
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Meteor Multiplication
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Multiplication 1
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: ON HOLD!

ITEM: Number Magic
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: ON HOLD!

ITEM: Music Maker
DESCRIPTION: Music Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: ON HOLD!

ITEM: Household Budget Management
DESCRIPTION: Home Finance Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: ON HOLD!

ITEM: Personal Record Keeping
DESCRIPTION: Simple database program.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $1

=====MISC. BOOKS/MANUALS=====MISC. BOOKS/MANUALS=====
=====MISC. BOOKS/MANUALS=====MISC. BOOKS/MANUALS=====

TITLE: An Introduction to Applesoft BASIC (Apple IIc)
PUBLISHER: Simon Schuster Publishing
Copyright 1985
376 Pages
Softcover

NOTES: A complete guide to programming BASIC on the Aplle IIc using Applesoft Basic. Great for novices or experienced users. Also teaches you how to use the Apple IIc and a thorough explanation of ProDOS. Easy to read and understand.
PRICE: $5.50

TITLE: Assembler for the IBM PC and PC-XT
PUBLISHER: Reston Publishing Company
Copyright 1984
416 Pages
Softcover
NOTES: A great way to learn assembly language on the IBM PC. Very simple to learn and comprehensive. Recommended. Learn assembly language today!
PRICE: $3

TITLE: Advanced Turbo C
PUBLISHER: Borland-Osborne/McGraw-Hill
Copyright 1987
397 Pages
Softcover
NOTES: Each chapter presents a complete discussion of a Turbo C programming topic, such as: sorting & searching - stacks, queues, linked lists, and binary trees - operating system interfacing - statistics - encryption and compressed data formats - random numbers and simulations - expression parsers - converting Turbo Pascal to Turbo C. This book is highly recommended!
PRICE: $8

TITLE: Turbo C Users Guide
PUBLISHER: Borland International
Copyright 1987
299 Pages
Softcover
NOTES: The Official Comprehensive, easy to understand manual for Borland Turbo C for the IBM Compatable Computer. A very good read and excellent source of information on programming in the Turbo C language. Recommended.
PRICE: $6

TITLE: Advanced Turbo C
PUBLISHER: Scott, Foresman and Co.
Copyright 1989
451 Pages
Softcover
NOTES: If you are familiar with the basic fundamentals behind Turbo C then this book will help you push the programming envelope even further. This book provides tons of sample programs and even covers many useful applications such as menus, data entry screens, sorts, binary trees, hash tables, and more. This book is great for those who want to learn advanced programming techniques. Highly Recommended!

PRICE: $8

TITLE: Introduction to 8080/8085 Assembly Language Programming
PUBLISHER: John Wiley and Sons Inc.
Copyright 1981
303 Pages
Softcover
NOTES: Learn to write programs in 8080/8085 Assembly Language. The book will help you program computers based on the 8080/8085 microprocessors, including the Heath H8-8080, Compucolor-8080, Intel MDS-8080-, Altair 8800-8080, Processor Technology SOL-8080, The Digital Group-8080, Poloymorphic-8080, and the Vector-8080. Tons of sample programs are included. Wow this is really a great find!
PRICE: $3

TITLE: 8086/8088 16 bit Micropocessor Primer
PUBLISHER: McGraw Hill
Copyright 1982
356 Pages
Softcover
NOTES: Gives you information on the design, capabilities, and potential of the 8086, 8088, 8087, 8089, Plus 186, 286, and 432 Processors. 11 sample programs based on the 8088 .
PRICE: $3

TITLE: IBM PC (An introduction to the operating system, basic programming, and applications)
PUBLISHER: Prentice Hall Publishing
Copyright 1984
392 Pages
Softcover
NOTES: This book gives you the grand tour of the very first IBM PC. How to use it and program it in basic. Very handy for those who have an old 8088 or XT. Lots of photographs/diagrams and programs. Recommended.
PRICE: $3

TITLE: Computer Design and Architecture
PUBLISHER: Little Brown and Company
Copyright 1985
489 Pages
Hardcover
NOTES: This is a book about computer design and architecture for both the Student and Proffesional
PRICE: $6

TITLE: The McKinley Internet Yellow Pages 1996 Edition
PUBLISHER: New Riders
Copyright 1995
820 Pages
Softcover
NOTES: Wow a book full of Internet sites/pages/ftp's that is set up

just like your Yellow Pages Phone Book! Easy to use and read. An excellent resource for business or home use. Highly Recommended!
PRICE: $14

TITLE: Design with Microprocessors for Mechanical Engineers
PUBLISHER: McGraw Hill
Copyright 1992
594 Pages
Hardcover
NOTES: This book is written for the non-electrical engineer, with its focus on design in consumer products, rather than on computers. This book points specifically toward making the mechanical engineer familiar with the microprocessor as a design tool at the chip/board level. This book gives step by step instructions on building a complete microprocessor based sytem, concentrating on the 6802 chip and 6805 and 6811 microcontrollers. Wow!
PRICE: $10

TITLE: The Official Guide to Corel Draw! 6 for Win95
PUBLISHER: Corel Press
Copyright 1995
749 Pages
Softcover
NOTES: This excellent book gives you many tips and techniques for using Corel Draw! 6 to its fullest extent. This book will make you look like a Pro in no time at all. Very easy to understand and Highly Recommended! Book is in like new condition!
PRICE: $20 (This Book was originally $35)

TITLE: Operating System Concepts (Second Edition)
PUBLISHER: Addison-Wesley Publishing Company
Copyright 1986
625 Pages
Hardcover
NOTES: This book presents the fundamental comcepts of Operating Systems. The Fundamentals can be applied to a variety of systems and a wide range of problems. Written for students as well as professionals interested in Operating Systems. A great book. Recommended!
PRICE: $10

TITLE: Pitfall the Mayan Adventure Official Players Guide
PUBLISHER: Infotainment World Books
Copyright 1995
133 Pages
Softcover
NOTES: Complete players guide for the Pitfall the Mayan Adventure game for the: Super NES, Genesis, Sega 32x, Sega CD and PC CD-Rom. This book is full of hints for every level, with tons of full color maps. Great Book!
PRICE: $6.25

TITLE: Sound Blaster 16 User's Guide
PUBLISHER: Creative Labs
Copyright 1994
Softcover
NOTES: For use with the Sound Blaster 16 bit sound card
PRICE: $1

TITLE: Sound Blaster User's Guide
PUBLISHER: Creative Labs
Copyright 1992
Softcover
NOTES: For use with the Sound Blaster sound card
PRICE: $1

TITLE: Working with Windows 3.1
PUBLISHER: Windcrest/McGraw-Hill
Copyright 1992
331 Pages
Softcover
NOTES: This book will tell you everything you need to know to get Windows 3.1 up and running fast. It will also teach you many advanced features in an easy to understand fashion, such as modification of windows default configurations, navigating through the DOS file system, and using the Windows utilities to their fullest extent. Highly Recommended.
PRICE: $6

TITLE: Using & Programming the ZX81/TS1000 (including ready-to-run programs)
PUBLISHER: Tab Books
Copyright 1983
168 Pages
Hardcover
NOTES: This book is a real Gem in anyones collection. Not only is it rare, but also quite handy for those who wish to program on the Timex Sinclair TS1000 or TS1500 micro-computers. Very easy to understand andwill have the user writing programs in a few minutes. This is a must for any Timex Collector. The Book is in great condition.
PRICE: $7.50

======VINTAGE MAGAZINES=======VINTAGE MAGAZINES======
======VINTAGE MAGAZINES=======VINTAGE MAGAZINES======

TITLE: Kilobaud MICROCOMPUTING
ISSUES: Feb. 1980, March. 1980, Feb. 1981, May 1983
NOTE: Wow! These magazines are a RARE find! They were published in the days where real men built their own computers from Kits (Remember Heath Kits?), after market boards, and even by scratch. These magazines are a veritable goldmine of information and nostalgia. Very cool old micro-soft ads (When M-Soft was a small player in the feild), and the Apple computer ads that consisted of a pc board and no input

or output devices (had to build your own apple!). WOW! My highest Recommendation!
PRICE: $5 each

**********SHIPPING INFORMATION**********

Customer is required to pay all shipping charges. Just send me your name and address with your order and I will calculate shipping. Most books (if they are not too heavy) I can send priority mail (3 day) for about $3 anywhere in the Continental US. Also please note that some days I am rather busy, so give me a couple of days before I ship (I will always try to ship day of order, but I do have a full time job.)

Checks(I will accept personal checks but I must wait til they clear the bank before shipping) or Money Orders must be made payable to Jon Lucas.

Send all orders to:
Vintage_Micro@yahoo.com

If you are interested in receiving this catalog plus future updates and auctions Please send email with Subscribe in the subject line.

Thanks and Happy Holidays to all!

JL

4200. Re: dead news group

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: leaver@netinfo.com.au
Message-ID: <882060566.185495@wilma>
Source record: 67886

```
On 13 Dec 1997 12:43:44, Alan Christie wrote:
>This newsgroup has had zero messages for over 2 months. Is my INternet
>provider just blocking this base or what? Somebody send me private mail
>and let me know, if this base has collapsed or not.
>
>Alan
>University of Toronto
>Computer Science, Management and Economics
>
>.
Your message received here (in Canberra, Australia) loud and clear

David

David Leaver

10 Goodparla St,
Hawker, ACT 2614
Australia

e-mail leaver@netinfo.com.au
```

4201. Re: Help a newbie

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <66vcq2$8j7$1@news.dmv.com>
Source record: 67887

: Colin Viebrock wrote in message <66mqo4$q1k$1@newsbell.bellglobal.com>...
: >I'm thinking of digging out my 130XE and turning it into a functional
: computer
: >again (play some old games, and maybe write an e-mail client).
: >
: >So, a couple of questions:
: >
: >1. Can I get a hard-drive for the 130XE? I've seen talk of IDE interfaces,
: >but no information on how to build them. Didn't Atari make a hard-drive?
: If
: >so, what was the model number so I can maybe track one down.
: >
: >2. I'll probably need to pick up a cheap, external modem (I'm guessing the
: 300
: >baud Atari one I have isn't going to cut it).
: >
: >3. Is there a good archive of internet software for the XE?
: >
: >Thanks, and feel free to email me you're replies directly.

Answers to all your questions may be found in the Atari 8-bit FAQ at
http://www.faqs.org/faqs/atari-8-bit/faq/

There's also an interesting site with Atari history at http://www.atari.nu

Steve

4202. Atari 800 , Rana & Indus GT Drives and 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: jdopple@iname.com
Message-ID: <34934cfd.8937399@news2.ibm.net>
Source record: 67888

Atari 800 , Rana & Indus GT Drives and 850 Interface. All cables.

Best offer takes it all. *Tons* of software (who knows if it's still
readable :)

4203. Strange Place to buy Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: Bruce Gomes <bgomes@magiccarpet.com>
Message-ID: <34937D53.EE2E1BFD@magiccarpet.com>
Source record: 67889

```
Went out shopping today for furniture. As I was looking around
and noticing all the computer cardboard 'props' I suddenly found
a desk with the following four props;
- Atari 1010 Cassette
- Atari 835 Modem
= Atari 1030 Modem
- Atari 1050 Disk Drive
I grabbed a salesman who told me that someone who use to work
there purchased a PC and brought them in for props. I
offerred him $10 for them and now they're mine!

Bruce Gomes
```

4204. Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <6704v7upc1@news.aatech.com>
Source record: 67890

Is anyone besides me getting fed up with the auction of the week postings
and other bloated articles? As a news admin, I can send out cancel messages
to remove the offending sale spam.

Do we want to cancel:
a) no articles
b) articles selling items other than atari 8-bit stuff
c) articles posting other than 'I have items x,y, and z for sale'
d) articles saying anything other than 'If you are interested in my sale/
auction, please see http://blah.blah.blah'
e) any other ideas?

Let me know what you think!

Jason Duerstock
jason@sdi.cluephone.com

4205. trading game cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: "m.j.beau" <mj*beau@texas.net>
Message-ID: <34939890.939@texas.net>
Source record: 67891

I am interested in trading game cartridges for the Atari 400/800/XE.
Please send a list of what you have available for trade, and I will send
mine in return. Thanks!

---> SPAM-BLOCK engaged; for REPLY mail please
remove the '*' from mj*beau@texas.net

4206. Auction: AtariWriter w Insts./Koala Pad, Disks, Light Gun, Dealer Demo

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: classicauc@aol.com
Message-ID: <19971214143200.JAA17050@ladder01.news.aol.com>
Source record: 67892

December Auction - Update 15

Auction Rules:

-In case of ties, the first bid received is the bid accepted.

-Auction will continue through Monday, December 15, 10:00pm central time. After that date, bidding will continue on any items which have received a bid within the last 24 hours. Anyone may bid on an item that is still receiving bids. Minimum bid increment may be increased after the auction deadline.

At the deadline, items will be marked sold immediately if they had no bids in the last 24 hours. For
example, a cartridge that received a bid at the beginning of the action will be marked sold at the deadline
unless a higher bid is received within 24 hours before the deadline.

-Not accepting trades at this time.

-If you bid, you are expected to buy. Payment is by check or money order in U.S. Funds. No CODs. Allow 10 business days for checks to clear.

-If you have a U.S. address (except Alaska or Hawaii), total shipping and handling is $3.95 for any number of cartridges/manuals/magazines; $6.95 if package includes systems, modules, hardware, or more than 2 books. I'll pay any difference. Some items require actual shipping, if stated.

-Place a bid by item number and description. Your first bid must include your name, address, and phone.
If you would like to remain anonymous, please include a substitute name with each bid.

-Minimum starting bids are listed. Minimum bid increment is .50 on items under $3, $1 on items $3-
$9.99, $2 for items $10-29.99, and $5 for all others.

-Instructions and box are only included if stated. New in box is new, but not necessarily sealed. Complete
in box contains instructions and is used.

-Send all bids to ClassicAuc@aol.com.

Atari 8-Bit Computer Accessories
A1. Panasonic KX-P1092 Epson Compatible Dot Matrix Printer. Includes 2 ribbons (installed and extra unopened)/Operating Instructions manual (includes codes, charts, type-in BASIC examples). Without paper separator (wire rack). Supports near letter quality print. Handles friction feed or fan-fold paper. Very nice condition. Works well with Atari 850 Interface. Actual shipping added. -$19.95

semslie

A2. Atari 850 to Centronics Printer Cable. Works with above and other dot matrix printers. -$8.95 semslie

A3. Atari Dealer Demo Cartridge. 16K Dealer Demo in Centipede Case. Self-running. Shows advanced capabilities. Well executed programming tricks. Begins with multicolor Atari Logo with all colors displayed at once. Includes Household management, Recordkeeping (animated pencil), Home Entertainment (shows Star Raiders with different style tie-fighter), Investment Analysis, and Service Centers (draws U.S. map). Extremely rare. -$35 grabben

A4. AtariWriter Cartridge. Includes 50 page spiral bound manual, Quick Reference Card, and Helpful Hints fold-out card. -$7.95 min

A5. Atari Assembler Editor Cartridge CXL4003. With 79 page User's Manual and Programmer's Reference Card. -$8.95 min

A5a. Koala Pad. Includes Koala Pad touch tablet, stylus, Micro Illustrator and Touch Tablet Owners Manual. Very Rare. No Disks. -$8.95 min

Atari 8-Bit Computer/XE Game System Cartridges
A6. Miner 2049er (computer style) -$3 disk doctor
A7. Robotron: 2084 (computer style) -$5 cfipaul
A8. Final Legacy (computer style) -$2.50 tempest
A9. Joust (computer style) -$2.50 disk doctor
A10. Missile Command (computer style) -$2.50 min
A11. Super Breakout (computer style) -$2.50 min
A12. Barnyard Blaster (XE game system style - supports light gun *see Item A41 below) -$2.50 steg
A13. Flight Simulator II (XE game system style) -$2.50 steg
A14. Millipede (computer style) -$8 cfipaul
A14a. Kindercomp cartridge. -$2.50 min
A14b. Centipede cartridge -$2.50 min

Atari 8-Bit Computer/XE Game System Cartridges
(New in boxes with instructions - not sealed)
A15. Star Raiders II -$8 starsabre
A16. Battlezone -$5.95 tempest
A17. Ballblazer -$5.95 min
A18. Rescue on Fractalus! -$15 cfipaul
A19. Desert Falcon -$5.95 tempest
A20. Thunderfox -$5.95 min

Atari 8-Bit Computer - Disks
A21. Pogo Joe (flip side for C64) disk -$1 min
A22. HomePak (flip side for C64), Batteries Included disk -$1 min
A23. Ken Uston's Professional Blackjack (flip side for C-64) with Operating Instructions manual. -$1.25 min
A24. Party Quiz Question Disk (General Edition 1), Suncom. Flip side for C-64. -$1 min
A25. F-15 Strike Eagle, Micropose disk -$1 min
A26. Blade of Blackpoole, Sirius disk -$1 min

A27. Twerps, Sirius disk -$1 min
A28. Spy vs. Spy and Spy vs. Spy II (Island Caper). Disk with Instructions. -$2.95 min
A29. Boulder Dash, First Star disk -$1.95 min
A30. Gruds in Space, Sirius disk -$1 min
A31. Repton, Sirius disk -$1 min
A32. Ali Baba and the Forty Thieves -$2 Joseph Red
A33. Murder on the Zinderneuf, Electronic Arts. Complete in package with disk and instructions/reference card. -$3 cf943
A34. Nudmehi Replica 1+1 Backup and Utilities Program. Designed to back up all Atari software prior to 8/15/82. Includes Sector Disassembler, Sector Search, Disk Bitmap, RPM Speed Adjustment. Support for optional data disks (not included). Disk and Instructions. -$2.50 Joseph Red
A35. CASDIS. Machine language program that converts Atari cassette-based programs to disk. Supports BASIC, machine language, and multi-load programs. With 28 page instruction manual. -$1.25 semslie
A36. Print Shop Graphics Library 3 with Reference Card. -$1.25 min
A37. Atari Word Processor Program Master Diskette -$1.95 min
A38. APX Insomnia Sound Editor with instructions -$1.95 min
A39. Ultima II Disk 2 Player Disk -$.25 gmiller
A40. S.A.M. Software Automatic Mouth Disk, Don't Ask Computer Software -$1 min
A40a. Track Attack disk, Broderbund -$1 min
A40b. Hacker disk, Activision -$1 min
A40c. Drol disk, Broderbund -$1 min
A40d. Spy Hunter disk, Sega -$1 min
A40e. Master of the Lamps disk, Activision -$1 min
A40f The Great American Cross Country Road Race, Activision -$1 min
A40g. Maxi Golf, Activision 2 disk set -$1.50 min
A40h. Mr Do! Disk. Atari Computers one side/Commodore 64 flip side. -$1 min

Atari Controllers
A41. Light Gun. Works with XE system and 8-bit computers. Use with Barnyard Blaster (above). -$12 steg
A42. Track and Field Controller (Blue with 3 buttons - 2 Run and 1 Jump/Throw). Works with 2600 and 8-bit Track and Field games. Very rare. -$12.95 disk doctor
A43. Standard Atari Paddle Controllers (pair) -$2.95 min
A44. Atari Standard Joystick (single) -$5 joseph red
A45. Atari Standard Joystick (single) -$4 ebacher
A46 Epyx 500XJ Joystick with Autofire -$5 The Maverick
A47. TAC-2 Joystick -$6 vinceb33

Miscellaneous
A48. Flip and File - Clear smoke colored plastic. Holds 10 8-bit or XE cartridges (elephant disk sticker on front). -$4 disk doctor
A49. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A50. Flip and File - Same as above, except holds 5 1/4 floppy disks (elephant disk sticker on front). -$1.95 min
A51. BCs Quest for Tires Poster. Approximately 17x23.5 inches. $.50 disk doctor
A52. Millipede (8-bit) box (crushed). $.25 tempest
A53. Atari Enamel Olympic Pin (see picture in Summer 84 Atari Connection)

-$3.45 disk doctor
A53a. Super Nintendo Mortal Kombat II Instructions -$.25 min
A53b. Colecovision French labels for Front Line. Excellent, like-new condition. -$.25 min

Books/Instructions
A54. Inside Atari BASIC. BASIC programming book. Key concepts (full of type-in examples). Fundamentals of Atari Graphics. GTIA Graphics, Game Controllers. 183 pages. -$5 semslie
A55. Atari 410 Program Recorder Owners Guide (full color) -$.50 steg
A56. Energy Czar Computer Program Instructions (20 pages) -$.50 min
A57. Disk Operating System II Reference Manual. 100 page DOS 2 reference manual. -$1.50 min
A58. APX Ultimate Renumber Utility Instructions -$.50 min
A59. Atari Haunted House (Creative Computing) Instructions -$.50 steg
A59a. APX (Atari Program Exchange) Keyboard Organ Instructions -$.50
A59b. APX (Atari Program Exchange) Sketchpad Instructions -$.50
A59c. APX (Atari Program Exchange) Video Math Flashcards Instructions -$.50
A59d. APX (Atari Program Exchange) Presidents of the United States Instructions -$.50

A60. Master Memory Map by Santa Cruz Software. 100s Important Memory Locations. Hints on Their Use. 14 pages of reference material. -$3.95 min

A61. Master Memory Map by Educational Software by Educational Software. 30 pages. How to PEEK and POKE., IOCBs, System Timers, Color Locations, Player Missile Graphics Registers, Bugs in Atari BASIC, Bugs in the O.S. Much more! -$4.95 min

A62. ANALOG Computing Pocket Reference Card. BASIC Instructions, XIO Command Codes, Sound Command Pitch Values, Player/Missile Area Layout. 6502 Assembler Mnemonics, Error Messages, Code Translation Table, More. -$3.95 min

A63. Atari BASIC Reference Manual in excellent condition. 100 pages, 3-hole punched. Originally shipped with Atari BASIC cartridge. -$8.95 min
A64. Atari 800 Home Computer Owners Guide. CO60057. Rev. 1 (full color). -$1.95 semslie
A65. Atari 810 Disk Drive Owner's Guide. CO60056. Rev. 1 (full color). -$1.95 min
A66. Atari 810 Introduction To the Disk Operating System Guide. CO60054 Rev. 1 (full color). -$1.95 min

Atari 2600 Manuals
0. Asteroids, Atari (b&w, 5 languages) -$.75 min
1. Human Cannonball, Atari (small black) -$.75 verbal
2. Hunt & Score, Atari (small black) -$.75 min
3. Ice Hockey, Activision (colored) -$.75 verbal
4. Indy 500, Atari (small black) -$.75 verbal
5. Joust, Atari (colored) -$.75 verbal
6. Jungle Hunt, Atari (colored) -$.75 verbal
7. Kaboom!, Activision (colored) -$.75 verbal
8. Keystone Kapers, Activision (colored) -$.75 verbal

9. Krull, Atari (colored) -$.75 verbal
10. Laser Blaster, Activision (colored) -$.75 verbal
11. Mario Bros., Atari (colored) -$.75 weinecke
12. Maze Craze, Atari (small black) -$.75 weinecke
13. Megamania, Activision (colored) -$.75 verbal
14. Midnight Magic, Atari (b&w) -$.75 dgeller
15. Millipede, Atari (colored) -$.75 verbal
16. Miner 2049er, Tigervision -$6 jeremy
17. Miniature Golf, Atari (small black) -$.75 verbal
18. Missile Command, Atari (colored) -$.75 min
19. Moon Patrol, Atari (b&w) -$.75 weinecke
20. Ms. Pac-man, Atari (silver colored) -$.75 verbal
21. Night Driver, Atari (small black) -$.75 weinecke
22. Oink!, Activision (colored) -$.75 weinecke
23. Outlaw, Atari (small black) -$.75 weinecke
24. Pac-Man, Atari (colored) -$.75 verbal
25. Peles Championship Soccer, Atari (small colored) -$.75 dgeller
26. Phoenix, Atari (colored) -$.75 min
27. Pitfall!, Activision (colored) -$.75 verbal
28. Planet Patrol, Spectravideo -$1.50 weinecke
29. Plaque Attack, Activision (colored) -$.75 weinecke
30. Raiders of the Lost Ark, Atari (colored) -$.75 verbal
31. Realsports Football, Atari (b&w) -$.75 verbal
32. Realsports Tennis, Atari (b&w) -$.75 verbal
33. Revenge of the Beefsteak Tomatoes, Fox -$.75 roagie
34. River Raid, Activision (colored) -$.75 weinecke
35. Road Runner, Atari -$.75 dgeller
36. Robot Tank, Activision (colored) -$.75 weinecke
37. Seaquest, Activision (colored) -$.75 verbal
38. Shark Attack, Apollo -$1.50 weinecke
39. Skeet Shoot, Apollo -$1.25 weinecke
40. Skiing, Activision (colored) -$.75 verbal
41. Sky Diver, Atari (colored) -$.75 weinecke
42. Sky Jinks, Activision (colored) -$.75 verbal
43. Slot Racers, Atari (small black) -$.75 verbal
44. Space Invaders, Atari (colored) -$.75 verbal
45. Space Invaders, Atari (small black) -$.75 verbal
46. Space Jockey, Vidtec -$.75 verbal
47. Space Shuttle Flight Manual, Activision (colored) -$.75 verbal
48. Space War, Atari (colored) -$.75 verbal
49. Spider Fighter, Activision (colored) -$.75 verbal
50. Squeeze Box, US Games -$1 cf943
51. Stampede, Activision (colored) -$.75 verbal
52. Star Raiders, Atari (colored) -$.75 verbal
53. Star Ship, Atari (small black) -$.75 dgeller

Game Catalogs
54. Atari 2600 Red CO-12737 4/78. 15 Games on chart. -$1 dgeller
55. Atari 2600 Red CO-12737-02 7/78. 20 Games on chart. -$.25 dgeller
56. Atari 2600 Yellow CO14356-Rev. C. 1979. 32 Games on chart. -$.25 dgeller

57. Atari 2600 Blue CO14356-Rev. D 1980 (some writing). -$.25 min
58. Atari 2600 Red CO16725-Rev. A 1981. 42 Game Program Cartridges -$.25 dgeller
59. Atari 2600 Red CO16725 Rev D 1981 45 Game Program Cartridges. -$.25 dgeller

Atari 5200 Cartridges
60. Activision Decathlon very good label -$5 cknape
61. Buck Rogers with very good label -$1.50 vinceb33
62. Choplifter! Complete in box with instructions. In new condition (purchased new but opened box and used once or twice). -$5 cf943
63. Congo Bongo with very good label -$2 min
64. James Bond 007 with very good label -$9 cknape
65. Joust - very good label -$1 vinceb33
66. Kaboom! - very good label -$1 min
67. River Raid - very good label -$1.50 min
68. Space Shuttle - very good label -$2 min
69. Star Raiders - very good label -$1 min
70. Star Trek with very good label -$2 vinceb33
71. Super Breakout - very good label -$1 min
72. Super Cobra - very good label -$1 vinceb33
73. Zaxxon with very good label -$22 ckanpe
74. Rescue on Fractalus! New in box (sealed) -$10 cf943
75. Zone Ranger. New in box (unsealed) -$9.95 min
76. Bounty Bob Strikes Back cartridge -$25 smedley
77. Gorf cartridge -$2.50 vinceb33
78. Quest for Quintana Roo cartridge -$3.50 vinceb33
79. Wizard of Wor cartridge -$2.50 vinceb33
80. Realsports Baseball cartridge -$1 vinceb33
81. Realsports Soccer cartridge -$1 min
82. Realsports Tennis cartridge -$1 vinceb33
83. Realsports Football cartridge -$1 min
84. Keystone Kapers. New in box (unsealed) -$9.95 min
85. Pac-man cartridge -$1 min

IBM PC
86. Williams Arcade Classics CD: Bubbles, Defender II, Robotron 2084, Defender, Joust, and Sinistar. Complete in original box. -$16.50 musicnet
87. Microsoft Return of Arcade (3.5 inch disks). Pac-man, Pole Position, Galaxian, and Dig Dug. Complete in original box. -$11 musicnet
88. Microsoft Flight Simulator for Windows 95 CD. Complete in original box. -$12.95 min
89. Toolworks Reference Library. Complete in original box. -$1.95 min

Overlays
O1. Colecovision Front Line English/French (set of 2) -$1.50 roagie
O2. Atari 2600 Star Trek. Combat Control Panel. Excellent, like-new condition. -$3.95 roagie
O3. Atari 5200 Pac-Man. Pair, unpunched. -$.50 roagie
O4. Atari 5200 Super Breakout single -$.50 roagie

Magazines
M1. Atari Connection (The Home Computer Magazine) Spring 1983 (Volume 3 Number 1). Electronic Information (Electronic Bulletin Boards are latest boon). Right at Home: Atari 1200 XL Home Computer. New Products: Timewise, Atari 1020 Color Printer, Telelink II, AtariWriter. The Future in Your Computer (A Revolutionary New Way To Communicate: Telecommunications). Computer Classroom - Creating a mailing list on your 410 or 1010 program recorder, type-in programs. Home Computer Photos. Creating Your Own Computer Animated Cartoons. Reviews: Mickey in the Great Outdoors. Ads: E.T., APX, AtariWriter. -$8 ebacher

M2. Atari Connection (The Home Computer Magazine) Summer 1983 (Volume 3 Number 2). Listening for Extra-Terrestrials with a Home Computer. New Special Programming Section: Subroutines Galore - Music and Harmony, GTIA Power, Varnames, Farrah, and more! Why Computing Isn't Just for Boys. New XL Family Hardware Reviews. 600XL, 800XL, 1450XLD, 1025 Printer, 1030 Modem, Atari Touch Tablet, 1010 Program Recorder, and more. Software Reviews: Speed Reading, Caverns of Mars, Getaway!, Donkey Kong, Juggles House, Family Finances, Dig Dug, Paint. E.T. Fan Club Formed. Atari 1200XL 2-page ad. Type-in programs. -$9 semslie

M3. Atari Connection (The Home Computer Magazine) Fall 1983 (Volume 3 Number 3). Special Education Issue. LOGO vs. BASIC - Which is Best? Arcade Game Design. Ten Tips From the Programming Pro (Chris Crawford). Hardware Review - New Products: Remote Control Joystick, Atari Light Pen, Experimental Designs. Computer Classroom: ANTIC and GTIA, Character Set Graphics, Character Redefinition and Animation, Player/Missile Graphics, Map Mode Graphics, type-in examples. Learning to Learn with the Father of LOGO. Flying High with Superman (Info about 26-second animation in Superman III). Ads: Donkey Kong, Getaway!, AtariWriter. -$9 semslie

M4. Atari Connection (The Home Computer Magazine) Winter 1984 (Volume 3 Number 4). The Professional AtariWriter - A Complete Guide. The Fine Art of Computing - A Learning Guide to Computer Literacy. To Copy or Not to Copy - Computer Ethics. Type In Programs - Atari Sound Synthesizer (Make Your Computer Sound Like Different Instruments), Sound Machine, more. Ads: Atari XL Computers, Ms. Pac-man, AtariWriter, BASIC XL, MAC/65. -$8 ebacher

M5. Atari Connection (The Home Computer Magazine) Spring 1984 (Volume 4 Number 1). The Computer That Rolls (Dungeons and Dragons Dice Generator Type-In Program). Ten Tips From the Programming Pros (Secrets from LucasFilms Game Group). Robots Come Home (Really Friendly Machines That Speak Your Language). Tracking Your Trak-Ball with type-in programs. Dr. Wacko, Joystick Movement and Control Tutorial. Reviews: Star Wars Arcade Game, Atari Logo, Berzerk, Ms. Pac-man, Moon Patrol, Crystal Castles, Advanced Musicsystem, Oscar's Trash Race. Ads: Synapse Encounter, Dimension X, Zeppelin; AtariWriter; Top-DOS; Jungle Hunt; Pole Position. -$8 ebacher

M6. Atari Connection (The Home Computer Magazine) Summer 1984 (Volume 4 Number 2). Creative Applications: Touch Tablet, AtariLab, Light Pen. The Sound of Micros. The Making of the Atari Light Pen. Body Heat: Science Comes Alive with AtariLab. 10 Hex Tips from the Programming Pros (Atari Advanced Games Group Article). Fantasy Character Generator Type-In Program. Seniors Take to Computers. Ads: Joust, Jupiter Mission, Indus GT Drive, Moon Patrol, Pole

Position, Dig Dug, Dallas Quest. Reviews: Ballblazer, Rescue on Fractalus!, Firefox, Typo Attack, BASIC XL, Sky Writer. Bits and Pieces Type-In Programs. -$9 semslie

Atari Explorer (Replaced Atari Connection):

M7. Atari Explorer February 1985. The New Atari Computers (The Atari XE Series, Peripherals). The Atari 130ST and 520ST. An Introduction to MIDI. Alphabet Train type-in program. The People of the New Atari - Jack Tramiel, Leonard Tramiel, James Copland, David Harris, Gregory Pratt, and more. The Art of Computer Game Design by Chris Crawford. Atari Telecomputing. Inside Memory - Exploring Your Atari's Memory. Atari Logo type-in program. Reviews - Millipede, Track and Field. Atari Proofreader, Questron Ads. -$3.95 semslie

M8. Atari Explorer April/May 1985. The New Atari Delivers Its Promise - The Powerful, Affordable 130XE. Atari Computer Cartridges: A Retrospect: Reviews of Galaxian, Centipede, Donkey Kong, Missile Command, Pac-Man, Ms. Pac-man, Dig Dug, Defender, Super Breakout, Qix, Star Raiders, and Joust. Reviews of Infocom Cutthroats and Suspect, Stealth, Flak, Whistler's Brother, Serpent Star, Gulf Strike, Party Quiz Game. Homepak, a Multi-use Program from Batteries Included. Atari Shines at CES. Greatest Baseball Games. National User Group List. Interview with Tom Snyder. Discover Electronic Publishing. -$3.95 min

M9. Atari Explorer Summer 1985. ST Graphics (Using the ST's Graphics from Logo and the GEM VDI. Ads: AtariLab Starter Set. The Games of Summer. A Direct Line to Atari (Atari BBS online). Atari at Summer Consumer Electronics Show (Includes Something Really New - CD ROM). Pronto, the Home Information System. Learning Software. An Interview with AtariSoft. Word Processing (6 Products compared). Reviews: Video Title Editor, Blue Max 2001, Computer Ambush, Bounty Bob Strikes Back. The Horizontal Scroll (Programming Article with 5 type-in programming examples). Logo Player Missile Graphics. Strategy Tests Standout: MULE, Archon, Archon II, Dragonriders of PERN. -$3.95 min

M10. Atari Explorer (The Official Atari Journal) Sept./Oct. 1986. Inside Atari: Most-Asked Questions about the Atari 520ST and 1040ST. What's New in Technology? To the Future (A Glimpse of What Lies Ahead for Atari Corp.). Good Show! (Summer Consumer Electronics Show). Patterns of Victory - type-in program. Co-op Cost Analysis type-in program. String Sort - type-in program. Reviews: Atari SH204 20-Meg. Hard Disk., Atari Planetarium, Paintworks, Easy-Draw, Racing Destruction Set, The Pawn, Super Boulderdash, Nam, Powerstar, Rogue, Print Shop Graphics. -$3.95 min

M11. Atari Explorer (The Official Atari Journal) Nov./Dec. 1986. The Best 8-Bit Games of 1986. The Best ST Games of 1986. Giving Your ST the Time of Day (Clock/Calendar Cards). Tom Hudson: How to Become a Software Success. Holiday Gift Ideas. Reader Game Rankings Charts. Reviews: Flight Simulator II, Okimate 20, Zoomracks, Graphic Artist, CAD-3D, Blazing Paddles, and more. Logic Puzzler Type-In Program. -$3.95 min

M12. Atari Explorer (The Official Atari Journal) Jan./Feb. 1990. Programming - Hacking the 8-Bit Atari (Part 2: Setting Up Custom Display Lists). Graphics Gallery. A Portable Planetarium (8-bit as an astronomical aid) - 2 astronomy

type-in programs. ST WordPerfect Update. Best Electronics Mouse. FA*ST Tape Backup. Reviews: ST Archipelagos, King of Chicago, Robocop, War in Middle Earth, Real Ghostbusters. The Games: Winter Edition; 8-bit Xenophobe, Deflektor. Tips and Tricks for Novice 8-bit Programmers. -$3.95 min

4207. Multilple, frequent crossposts and AUCTIONS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: russg@en.com
Message-ID: <6713e3$7o9$1@antares.en.com>
Source record: 67893

I saw a article by Jason D. in csa8, offering to cancel crossposted steeeeeeeeeeeeeeeeeeeenking AUCTION! Yes, GREAT! Do it.
While I'm on the subject, I post 'f'ollowups, make original posts and can't ever see them from my other account at CFN. This is my 'private' account, but I'll risk spam and the being 'filtered' (if that's what's happening) again in order to address these issues.
Here's a copy of a post I posted about 2 weeks ago that I never saw show up at CFN and I believe may have been 'filtered' out of usenet:
****
Thanks to the people who responded, both in this group and in e-mail about my question regarding being 'filtered' from usenet.

I can't followup to my message about 'possible to 'filter' someone from usenet. Because all my followups fail to appear in CFN. I could not/can not see the Re:xxx followups to my messages, ie. I cannot see any threads I join or start from CFN. I searched www.dejanews.com, which a couple people suggested I look at. It seems I've been not only not been seeing any followups to either original posts or followups to my followups, but this has been going on for years (I had 240 posts and followups in dejanews, many I'd never seen before.)

This certainly explains a lot. What I mean is, there is a LOT missing from what I can see, and I suspect a great deal of usenet doesn't see what I say. As to whether it has to do with CFN, one person said the only thing to do was use another service, I don't know. For some time, I felt that my stuff was getting 'lost' somewhere. My visit to dejanews proved that. Also possible is that one can be 'filtered' from usenet.

My conclusion at this point. The absence of any way to followup to other people's posts, and to see other people's followups to my posts makes comp.sys.atari.8bit sorta useless except to read it and send e-mail to people who's messages I read. I have no idea the source of the 'lost' articles, but at least now I know why it never seemed that people followed up to my posts, and people might understand why their followups to my posts are never posted back to.

Russ

4208. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R1412970702130001@nntp.ix.netcom.com>
Source record: 67894

In article <66v3qtgbc1@news.aatech.com>, jason@linux.aatech.com (Jason Duerstock) wrote:

>Mike Kohary (mkohary@serv.net) wrote:
>
>: I did the exact same thing, and in fact that's exactly why I'm here,
>: looking for some of those great old ROMs to run with these wonderful
>: emulators I'm coming up with (it's so frustrating to have a good
>: emulator and nothing to run on it).
>
>: Jason, thanks for the link to get us started. But you only have a few
>: ROMs there (not that I'm not grateful for those; Fractulus was an
>: all-time favorite of mine). Does anybody have, say, ALL the ROMs? ;)
>
>1) At the risk of being pedantic, most of the games were disk-based, thus
>not making them "ROMs".
>
>2) The closest thing to 'all' of the games available is Yogi's Jellystone
>Park at ftp://ftp.hackerz.com/.
>
>Jason Duerstock
>jason@sdi.cluephone.com

I think Mike was talking about system ROMs. Like, dumps of the Atari ROMs, which are, as they say, copyrighted, and that's why they're not included with distributions of Atari emulators.

Tho that didn't stop me from downloading them from somewhere. I can't recall where, tho.

4209. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: ssilicon@lse.fullfeed.com
Message-ID: <34961ad3.55563009@nntp.lse.fullfeed.com>
Source record: 67895

On Fri, 12 Dec 1997 19:18:29 +0000, Gareth Davies
<xrb56@dial.pipex.com> wrote:

[Jason, is there any way you could change the .exe extension of the
files
[to something else - .zip or something. Netscape seems to open .exe
files
[as text files on screen instead of downloading them.

Why don't you try like holding shift when you click on them. I think
this will give you the option to save them.

*** Please make sure responses are also sent via email.

4210. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd08be$2dec20e0$9cc2accf@asharkis.erols.com>
Source record: 67896

As annoying as the offending messages seem, I just can't figure out what to cancel or which criteria I would use to make those decisions. If, for example, we allow for the fact that other platforms exist and that some of us (myself included) use hardware for those platforms, we can't exclude (b). In the interest of free speech and keeping with the nature and philosophy of newsgroups, it would also be difficult to cancel (c) and (d). I think we're stuck with (a).

I haven't seen the charter for CSA8, but that might give us some guidelines.

Jason Duerstock <jason@linux.aatech.com> wrote in article <6704v7upc1@news.aatech.com>...
> Is anyone besides me getting fed up with the auction of the week postings
> and other bloated articles? As a news admin, I can send out cancel messages
> to remove the offending sale spam.
>
> Do we want to cancel:
> a) no articles
> b) articles selling items other than atari 8-bit stuff
> c) articles posting other than 'I have items x,y, and z for sale'
> d) articles saying anything other than 'If you are interested in my sale/
> auction, please see http://blah.blah.blah'
> e) any other ideas?
>
> Let me know what you think!
>
> Jason Duerstock
> jason@sdi.cluephone.com
>

4211. New Atari 8-Bit CD-ROM

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: BobKlaas <bobkla19@sisna.com>
Message-ID: <34943C11.EB80E9B7@sisna.com>
Source record: 67897

For the past couple of years I have been working on building a CD-ROM for the Atari
8-Bit computer. I am looking for items that have not been published on the Pool Disk or the
Disk put out by James King. If you have something to contribute be it text or file then send it to me..I will enclude it in the CD-ROM pc format to be downloaded to the Atari 8-bit. I am not interested in Copyrighted files! The files can be copyrighted proviede you hold the copyright and or Text Files you have written in any area upgrade ect!

I know there are Tech support individualy that have documented all or the computers, drives ect built for the Atari 8-bit. Many of you have gone through each item with a logic probe as I have and have the information layed out.now is the time to share the informaton with others! I have and will continue to do so..If you have something you wish on the disk
then by all means send it to me stating what it is what it does ect and it will be encluded.

Earlier I received some Copyrighted items from individuals holding the copyright but
I (dummy!) didn't know how to receicve them..if you sent me something before to be incldued in the disk please send it again as I can now tap the right key to get the file

Appppreciate your efforts
bob

4212. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34943145.1115856@news.aatech.com>
Source record: 67898

On 14 Dec 1997 08:21:59 GMT, jason@linux.aatech.com (Jason Duerstock) wrote:

>Is anyone besides me getting fed up with the auction of the week postings
>and other bloated articles? As a news admin, I can send out cancel messages
>to remove the offending sale spam.

>Do we want to cancel:

>a) no articles
>b) articles selling items other than atari 8-bit stuff

absolutely, let them put the coloecovision stuff in a
conference that cares

>c) articles posting other than 'I have items x,y, and z for sale'
>d) articles saying anything other than 'If you are interested in my sale/
>auction, please see http://blah.blah.blah'

Positively. Nuke those nearly hourly postings of 500+ lines of
catalog listings.

>e) any other ideas?

>Let me know what you think!

Boiling oil? Bamboo splinters under their fingernails? Or we
make them all use a VIC-20 with a tape drive for the rest of
their lives.

As I said earlier, there are conferences to post stuff-4-sale
messages and someone mentioned the ebay web auctions too.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

4213. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: Bernard Kok <bernard@becotel.demon.nl>
Message-ID: <2000.7287T1042T2389@becotel.demon.nl>
Source record: 67899

Hello Jason Duerstock,

On 14-Dec-97 09:21:59, Jason Duerstock <jason@linux.aatech.com> wrote:

JD> Is anyone besides me getting fed up with the auction of the week postings
JD> and other bloated articles? As a news admin, I can send out cancel
JD> messages to remove the offending sale spam.

But every one can send those cancel message ???

JD> Do we want to cancel:
JD> a) no articles
JD> b) articles selling items other than atari 8-bit stuff
JD> c) articles posting other than 'I have items x,y, and z for sale'
JD> d) articles saying anything other than 'If you are interested in my sale/
JD> auction, please see http://blah.blah.blah' e) any other ideas?

First of ALL I think we can start with B.....
And I also do not like those BIG auction that will resend everu 1 or 2 days..
So you news is getting bigger and bigger.... There are still people that have
to pay for there online time and also for every byte that they collect from
the NET (not me) but I know that there some of them....

ANd for those people that spam this newgroup it is better to use the D version
to let poeple know that they have something to sell.... ;-)

JD> Let me know what you think!

Oke here it is....

P.S. Last week I have post a message to let people know of my christmas page
And now I get spam in my mail box on that E-mail adres.... ;-(

JD> Jason Duerstock
JD> jason@sdi.cluephone.com

Is this the right adres for you because it came from a other one ??

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
Mailto:bernard@becotel.demon.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

Last Updated : 6 July > Home Page : http://www.becotel.demon.nl/

... Change is inevitable... Except from a vending machine!!

4214. Atari VD Editor

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971214194401.OAA15838@ladder01.news.aol.com>
Source record: 67900

I have a Mac with the program Atari VD Editor,
I was wonering if I can use AVD to translate Atari programs that I download
from the internet using my Mac and then save them on 3.5" floppy that I can use
on my xf551.
Is this possible?
Any help email:
semslie@aol.com

4215. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: Mike Kohary <mkohary@serv.net>
Message-ID: <34943813.6F32@serv.net>
Source record: 67901

Mile 23 wrote:

> >1) At the risk of being pedantic, most of the games were disk-based, thus
> >not making them "ROMs".

> I think Mike was talking about system ROMs. Like, dumps of the Atari ROMs,
> which are, as they say, copyrighted, and that's why they're not included
> with distributions of Atari emulators.

My fault, I'm using the wrong terminology. I'm actually looking for GAMES, either disk images or ROM images from cartridges (I called them all ROMs out of habit from working with arcade emulators, where everything is a ROM image). I have all the system ROMs, and am running Rainbow just fine (I plan to register, of course).

So, my offer still stands to anyone who wants to contribute. I know there must be some of you out there with extensive collections of classic Atari 8-bit games; i.e. Choplifter, Star Raiders, Shamus, Miner 2049er, etc. There is currently NOWHERE to find any of these on the net - nowhere at all (except Jason's site, which has about 7 of them). That is truly, as this thread is titled, a disgrace. :(

I have the storage space and the bandwidth to host a full-fledged archive, and would like to do so. Problem is, I don't have anything to archive, as I came on the Atari emulation scene a little too late to get the program images. If you have any of these items, please contact me and hopefully we can arrange for you to get them to me. I will put anything I get up on my site (http://kohary.simplenet.com/computer.htm; if I start an archive, I'll probably make a separate Atari page which you will be able to access from that URL) and give you the credit for sending them, if you want it (of course, you can also remain anonymous).

Whew! Did that make sense? ;) It's just sad that we can find disk/ROM images for almost every other type of emulator out there, but not for the Atari 8-bit machines. All the sites that used to carry them are down. Well, I'm willing to pick up the torch; all I need are the contributions. Anyone want to help?

Mike

P.S. No, this is NOT a scam to try and get your disk/ROM images. I mean, I do want them for myself, but I *will* put them up on my site for all to share.

--
Seattle, WA
http://kohary.simplenet.com

4216. Anyone remember?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: Simon Dodman <syd@enterprise.net>
Message-ID: <671dhgppg1@news.enterprise.net>
Source record: 67902

Can anyone remember a game called Hunter on the ST. I remember being absorbed by the adventure the entire days. It involved a man walking around islands in a 3D environment. He could steal helicopters, hovercrafts bycycles and all manner of transport as he ventured from island to island. The plot involved following clues and recording locations in a log book as you travelled along. I havn't a clue who it was made by only it was released around the same sort of time as Midwinter 2. If anyone else can remember this game, has any more info about it or if by a miracle knows whether it was ever converted to the PC I would love to here from them. If anyone has a copy for the PC or knows where to get one from I will be happy to pay.

Regards
Simon Dodman
syd@enterprise.net

4217. nerd

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: BOB@nurdcom.com
Message-ID: <3494443c.0@isc-newsserver.isc.rit.edu>
Source record: 67903

fuck all ataris! pentiumII rocks! bot my fuckkin gateway today! hahahahahaha! im 12 with a gateway, and you old motherfukers have pentiums!!1

4218. Re: nerd

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34944b15.7724733@news.aatech.com>
Source record: 67904

On 14 Dec 97 20:40:28 GMT, <BOB@nurdcom.com> wrote:

[snip. all childish drivel snipped. snip.]

I guess right about now Bob is sorry he left his computer
alone for some juvenile delinquent to play with.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

4219. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <34943CC8.787D@goldrush.com>
Source record: 67905

```
>
> Gareth Davies (xrb56@dial.pipex.com) wrote:
> : Jason, is there any way you could change the .exe extension of the files
> : to something else - .zip or something. Netscape seems to open .exe files
> : as text files on screen instead of downloading them.
>

Netscape has options so you can directly download files without
executing, reading, or viewing them, on the Mac, hold down Option when
clicking on the file, on the PC I recall you use the right button (or
maybe ALT).

Larry Anderson
--
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-
Visit our web page at: http://www.goldrush.com/~foxnhare/
Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-
```

4220. Re: The Pawn & Guild of thieves

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: Larry Anderson & Diane Hare <foxnhare@goldrush.com>
Message-ID: <34943E7F.DB7@goldrush.com>
Source record: 67906

Thomas Havemeister wrote:
>
> Howdy!
>
> I heared many good things about those rainbird graphic adventures. Is
> there only one 8-bit Atari translation availble? And when yes, how good
> graphics do they have?
>
> peter(thomas h.)
> --
> 6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
> *(MEGA) 8-bï¿½t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

I can't answer the Atari part of the question but I remember reading
some articles on the graphics. The game pictures were done by artists
on Amiga computers and then converted to the 8-bit formats, from the
Commodore 64 versions I have they did an excellent job at the artwork
and the conversion. :) And the games are pretty fun too!

Larry Anderson
--
-+-
Visit our web page at: http://www.goldrush.com/~foxnhare/
Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
-+-

4221. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-Te5eifx8foIw@DRACO>
Source record: 67907

On Sun, 14 Dec 1997 18:30:16, "Alan Sharkis" <asharkis@erols.com>
wrote:

> As annoying as the offending messages seem, I just can't figure out what to
> cancel or which criteria I would use to make those decisions. If, for
> example, we allow for the fact that other platforms exist and that some of
> us (myself included) use hardware for those platforms, we can't exclude
> (b). In the interest of free speech and keeping with the nature and
> philosophy of newsgroups, it would also be difficult to cancel (c) and (d).
> I think we're stuck with (a).
>
> I haven't seen the charter for CSA8, but that might give us some
> guidelines.
>
> Jason Duerstock <jason@linux.aatech.com> wrote in article
> <6704v7upc1@news.aatech.com>...
> > Is anyone besides me getting fed up with the auction of the week postings
> > and other bloated articles? As a news admin, I can send out cancel
> messages
> > to remove the offending sale spam.
> >
> > Do we want to cancel:
> > a) no articles
> > b) articles selling items other than atari 8-bit stuff
> > c) articles posting other than 'I have items x,y, and z for sale'
> > d) articles saying anything other than 'If you are interested in my sale/
> > auction, please see http://blah.blah.blah'
> > e) any other ideas?
> >
> > Let me know what you think!
> >
> > Jason Duerstock
> > jason@sdi.cluephone.com
> >
well, being how this is an atari 8 bit base, the postings here should
deal with atari 8 bit equipment mods, hardware, etc... an occasional
add on doesn't hurt but 400 line long postings for girlie pics or ibm
type stuff is completely off base here. I come here to read about
atari 8, nothing else.

4222. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-27WZb1BoJNku@DRACO>
Source record: 67908

On Sun, 14 Dec 1997 19:24:03, kenneth@spam.not.sayeth.i (Kenneth
Jennings) wrote:

> On 14 Dec 1997 08:21:59 GMT, jason@linux.aatech.com (Jason Duerstock) wrote:
>
> >Is anyone besides me getting fed up with the auction of the week postings
> >and other bloated articles? As a news admin, I can send out cancel messages
> >to remove the offending sale spam.
>
> >Do we want to cancel:
>
> >a) no articles
> >b) articles selling items other than atari 8-bit stuff
>
> absolutely, let them put the coloecovision stuff in a
> conference that cares
>
> >c) articles posting other than 'I have items x,y, and z for sale'
> >d) articles saying anything other than 'If you are interested in my sale/
> >auction, please see http://blah.blah.blah'
>
> Positively. Nuke those nearly hourly postings of 500+ lines of
> catalog listings.
>
> >e) any other ideas?
>
> >Let me know what you think!
>
> Boiling oil? Bamboo splinters under their fingernails? Or we
> make them all use a VIC-20 with a tape drive for the rest of
> their lives.
>
> As I said earlier, there are conferences to post stuff-4-sale
> messages and someone mentioned the ebay web auctions too.
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com

I like to see the articles with atari 8 stuff for sale here but not
with 400+ lines of other crap attached. keep this an atari8 base.
other shit can go to the proper newsgroup.

4223. (No subject)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-udIs9N5qidVp@DRACO>
Source record: 67909

Does anyone here have the XL/XE OS listings that atari published? They were published but not released for general sale. Also looking for the DOS source listing. thanks gang.

4224. Re: Memory Chips

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <EL78uw.Gs1@iglou.com>
Source record: 67910

On 1997-12-13 kheller2@ix.netcom.com(KarlHeller) said:
>Tandy's are strange things. The 286 is an AT class machine. If
>only 16 sockets are being used and the system has at most 640, you
>probably have two banks of 256K for 512K total. The mother board
>probably has another bank somewhere with 16 64's for 128K. Then
>again this could all be wrong if you actually have 1meg.
>Karl
The additional 128k could be in the form of four 64kx4 chips. If those are socketed, they could be used to upgrade a 600XL to 64k. By the way, Tandy made a lot of 286 machines which were only XT compatible (8-bit bus).

Bill Marcum

Net-Tamer V 1.09.2 - Test Drive

4225. Looking for copy or ref card for Atari Writer

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: malyszka@dreamscape.com
Message-ID: <malyszka-1412971958060001@sa5-p6.dreamscape.com>
Source record: 67911

Anyone have a ref card for Atari Writer or a text file with the keystroke commands on it? I just got an AtariWriter cart and no docs. I can't remember the commands that I used to know 11 years ago. Silly me. Thanks...

...b

4226. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <6724ug$1pc@bgtnsc02.worldnet.att.net>
Source record: 67912

knave@usa.net wrote:

> I would like to have a GIF decoder for my newly acquired Atari 800
> that
> would dither down a modern GIF all the way to grayscale 16, or
> graphics
> mode 8, monotone.

Look in the archives for my programs APACVIEW and JVIEW. The more recent JVIEW needs an 800XL or 130XE, but does decode GIFs in 16 level grayscale, or mode 8, with dithering.

I also have written an (unreleased) .LZH file decoder, which handles the more commonly seen -lh5- encoding. I can post somewhere if anyone's interested.

Jeff Potter

4227. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: bigrex@nospam.primenet.com
Message-ID: <3495aeec.23050633@news.primenet.com>
Source record: 67913

Mike Kohary <mkohary@serv.net> wrote:

>Robert Hagenstrom wrote:
>>
>> Greetings!
>>
>> I just had a craving for some old Atari 8-bit games, and since my own Atari
>> is in the garage in a box somewhere, I thought I should try the web and see
>> what it could come up with!
>>
>> To my joy, there were hundreds of Atari 8-bit pages, with hundreds of
>> links...
>>
>> To my misery, none of the pages had been updated for years and 90% of the
>> links were out-dated (even to my site, so I had to put back my "we've
>> moved" sign even though it had been up for about 6 months...).
>
>I did the exact same thing, and in fact that's exactly why I'm here,
>looking for some of those great old ROMs to run with these wonderful
>emulators I'm coming up with (it's so frustrating to have a good
>emulator and nothing to run on it).

Fractulus, Shamus, Astro chase, Case-II, Star Raiders and the
others you mentioned later in this thread are all in the
games001-022.ATR images on Jelly Stone (Hackers) archive. Problem
is, most a hacked in one way or another, so the Gorgeous (pre-
VGA-VGA) intro to Fractulus and some others like Karatika (Major
world cities, attract mode- Sidney, Mt Fuji ..) are sort of
butchered.

BTW, not really understanding the limitations of Atari 8bit
graphics. Did any of those awesome SHADED pre-VGA modes ever make
it into real game play? You all know the ones, Fractulus intro,
B&C's Demo disk with the color shaded pipes and the alternating
Robot & Spaceship Atari demo?

>Jason, thanks for the link to get us started. But you only have a few
>ROMs there (not that I'm not grateful for those; Fractulus was an
>all-time favorite of mine). Does anybody have, say, ALL the ROMs? ;)
>
>Tell you guys what: if I get a ton of ROMs, I'll put them up on *my*
>web site, since no one else on the Net seems to have them up. I have a
>section of my site that's dedicated to computer links, with a special
>section on emulation in particular. If I get enough Atari 8-bit ROMs to
>make a small library online, I'll do it. I have unlimited storage space

>and unlimited bandwidth, so it wouldn't be any problem for me to
>maintain an archive. Problem is, I don't have the ROMs to make an
>archive with. So, if you have your own library of ROMs, please contact
>me (don't just send the ROMs; somebody else may already have sent
>them). I will, of course, be happy to give credit where deserved.
>
>Mike, itching to play some of those old Atari games again. And yes, I
>do own 50+ cartridges myself.
>
>--
>Seattle, WA
>http://kohary.simplenet.com

4228. Re: Atari VD Editor

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1412972219050001@port162.bitstream.net>
Source record: 67914

In article <19971214194401.OAA15838@ladder01.news.aol.com>,
semslie@aol.com (SEMSLIE) wrote:

> I have a Mac with the program Atari VD Editor,
> I was wonering if I can use AVD to translate Atari programs that I download
> from the internet using my Mac and then save them on 3.5" floppy that I
can use
> on my xf551.
> Is this possible?

Can you read/write to an Atari 3.5" floppy on your Mac? Or, can the xf551
read PC floppies (our Mac can read/write those for sure)? If either is
true, it should be doable.

4229. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: Tom Rosso <slmph@cc.usu.edu>
Message-ID: <c0c92wSQogcz@cc.usu.edu>
Source record: 67915

I think it's okay to have this type of stuff on this newsgroup. I have bought things twice from ads on this group, and it's a lot cheaper than buying through B&C.

Jason Duerstock wrote in message <6704v7upc1@news.aatech.com>...
>Is anyone besides me getting fed up with the auction of the week postings
>and other bloated articles?

4230. FS: Atari 400/800 Cartridges, and BOOKS, -10% discount this Month

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: steverd@cet.com
Message-ID: <steverd.2179.025095FE@cet.com>
Source record: 67916

```
SteveR's Classic Cartridges 11/23/97
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
-- Visa, Mastercards, Cash and Money Orders accepted--
-- Personal Checks are OK, BUT can be Held for up to 3 WEEKs--
UNTIL your Check has cleared

For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or http://www.cet.com/~steverd/index.html

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated
-----------------------------------------------------------

Codes:
(#) = number available
A,B,C = Condition: A = Nice to minor damage - For the Collector
B = Notable Damage (Not for serious collectors)
C = Significant Damage (works, but that's it)

A B C

ATARI 400/800 (CARTRIDGES/unless noted) TESTED and Works
----------------------------------------
BOOK: ATARI Games & Recreations 338 pages $9.00
1000E Modem by Supra $15.00 With Box and manual (Untested:as-is)
AT Printer Interface $3.00 Untested AS-IS
Atari CX853 - 16K-RAM $8.00 (3)
Atari CX853 - 16K-RAM $10.00 (5) with Box
Atari 1027 Printer $5.00 PLUS $8.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $8.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $5.00 - untested -
Atari ARTIST $18.00 Touch Tablet (TESTED)
Atari Writer $4.00 (2)
```

Arcade II $1.50 DISK
Assembler Editor $12.00
Basic Computer Language $1.50 (5)
Basic XL $12.00 Cartridge Only
Biorhythm 8k & 16k $2.00 on Cassette
Centipede $3.00 (3)
Computer Chess $3.00
Delta Drawing $3.00
Donkey Kong $4.00
Educational System $5.00 Cartridge Only
ET Phone Home $4.00
Face Maker $3.00 NO LABEL
Frogger $6.00 With BOX
Intro to Graphics $1.00 CASSETTE
Intro to Sounds $1.00 CASSETTE
Invitation to Programming $1.00 CASSETTE
Joust $4.00
Kinder Comp $10.00 Case/Box, Docs inc
Mailing List/General List $1.00 Cassette
Music Composer $3.00 (3)
Pac-Man $3.00 (5)
POWERSTAR by Pandora -TRADE- or Offers, Mint In Box, ONLY 600 Made 'ER'
Run for the Money $1.00 DISK
Snoker & Billiards $3.00 CASSETTE and box
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Games $1.00 DISK
Star Raiders $3.00 (7)
StarBowl Football $3.00 on Cassette by Gamestar
Stratefgy Simulations $1.00 DISK
Submarine Commander $20.00 WITH Very Nice CASE and Docs by Thorm Emi
Telelink $1.00 WASTED Label/Didn't work in testing
Wrting Programs $1.50 TWO CASSETTES

Atari ST Hardware and Disks (3.5's) (ALL Untested: AS-IS)
---
*HARDWARE

Computer Eyes $20.00
with Manual, Disk and the Interface module
SoundOff! Hardware and Manual $8.00
Sound Digitizer (Sorry, No Disk)
Video Key and Monitor Master by Practical Solutions $12.00

*Original Disks $2.50 each (unless noted)

Art & Film Director (Disk 1 only and manual)
Cyber Paint 2.0 $4.00 (with Manual)
DataTrieve with Box (Database Manager)
Fontz! (with Manual)
Iron Lord (3 Disk)
OIDS (Or something like that?)

Populous
Tower Toppler

*Atari ST Manuals Only

DEGAS (50 Pages) $2.00
Design & Entertainment Graphic Arts System
DEGAS Elite (92 pages) $2.00
FLASH (50 Pages) $2.00
Flight Simulator II $5.00 (132 pages, with Maps)
GFA BASIC Manual Package $10.00 Plus $5.00 shipping
4 Books: GFA Basic 3.0 (600 pages)
GFA BASIC (300 pages)
GFA BASIC Training Reboot Camp (250 pages)
GFA Compiler (18 pages)
MacroManager $3.00
Specrum 512 $4.00
(the Omni-Color Paint Program)
Touch-Up (17 chapters) $4.00
UNISPEC $2.00
VIP Professional Handbook $4.00
(250 pages, Integrated Spreadsheet)

MISC Manuals .75c EACH unless otherwise Noted
------------ (USED CONDITION)
400/800 Atari 1025 Printer - Owners Guide
400/800 Basketball
400/800 Blue Max 2001
400/800 the Magic Melody Box
400/800 Music Composer
400/800 Star Raiders
400/800 Super Breakout

Books (used condition)

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00 (2)

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer 50 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's First Book of VIC
218 Pages, 1982
Games, Programs, Etc
$10.00

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

The AtariBASIC SOURCE BOOK (1)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Magazines

ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Current News Jan/Feb 91 (ATARI MAg) $2.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!

After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Steverd@cet.com
http://prowlers.net/stever (Updated Videogame page)
http://www.cet.com/~steverd/index.html (Mirror of my videogame page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

http://www.cet.com/~steverd/index.hmtl (Classic Video Game Page)
http://prowlers.net/stever (Updated Classic Cartridge page)
E-mail for COMPLETE Price/Trade list
steverd@cet.com

4231. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-14 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3493D77B.E2259392@ix.netcom.com>
Source record: 67917

Bob Woolley wrote:
>
> Bill R. Core wrote:
> >
> > re: 65816
> >
> > What 65816 upgrades are available _NOW_? and what are the
> > respective advantages of each? I don't want to hear about
> > upgrades that get rid of ANTIC. Remove ANTIC, and you remove
> > the very heart of your Atari8. You may as well be using a PC at
> > that point!
> > --
> >
> > ||| ////Pakrat |||
> > / | \ Discover Atari - and discover how far you can go! / | \
> ----
> Atari Classics will be doing a 65816 upgrade soon (whatever that means).
> There will be a 1.79mhz / 512K version. There MAY be a 7.18mhz / 512K
> version, also. Depends on the response.....
> All keep ANTIC, POKEY, etc.
>
> Bob Woolley

Bob,
By all means DO IT and the sooner the better. Both versions would be
cool. What problems/complexities do you foresee with the faster one? How
compatible to a 130XE would either/both be?

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4232. Re: Multilple, frequent crossposts and AUCTIONS!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <882224279.985858066@dejanews.com>
Source record: 67783

In article <6713e3$7o9$1@antares.en.com>,
russg@en.com (Russ Gilbert) wrote:
> I can't followup to my message about 'possible to 'filter'
> someone from usenet. Because all my followups fail to appear
> in CFN. I could not/can not see the Re:xxx followups to my
> messages, ie. I cannot see any threads I join or start
> from CFN. I searched www.dejanews.com, which a couple people
> suggested I look at. It seems I've been not only not been
> seeing any followups to either original posts or followups
> to my followups, but this has been going on for years (I had
> 240 posts and followups in dejanews, many I'd never seen
> before.)

At one point, MSN was losing 90% of all incoming messages. That's right,
90%. I doubt there's any server out there that receives them all.

----------------==== Posted via Deja News ====----------------------
http://www.dejanews.com/ Search, Read, Post to Usenet

4233. 2 Atari 800XL's for sale....

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: ampmantim@aol.com
Message-ID: <19971215230301.SAA26474@ladder01.news.aol.com>
Source record: 67784

2 Atari 800XL's for sale also have a 1030 modem, two printers, a koala pad and two floopy drives.Also have software and books.

4234. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <3495c247.26518953@news.aatech.com>
Source record: 67785

On Mon, 15 Dec 1997 16:21:14 -0600, gmiller@iswt.com wrote:

>In article <Pine.GSO.3.96.971215071651.6937C-100000@iglou1>,
> Sid Pacman <erasmus@atari.8bits.world> wrote:

[snip]

>It might be worthwhile to create a comp.sys.atari.8bit.marketplace,

How about simply comp.sys.atari.marketplace?

> and
>autocancel everything from this group containing "FS:", "FA:", "WTB:" or
>"auction"

Yes, let's. So, how do you create a new newsgroup? Do we have to
prove to someone some kind of volume of posts or something????

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

4235. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <3495D5FD.28B1@pacbell.net>
Source record: 67786

Bill R. Core wrote:
>
> re: 65816
>
> What 65816 upgrades are available _NOW_? and what are the
> respective advantages of each? I don't want to hear about
> upgrades that get rid of ANTIC. Remove ANTIC, and you remove
> the very heart of your Atari8. You may as well be using a PC at
> that point!
> --
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \

Atari Classics will be doing a 65816 upgrade soon (whatever that means).
There will be a 1.79mhz / 512K version. There MAY be a 7.18mhz / 512K
version, also. Depends on the response.....
All keep ANTIC, POKEY, etc.

Bob Woolley

4236. joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <674rdr$l$2@earth.superlink.net>
Source record: 67787

Anyone know of a mailorder source for plain old Atari joysticks? (or anybody have an extra couple they'd like to sell?)

-Ray

4237. Atari 2600 games for sale (brand new)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: "Steven A. Zedeck" <saz@jlc.net>
Message-ID: <3495E959.96FC7CFB@jlc.net>
Source record: 67788
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

```
Hi:
I have these Atari 2600 games for sale.
These are new and in unopened packages:

Popeye
Q*BERT
GI-Joe (Cobra Strike)

All Parker Brothers games.

$5 each, plus shipping.
Steve
--
* Steven A. Zedeck Internet: saz@JLC.net *
* 25 Cathedral Circle, Nashua, NH 03063 saz@compuserve.com *
************************************************************************
```

4238. Atari Lab Loaner (Update #3)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19971215012300.UAA19635@ladder02.news.aol.com>
Source record: 67918

The following are authentic Atari Lab Loaners with Lab Loaner labs, untampered with dates or lot #'s, these are not cheap eprom copies in blank cases.

Rules:

1. Auction will close at Midnight 1/15/98
2. Winners are responsible for shipping charges 3. Items will be shipped USPS Priority Mail
4. Items must be paided in advance with check or money orders, absolutely no cash!
5. Updates will be emailed to all bidders once a day, updates will be posted in the
newsgroups once every 3-4 days to avoid clogging the newsgroups with posts
6. I reserve the right to pull any item at anytime 7. Bids will be made in $2 increments

Note: Although items are up for auction, items are all available for trades, I am interesting in anything made by or made for Atari systems including 2600,5200,7800,Jaguar, computers and coin-op.

Item Description Bid Bidder

1 Socerer's Apprentice 3-28-83 $10 woodcock
2a Alpha Beam Ernie 5-16-83 $10 woodcock
2b Alpha Beam Ernie 5-16-83 $10 woodcock
3 Moon Patrol (Blue Lab Label) 6-2-83 $10 woodcock
4 Donald Duck Speed Boat 4-12-83 $30 woodcock
5 Haunted House $10 woodcock
6 Cookie Monster (no date listed) $10 woodcock
7 2600 Diagnostic v2.6s $10 woodcock
7a 2600 Diagnostic (Secam ver.) 2.6s $14 tspigp
8 Galaxian 074 $10 woodcock
9 Kangaroo 4-14-83 $10 woodcock

Also available for Trade (ONLY)

Texas Chainsaw Massacre w/manual
Halloween
Bachelor Party (New in Box)

Send all bids to cvendel@aol.com

4239. Re: nerd

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19971215023501.VAA29688@ladder01.news.aol.com>
Source record: 67919

In article <34944b15.7724733@news.aatech.com>, kenneth@spam.not.sayeth.i
(Kenneth Jennings) writes:

>On 14 Dec 97 20:40:28 GMT, <BOB@nurdcom.com> wrote:

[snip. all childish
>drivel snipped. snip.]

I guess right about now Bob is sorry he left his
>computer
alone for some juvenile delinquent to play with.

Imagine the look on his father's face when his ISP yanks his account!

4240. Looking for LOGO manual

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971215041501.XAA11146@ladder01.news.aol.com>
Source record: 67920

I'm looking for a LOGO manual for the Atari cart.
Any help email:
semslie@aol.com

4241. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <672em2$200@freenet-news.carleton.ca>
Source record: 67921

Jason Duerstock (jason@linux.aatech.com) writes:
> Is anyone besides me getting fed up with the auction of the week postings
> and other bloated articles? As a news admin, I can send out cancel messages
> to remove the offending sale spam.
>
> Do we want to cancel:
> a) no articles
> b) articles selling items other than atari 8-bit stuff
> c) articles posting other than 'I have items x,y, and z for sale'
> d) articles saying anything other than 'If you are interested in my sale/
> auction, please see http://blah.blah.blah'
> e) any other ideas?

IMHO cancal no articles. You may no enjoy the spam, I know I dont, but
this is not a moderated newsgroup. If you need that level of control I
suggest you create comp.sys.atari.8bit.moderated.

I dont believe an article being off charter is a good reason to censor it,
and there are other ways to deal with spam.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4242. Atari Year End Clearance Sale! Free Catalogs.

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <672ui5$1gm$1@user2.teleport.com>
Source record: 67922
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

To make room for new stock, Bravo Sierra Computers is holding a Year End
Liquidation Sale. Everything is marked down 10% for orders received
before the end of the year!

This is an additional 10% off our newly lowered prices, so get your
orders in fast while supplies are best. All orders must be postmarked
on or before 12/31/97 to receive this discount!

Get your free 8-Bit or ST catalogs at:
http://www.teleport.com/%7ebensmith
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!

4243. Re: Utility to write Atari disk images to PC floppy

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: Miljenko Vrankovic <miljenko@mapef.pefri.hr>
Message-ID: <3495244C.647C4FC9@mapef.pefri.hr>
Source record: 67923

gmiller@iswt.com wrote:

> In article <66hf2d$m1v@bagan.srce.hr>,
>
> > Is there a utility which will write Atari disk images (atr | dcm |
> xfd) to a
> > PC 360K floppy? One should be able to use those
> > disks on a real Atari later. In my case on a 1050.
>
> Well, I wrote such a utility. The problem is that most modern PC disk
> controllers won't write single-density (FM) disks, so disks for stock
> 1050s are out of the question. Writing double-density (MFM) disks for
> the
> XF551 is easier, although 360K DD drives are preferable (as compared
> to
> 1.2 MB HD drives). I'll see if I can dig up my old code, if you have a
> DD
> drive handy.
>

I guess this leaves me with a spare 360K PC drive, as I have just
the infamous Atari 1050 drive. Thanks anyway.

Mike

--

Miljenko Vrankovic, University of Rijeka, Croatia
miljenko@mapef.pefri.hr mvrankov@alf.tel.hr

Experience is what you get, when you don't get what
you want. I've got lots of experience...

4244. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: Sid Pacman <erasmus@atari.8bits.world>
Message-ID: <Pine.GSO.3.96.971215063408.6937A-100000@iglou1>
Source record: 67924

On Sun, 14 Dec 1997, Kenneth Jennings of Miami, Florida (kenneth
at daffy dot aatech dot com) wrote:
->As I said earlier, there are conferences to post stuff-4-sale
->messages and someone mentioned the ebay web auctions too.

But there are no other major, English-language, Atari 8-bit-only
newsgroups. I've been watching newsgroups for a couple of years
and as far as I've been able to tell this is the only Atari 8-bit
newsgroup that fits this description.

Telling posters who want to sell Atari 8-bit stuff to go some-
where else does nobody any good: 1) the sellers' messages would be
lost amid thousands of messages (and spam) on the for-sale news-
groups; and 2) the rest of us, who don't want to wade thru tens of
thousands of messages every day on those huge for-sale newsgroups
in order to find Atari 8-bit for-sale ads, would lose access to the
information. There are reportedly 100,000 new messages posted
every day on the Usenet. I don't want to have to go all over the
place "out there" in order to find Atari 8-bit info.

In my opinion, the "problem" is small and inconsequential. At
the most, the only messages worthy of cancellation treatment are
those that are completely off-topic (like the recent frog joke)
and fortunately they're few in number.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

4245. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: Sid Pacman <erasmus@atari.8bits.world>
Message-ID: <Pine.GSO.3.96.971215071651.6937C-100000@iglou1>
Source record: 67925

On 15 Dec 1997, Steven J. Tucker (http://www.nacs.net/~classics)
replied to Jason Duerstock:
-> IMHO cancel no articles. ... this is not a moderated newsgroup.
-> If you need that level of control I suggest you create comp.sys.
-> atari.8bit.moderated.

I agree, but this raises some questions. Is it possible for a
nonmoderator to issue cancelbots on an unmoderated newsgroup that
would knock certain undesired postings off the Usenet completely
(i.e., before everybody else would've received those postings)?
If so, wouldn't that person have become a self-appointed
moderator?! (Of an "unmoderated" group!?)

A worse scenario would be this: a newsgroup is unmoderated
but certain sponsors or leaders of the group try to enforce a
theoretical ban on the posting of for-sale messages by frequently
posting reminders quoting the group's official policy. I've seen
newsgroups like that and the result is worse than the situation
we've already got here. When for-sale ads are posted, which is
inevitable, the sponsors post flurries of counter-messages, which
then provoke debates on the issue, which deteriorate into flame
wars. The upshot is that a group might as well be either moderated
or unmoderated; an attempt at a middle ground isn't likely to work
out well.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

4246. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1512970827280001@macmcurrent.library.carleton.edu>
Source record: 67926

In article <01bd08be$2dec20e0$9cc2accf@asharkis.erols.com>, "Alan Sharkis"
<asharkis@erols.com> wrote:

>I haven't seen the charter for CSA8, but that might give us some
>guidelines.

I have this in the FAQ:

Subject: 2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion
about the Atari 8-bit family of computers, including the 400, 800, 1200XL,
600XL, 800XL, 65XE, 130XE, 800XE and the XE Game System!

comp.sys.atari.8bit was born around 1986 when the earlier comp.sys.atari
newsgroup was split into comp.sys.atari.8bit and comp.sys.atari.st.

Large binary posts do not belong in unmoderated discussion groups like
comp.sys.atari.8bit. If you wish to share PD/freeware/shareware, use
alt.binaries.atari and alt.binaries.atari.d or upload the software to the
University of Michigan Atari Archive.

To the best of my knowledge, there is no charter for comp.sys.atari.8bit,
presumably because the custom of drafting charters for new newsgroups did not
exist at that time.

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4247. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <882198815.1809317893@dejanews.com>
Source record: 67927

In article <6704v7upc1@news.aatech.com>,
jason@linux.aatech.com (Jason Duerstock) wrote:
>
> Is anyone besides me getting fed up with the auction of the week postings
> and other bloated articles? As a news admin, I can send out cancel messages
> to remove the offending sale spam.

Well, I'd favor cancelling non-Atari-8 posts, along with any auction
posted more than once every 3 days.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4248. Re: Atari VD Editor

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <673hlh$7410@news.tds-gn.lmco.com>
Source record: 67928

In article <marksim-1412972219050001@port162.bitstream.net>, marksim@bitstream.net (Mark L. Simonson) writes:
|> In article <19971214194401.OAA15838@ladder01.news.aol.com>,
|> semslie@aol.com (SEMSLIE) wrote:
|>
|> > I have a Mac with the program Atari VD Editor,
|> > I was wonering if I can use AVD to translate Atari programs that I download
|> > from the internet using my Mac and then save them on 3.5" floppy that I
|> can use
|> > on my xf551.
|> > Is this possible?
|>
|> Can you read/write to an Atari 3.5" floppy on your Mac? Or, can the xf551
|> read PC floppies (our Mac can read/write those for sure)? If either is
|> true, it should be doable.

I do this all the time. I found that the disk should be formatted
on the Mac (DOS format) first, copy the files to it and then use
the 3.5" XF551.

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

4249. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <673kia$4nn$1@alexander.INS.CWRU.Edu>
Source record: 67929

(I like G. Miller's short to the point opinion.)
On this issue of Jason D. cancelling AUCTIONS.:

I agree with cancelling all AUCTIONS, as a violation of usenet policy, not csa8 policy, usenet policy, read the news.newuser 'Advertizing on usenet: How to do it, how not to do it'.

So, far I'm in the minority.
Sid Pacman (aka David Moeser): Feels that someone posting complaints about auctions is wasting bandwidth, everyones time (I take liberty of interpreting what David said.) But he doesn't feel the multiple, frequent, cross-posted, off topic, large volume AUCTIONs are a waste of bandwidth and time. Or feels nothing should be done about it.

Steve Tucker said no cancels.

Alan Sharkis doesn't believe in someone taking censorship into their own hands.

I believe I've been censored, either by CFN or somewhere else, exactly because I oppose AUTCIONS as a violation of usenet etiquette, a waste of bandwidth. So, I'm on the 'power' side, if you can do it, tell me how, I'll do it.

Now Jason's questions: Which, if any articles to cancel.

I decided on an individual basis which articles I would counter-cross post a copy of above mentioned usenet 'Advertizing....' document. My decisions were as arbitrary as how I felt about the particular multiple, frequent, large, cross-posted articles were different.
As a basic guideline, if it is an AUCTION, meaning frequent postings, and if it is a large posting, that should be cancelled. I don't care about other groups, just csa8.

So, Jason, I re-iterate my opinion, 'IF YOU CAN DO IT, DO WHAT YOU FEEL IS BEST', don't try to get a concensus, there will never be one.
Russ

4250. Re: The Pawn & Guild of thieves

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd0978$3540b300$63374382@hawks-pentium>
Source record: 67930

```
Are you sure they were done on Amiga ? I seem to remember the ST was the
machine they made it for first, but it's been a while so I might remember
incorrectly! I think they made Pawn, Guild of Thieves, Jinxter for the
8-bit. Take Atarian care
```

Larry Anderson & Diane Hare <foxnhare@goldrush.com> wrote in article
<34943E7F.DB7@goldrush.com>...
> Thomas Havemeister wrote:
> >
> > Howdy!
> >
> > I heared many good things about those rainbird graphic adventures. Is
> > there only one 8-bit Atari translation availble? And when yes, how good
> > graphics do they have?
> >
> > peter(thomas h.)
> > --
> > 6502 R�SC power! ||| �ntel Outs�de! | ,- _ C64 II - alternate
> > *(MEGA) 8-b�t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-b�t power
!
>
> I can't answer the Atari part of the question but I remember reading
> some articles on the graphics. The game pictures were done by artists
> on Amiga computers and then converted to the 8-bit formats, from the
> Commodore 64 versions I have they did an excellent job at the artwork
> and the conversion. :) And the games are pretty fun too!
>
> Larry Anderson
> --
> -+-
> Visit our web page at: http://www.goldrush.com/~foxnhare/
> Call our BBS (Silicon Realms BBS 300-2400 baud) at: (209) 754-1363
> -+-
>
>
>

4251. Nostalgia: Monti and Boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: Vlad Doubrov <vlad@ubbs.komi.ru>
Message-ID: <882198618.1809448973@dejanews.com>
Source record: 67931

Hi everybody!
I'm looking for diskimages of Monti (aka PanamaJoe in zx-spectrum)
and BoulderDash games, suitable for 8bit Atari emulators (Atari800 8.0)
Anyone could say me the URL, please??
In fact, I've spent huge amounts of money, playing Monti in our
computer game club. I was much younger then, and if you know, how
I want to play it again...
With hope on your help, bye...

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4252. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-15 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <882224094.993460229@dejanews.com>
Source record: 67932

In article <Pine.GSO.3.96.971215071651.6937C-100000@iglou1>,
Sid Pacman <erasmus@atari.8bits.world> wrote:
>
> On 15 Dec 1997, Steven J. Tucker (http://www.nacs.net/~classics)
> replied to Jason Duerstock:
> -> IMHO cancel no articles. ... this is not a moderated newsgroup.
> -> If you need that level of control I suggest you create comp.sys.
> -> atari.8bit.moderated.
>
> I agree, but this raises some questions. Is it possible for a
> nonmoderator to issue cancelbots on an unmoderated newsgroup that
> would knock certain undesired postings off the Usenet completely
> (i.e., before everybody else would've received those postings)?
> If so, wouldn't that person have become a self-appointed
> moderator?! (Of an "unmoderated" group!?)

Not exactly. When the cancel message gets there, the target message is
removed, if the server obeys cancel messages. The frightening statistic
is that 2/3 of messages arriving at DejaNews are spam-related. That's why
they've adopted multi-layer filtering to get rid of it.

> wars. The upshot is that a group might as well be either moderated
> or unmoderated; an attempt at a middle ground isn't likely to work
> out well.

The advantage of the cancel-based approach is that it doesn't delay the
messages the way moderation does. There are other approaches, tho...
Machine-moderated groups, like some of the Babylon 5 newsgroups, for
example. When you post there for the first time, you message is held
until you send a confirmation. This tends to confuse bulk posting
software. A similar tactic would be to create comp.sys.atari.cancel,
where every message is automatically cancelled, removing it not only from
that group, but from every group it's crossposted to. Neatly handles
people that crosspost to every group with "atari" in the title, or to
every group, period.

It might be worthwhile to create a comp.sys.atari.8bit.marketplace, and
autocancel everything from this group containing "FS:", "FA:", "WTB:" or
"auction"

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4253. Re: Atari 8-bit pages... a disgrace...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <674lm3$aq1$1@alexander.INS.CWRU.Edu>
Source record: 67789

re: GIF decoder...

Look for Jview.com, written By Jeff Potter. I would think it
would run on a 48K Atari 800. Jeff writes things in a pret
compact and fast way! I can run it from SDX if I set things
up right.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4254. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <674o7tkmo1@alexander.INS.CWRU.Edu>
Source record: 67790

If there could be another newsgroup started just for sales,
auctions, etc, I don't know 'comp.sys.atari.8bit.forsale' or
something like that. When the auction messages come up, I just
'quit' after the first screen. So removing them would
probably be a good idea; however, we need to know if anyone
is actually getting anything out of them being here. If not,
then there is no point to them being posted here, and it should
be stopped. Perhaps it is time we were moderated What would
that entail, positives/negatives?
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4255. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <674nqf$gdo@freenet-news.carleton.ca>
Source record: 67791

Sid Pacman (erasmus@atari.8bits.world) writes:
> On 15 Dec 1997, Steven J. Tucker (http://www.nacs.net/~classics)
> replied to Jason Duerstock:
> -> IMHO cancel no articles. ... this is not a moderated newsgroup.
> -> If you need that level of control I suggest you create comp.sys.
> -> atari.8bit.moderated.
>
> I agree, but this raises some questions. Is it possible for a
> nonmoderator to issue cancelbots on an unmoderated newsgroup that
> would knock certain undesired postings off the Usenet completely
> (i.e., before everybody else would've received those postings)?
> If so, wouldn't that person have become a self-appointed
> moderator?! (Of an "unmoderated" group!?)

Anyone can issue control messages like cancels, its just a matter of using the correct headers and such. Forging a cancel is as easy as forging any other usenet message. Nobody has the right however, to retromoderate unmoderated newsgroups.

People who issue cancels against other peoples messages are no better than the spammers themselves and should be dealt with in the same manner. Complain to thier ISP, and if that fails start complaining to the people who are peering w/ them for news.

Both the spammer and the self appointed 'moderator' will quickly find thier spam and control messages no longer making it to other hosts, or thier ability to make such posts removed all together.

By a TOS agreement, the news administrator of a particular site may be permitted to issue spam cancels against articles originating from that site, or being sent to other servers from that site, but they may not issue arbitrary cancels against peple or posts that 'dont like'.

> A worse scenario would be this: a newsgroup is unmoderated
> but certain sponsors or leaders of the group try to enforce a
> theoretical ban on the posting of for-sale messages by frequently
> posting reminders quoting the group's official policy. I've seen
> newsgroups like that and the result is worse than the situation
> we've already got here. When for-sale ads are posted, which is
> inevitable, the sponsors post flurries of counter-messages, which
> then provoke debates on the issue, which deteriorate into flame
> wars. The upshot is that a group might as well be either moderated
> or unmoderated; an attempt at a middle ground isn't likely to work
> out well.

The charter of the group does not appoint a moderator, so there is
no point in even considering it. If someone wants to be newsgroup
god, then they will have to create a moderated group and get themsevles
appointed moderator.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4256. Atari 800 , Rana & Indus GT Drives and 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: jdopple@iname.com
Message-ID: <3495fd96.21251710@news2.ibm.net>
Source record: 67792
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Atari 800 , Rana & Indus GT Drives and 850 Interface. All cables.

Atari ST w/ 1Meg (520 upgraded)
Mono monitor
Color monitor

Best offer takes it all (St & 8 bit can be bid alone or together).
Tons of software (who knows if it's still readable :)

4257. Re: joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: Liam Busey <liam1@ix.netcom.com>
Message-ID: <34960D93.E4F@ix.netcom.com>
Source record: 67793

arthur wrote:
>
>
> Anyone know of a mailorder source for plain old Atari joysticks? (or
> anybody have an extra couple they'd like to sell?)
>
> -Ray

Unless you want something fancy, just take a look in your local thrift store. You could probably pick up two or three of them for less than the price of shipping on a single mailorder joystick.

-Liam Busey

4258. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <675431spb1@alexander.INS.CWRU.Edu>
Source record: 67794

(David M. about selling on csa8).
If someone has A8 stuff to sell, They can put it on a www site.
But also, a single posting. Or no more than one posting per
week, say. Usually only a few items. That's not what I'm talking
about, and I think you realize that. Pardon I don't know what
you think. AUCTIONS are not a few items A8 items, posted once
or twice and I think everyone knows that.
Russ

4259. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6754g2srk1@alexander.INS.CWRU.Edu>
Source record: 67795

(Steve T. opposes cancelling articles.)
Right. On principle, I agree. This group has had auctions for
years/months. I counter-cross posted an official usenet document
to those long, frequently posted Auctions, and sent e-mail
to the senders. Soon afterward, I was no longer able to
see any of my followups and I don't think my counter cross-posts
went out. So I believe, do not know for certain, that the
auctioneers are cancelling people. Two wrongs make a right?
I don't believe I am allowed to counter cross post a usenet
document, why should auctioneers continue their activities
without free comment, response to their activities?

4260. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <6754q6$21n$1@alexander.INS.CWRU.Edu>
Source record: 67796

(suggestions of a new A8 for sale group or moderated.)
If we're allowed to express ourselves, with e-mail and
counter cross-posts then I've got a fair way to respond
to what I feel is violation of usenet etiquette. If
I'm censored in what I say because I complain, and
can't send junk back to junk, then we don't have
free speech both directions.
I oppose a new group or a moderated group. I'd like to
see auctions responded to negatively with free speech.
Please realize that the junk in csa8 effects the
participation of people who pay by the byte more
or less. AUCTIONS reduce the ability of people
to participate in csa8. Most auctioneers don't
participate, just try to sell stuff.
Russ

4261. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <675jjb$rr7@freenet-news.carleton.ca>
Source record: 67797

James R. Gilbert (cb541@cleveland.Freenet.Edu) writes:
> (Steve T. opposes cancelling articles.)
> Right. On principle, I agree. This group has had auctions for
> years/months. I counter-cross posted an official usenet document
> to those long, frequently posted Auctions, and sent e-mail
> to the senders. Soon afterward, I was no longer able to
> see any of my followups and I don't think my counter cross-posts
> went out. So I believe, do not know for certain, that the
> auctioneers are cancelling people. Two wrongs make a right?

Your assuming that someone cancelled your articles. I doubt anything
your posts was cancelled by anyone. Have once used CFN for a long
time, I can testify that its machines and news servers are very
unreliable.

If you can show me control messages from someone cancelling your articles
thats another matter. And your correct, 2 wrongs to not make a right, even
if the second wrong is taking your revenge by censoring someone for revenge.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4262. Re: Geos for Atari b bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <34966529.9A4C96B9@undine.physik.uni-erlangen.de>
Source record: 67798

Curt Vendel wrote:
>
> The Atari's did have an graphical OS called Diamond GOS, actually I gave

And there is also SAM, the suite of graphical applications that can be
controlled by a mouse, the joystick or the keyboard. It is still
available from PPP and DGS.

It was inspired by the ST's GEM.

Harald

4263. Re: Problem with an Atari Tape Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: Werner Domroese <werner.domroese@pba.nl>
Message-ID: <676267$5g2@news3.euro.net>
Source record: 67799

Carl & Delinda Tenney heeft geschreven in bericht
<01bd07a0$41ec2a00$4d0d8ea7@delitene.netins.net>...
>I am new to the Internet, old to Atari 8-bit. I don't know if you got an
>answer to this ever, but when the Atari beeps twice, it is ready to record.
> To trigger the recording process, you simply have to press Play & record
>on the tape recorder, and then press the -Return- key on the Atari. Also,
>in answer to your question about the two ports on the Atari 1010; they are
>the same, just as with a disk drive. The fact that the old 410 had to be
>the end of the daisy chain brought on the development in the 1010 of being
>able to daisy chain the tape drive just like a disk drive.
Too bad Atari didn't keep up with that thought when introducing the XC-11
and
XC-12 garbage. I've got only one problem with my 1010: the record/play keys
get stuck a lot, leaving me unable to play/record anything.)-;

4264. Re: Geos for Atari b bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: Werner Domroese <werner.domroese@pba.nl>
Message-ID: <676266$5g2@news3.euro.net>
Source record: 67800

SAM meaning Screen Aided Management, I believe. Perhaps there're even GUIs for CP/M out there? Anyway, the people who brought SAM also brough Quick, a nice programming language I've read about in a German magazine (which unfortunately doesn't exist anymore, although it lasted longer than its counterpart here in the Netherlands)

4265. Re: Geos for Atari b bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971216145501.JAA00700@ladder02.news.aol.com>
Source record: 67801

I thought SAM was a speech synth program, something like "Software Automatic Mouth"?

Bob Stone

Bostone1@aol.com

4266. Re: joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971216145501.JAA02781@ladder01.news.aol.com>
Source record: 67802

B&C sells Atari joysticks. But if you already have Atari joysticks that have worn out, B&C also sells joystick repair kits with all the inside parts and they also sell just the joystick boards that are what usually go bad. I bought a "brand new" joystick recently and it was already worn out by customers "testing" it. After installing the new parts from a repair kit, it really was like new. B&C are at 1-530-295-9270 and their fax is at 1-530-295-9271.

Bob Stone

Bostone1@aol.com

4267. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: Austin Franklin <dark7room@ix.netcom.com>
Message-ID: <01bd0a3c$9b932830$78625ecf@drt3>
Source record: 67803

> Is anyone besides me getting fed up with the auction of the week postings
> and other bloated articles?

To some extent.

> As a news admin, I can send out cancel messages
> to remove the offending sale spam.

Unless you are the moderator of this news group, you should not do this.
It is against USENET policy, and, if reported to USENET, your domain may be
cancelled.

> Let me know what you think!

I think that since this is not a moderated news group, there is nothing you
can and/or should do. If this really bothers you, then get a news reader
with a filter, and set it up accordingly. Don't try to control other
people, it's not your place.

Sometimes there are more whining posts than spam posts. UseNet is like the
real world, if you don't like where you are, you can either learn to
tolerate it, or go somewhere else. Like driving, UseNet is a privledge,
not a right, despite what some people want to believe.

Austin Franklin
darkroom@ix.netcom.com

4268. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <6769b1$cvl@cyber1.servtech.com>
Source record: 67804

In article <Pine.GSO.3.96.971215063408.6937A-100000@iglou1>,
Sid Pacman <erasmus@atari.8bits.world> wrote:
>On Sun, 14 Dec 1997, Kenneth Jennings of Miami, Florida (kenneth
>at daffy dot aatech dot com) wrote:

Might it be the case that one's opinion on the matter of lengthy "auction and for-sale postings" might depend, at least in part, on the particular technology/mechanism one uses to READ this newsgroup?

If one's News-reading mechanism requires copying all articles, in their entirety, to one's own, local disk BEFORE SEEING (and having any opportunity to "filter") them, one might quite naturally oppose the waste of communications bandwidth, and diskspace, involved in transferring and storing article(s) which even BEGIN to slide into the realm of the "off-topic," "redundant" (i.e. too-frequently reposted), or "overly large."

On the other hand, if one's News-reading involves merely DISPLAYING articles -- or even just PARTS of articles -- stored ELSEWHERE, one might be inclined toward greater charity on the subject. I, for instance, am able to look at the first ten-to-fifteen lines of an article, decide whether or not it is "worth reading," and skip to the next, without having EVER TRANSFERRED to my system/screen anything MORE than that first ten-to-fifteen lines -- and having NOT STORED even THAT much. Naturally, I have no objection to nearly-infinite volume of relatively "off-topic," "redundant," or "large" postings, because that volume has virtually NO impact on my OWN ease-or-difficulty of simply SKIPPING the postings I'm not interested in. It's even easier for me when you consider that I can skip entire related THREADS of articles with a single keystroke, even to the point of preventing any FUTURE articles in that thread from even being PRESENTED to me!

Also in my case, not only do I "not suffer" from auction/for-sale postings, I even gain some BENEFIT from them -- namely, this newsgroup is, and for a full decade has been, the ONLY place I ever find Atari 8-bit products. I "don't do mail-order," and my track record for finding 8-bit stuff even in other areas of Usenet or the Web is not great -- so this newsgroup is literally my ONLY Atari 8-bit resource. Even creating a separate c.s.a.8.forsale group would not be as convenient; for one thing, I'd have to rouse myself to pester my deaf-eared ISP to PICK UP the new group, an effort which history strongly suggests is likely to fail.

I would be interested in reading the remarks of readers for whom the relationship between News-reading technology and attitude-toward-auction-and-for-sale-postings is NOT as I have described it above. Such folks' opinions, in MY opinion :-), ought to be more "pure," less influenced by

purely selfish -- excuse me, "pragmatic" -- concerns.

Count me, therefore, as one big, fat, hairy vote in FAVOR OF KEEPING the auction/for-sale postings -- though I have no objection to imposition of, say, a voluntarily- followed (I see no way of ENFORCING it) "style guide" regarding frequency and size of postings.

Chris Chiesa
lvt-cfc@servtech.com

4269. Thanks

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971216111227.7673A-100000@fissure.scar.utoronto.ca>
Source record: 67805

Thanks to everyone who e-mailed me about the state of the CSA8 message base. (About 25 of you took the time to drop me a line) It turns out that comp.sys.atari.8bit has NO STATE, everytime I try to read new mail and says there are 0 new messages. I think the news admin at my University has blocked the feed, because even if all the messages were deleted, there are new ones posted everyday.

Thanks again!

I will e-mail the news admin at my University and find out why the feed isn't coming through.

Alan
University of Toronto
Computer Science, Management and Economics

4270. Re: Keep the Demos Coming!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <676g36pcm1@nuke.csu.net>
Source record: 67806

Euskara (euskara@aol.com) wrote:

: I would just like to say that I enjoy new demos for our 8 bits. I can't
: believe anyone would bite the hand that feeds us telling Taquart, Gummi and
: Tight and all other coders off. Please everyone, show your support for
: excellence in 8 bit programming and let them know how we all feel.

: And I would also like to express my support to keep Taquart's site open.
: Perhaps the problem was that not everyone knew about it

I don't know what all the hooplah is about (probably pirate stuff or
something, it always is around here :)), but I DO know that we DEFINITELY
should support folks like Taquart... they make INCREDIBLE and inspiring
demos.

I'm still interested in getting together with them to make some kick-butt
games. You guys up to it!? :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4271. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: Austin Franklin <dark7room@ix.netcom.com>
Message-ID: <01bd0a5a$6e3b33f0$78625ecf@drt3>
Source record: 67807

> Might it be the case that one's opinion on the matter of lengthy "auction
> and for-sale postings" might depend, at least in part, on the particular
> technology/mechanism one uses to READ this newsgroup?

Absolutely! I use IE 3.0 news reader, and I only get the subject, poster, date/time and size. That's all that gets downloaded, period. Someone can, and should, get a new newsreader, or at lease learn how to use it (or understand how they work....because those complaining of bandwidth problems probably either don't understand that their news reader doesn't download the entire post, or don't have their newsreader configured correctly), if they are copying ALL the posts to their local machine.

<snip>

> Also in my case, not only do I "not suffer" from auction/for-sale
> postings, I even gain some BENEFIT from them

Agreed completely!

Austin Franklin
darkroom@ix.netcom.com

4272. Re: Geos for Atari b bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: John J Boyle <magrep@globalnet.co.uk>
Message-ID: <676meqgjt1@heliodor.xara.net>
Source record: 67808

I bought SAM from DGS and cant recommend it enough.
john boyle, he of the car that breaks down on the way back from AMS.

Brad Rogers wrote in message <524.289T2121T10825000@pianosa.demon.co.uk>...
>Bostone1 wrote something interesting,
>
>Hello Bostone1,
>
>>I thought SAM was a speech synth program, something like "Software
>>Automatic Mouth"?
>
>It is, but it's the other one too. A shame, because of the obvious
>confusion this can cause.
>
>Similarly with APE and ApeFace.....
>
>--
> _
>Regards, /_) 2:251/18.14 39:139/33.14
> / _)rad brad@pianosa.demon.co.uk Team *AMIGA*
>
>I don't want your half-assed freedom, you can have the whole deal back.
>Harp; Stiff Little Fingers
>

4273. Re: joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: Curt Vendel <webmaster@atari.nu>
Message-ID: <3496FC25.E75EE83B@atari.nu>
Source record: 67809

B&C Computervisions: www.myatari.com , 916-295-9270 has all types and
makes of Atari joysticks for sale.

Curt
www.atari.nu

4274. Re: joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971216232400.SAA14106@ladder02.news.aol.com>
Source record: 67810

B&C's area code has changed from 916 to 530, according to their web page.

Bob Stone

Bostone1@aol.com

4275. 1050 Drive Belts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: Larry Richardson <lizr@crestviewfl.com>
Message-ID: <3497249E.6B99@crestviewfl.com>
Source record: 67811

Hello all. I recently lost the use of one of my 1050 disk drives due to a shredded drive belt. I searched the web, but was only able to find one place that sold the 1050/tandon drive belt... for $8. This seems a bit much for such a small piece of rubber (or whatever it is). Does anyone know of any sources for these belts???

Thanks,

Larry Richardson
lizr@crestviewfl.com

4276. Bobterm vs. Ice-T

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <hjQFRK+.tandrews16@delphi.com>
Source record: 67812

Humpf. Here I thought I'd start a healthy debate on the relative merits
of these two programs - and nothing. Doesn't anyone have anything to say about
them?

TJ

4277. Re: Bobterm vs. Ice-T

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <677i9f$bes@mtinsc05.worldnet.att.net>
Source record: 67813

Thomas J. Andrews wrote:
>
> Humpf. Here I thought I'd start a healthy debate on the relative
> merits
> of these two programs - and nothing. Doesn't anyone have anything to
> say about
> them?

Hiya TJ!

I've used both programs, and both have their places. Ice-T is best for connecting up to other computer systems, especially VT100 or ANSI terminal emulation, which BobTerm cannot do. OTOH, BobTerm is best for general uploading/downloading, as I can't seem to get Ice-T to reliably download (might be my problem), and as far as I know it still cannot upload. So you need to use both.

Jeff Potter

4278. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-16 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6jxslAo$zHB@peter.soemtron.sb.sub.de>
Source record: 67814

In article <Re: 65816?>, rwoolley@pacbell.net (Bob Woolley) wrote:

Howdy Bob!

> > ||| ////Pakrat |||
> > / | \ Discover Atari - and discover how far you can go! / | \
> ----
> Atari Classics will be doing a 65816 upgrade soon (whatever that means).
> There will be a 1.79mhz / 512K version. There MAY be a 7.18mhz / 512K
> version, also. Depends on the response.....
> All keep ANTIC, POKEY, etc.

I see no advantage of a 1.79mhz 65816 upgrade. Why not 7.18?

peter(thomas h.)
--
6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

4279. Re: 8-bit ROM/disk images almost available

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Mike Kohary <mkohary@serv.net>
Message-ID: <679f7c$qb2$0@dosa.alt.net>
Source record: 67733

Oh yes, one clarification. It's not that the games won't run; I can't get the disk image to even boot up. Instead, I get a scrolling list that simply repeats "boot error".

Again, thanks in advance for any help.

Mike

4280. Commodore B/W Monitor For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: ajbufort@mail2.sas.upenn.edu
Message-ID: <679g7p$919$1@netnews.upenn.edu>
Source record: 67734

13" Diag screen measurement

+ cables

$10 takes it.

I'm in the Hackensack, NJ area.

-Tony

4281. FS Atari 8bit hardware (US) - updated

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: gwestndrf@aol.com
Message-ID: <19971217220601.RAA01915@ladder02.news.aol.com>
Source record: 67735

I have the following items remaining for sale from my November 27th posting.

All items have been tested for proper function and will be retested prior to shipment. Unless noted otherwise, items do not include original packaging and manuals.
Offers will be considered on pre-priced items. Buyer pays shipping.

Atari 1050 disk drive - pwr supply - I/O cable - $25

Atari keypad and Atari Bookkeeper software - make offer

Atari paddle controllers - make offer

Okimate 10 color printer - cable, thermal paper, ribbons - $20

Supra MicroPrint printer interface - $10

Wico trackball - $5

Koala pad touch tablet - manual & software - $25

Radio Shack DMP-110 printer - missing one cover - make offer

Please make all inquires via e-mail to: GWestndrf@aol.com

4282. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <679l30qid1@alexander.INS.CWRU.Edu>
Source record: 67736

QUOTED TEXT FOLLOWS:
David Moeser said:

'A worse scenario would be this: a newsgroup is
unmoderated but certain sponsors or leaders of the group try
to enforce a theoretical ban on the posting of for-sale
messages by frequently posting reminders quoting the group's
official policy. I've seen newsgroups like that and the
result is worse than the situation we've already got here.
When for-sale ads are posted, which is inevitable, the
sponsors post flurries of counter-messages, which then
provoke debates on the issue, which deteriorate into flame
wars. The upshot is that a group might as well be either
moderated or unmoderated; an attempt at a middle ground
isn't likely to work out well.'

END QUOTE

Then I said:

On 15 Dec 1997, James R. Gilbert wrote:

->Sid Pacman (aka David Moeser): Feels that someone posting
->complaints about auctions is wasting bandwidth, everyones
->time (I take liberty of interpreting what David said.) But
->he doesn't feel the multiple, frequent, cross-posted, off
->topic, large volume AUCTIONs are a waste of bandwidth and
->time. Or feels nothing should be done about it.

Then David M. Said:
QUOTE:

This is so far off base compared to what I've posted that it's
funny. What I actually referred to was all the extra verbiage
because of the complaints-about-complaints-ABOUT-complaints about
for-sale postings in an unmoderated group where such postings are
legal but frowned on. (Is that clear?!) If anybody wants to see
for themselves, tune in to the vinyl LP group.

END QUOTE

David, and the group. I apologize for mis-interpreting what
you said. And No, I still don't understand. But that's
alright, I frequently mis-interpret what people say.

It's been educational, this thread. I learned that 90% of
posts are lost on MS Network and that 2/3 of posts are spam

related at Dejanews.

Thanks for the discussion.
Russ
(Above prepared in advance. I begin to understand. Yes, this
may be a flame war. Sorry about that. And I don't like quoting
what people said, to save space.)

4283. FS: Atari 8-bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.882396887@manatee>
Source record: 67737

I have the following Atari stuff forsale. Please make an offer.
I'm willing to separate, but I'd prefer a bulk buy. Buyer pays
all shipping costs (I live in the Chicago, IL area).

Thanks.

2 410 Cassette Drives
1 Xetec Graphix AT Printer Interface
1 Supra MPP Printer Interface
1 ICD P/R Connection
1 BASIC Cartridge
1 Star Raiders Cartridge
1 AtariWriter Cartridge
1 Centipede Cartridge
1 Music Composer Cartridge
2 Atari BASIC Manuals
1 Atari BASIC Book

Mario

****
* ____ ____ ___ *
* __/__ Mario D'Alessio ((oo)) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com __/ __/ _O_/ *
* |/\| Work: (847) 632-2323 Moe Larry Curly *
* 9am to 6pm Central Time *
* *
****

4284. Re: 810 disk drive, problem

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34987DEB.6868@pacbell.net>
Source record: 67738

dan wrote:
The power supply shorted out, i believe from the drive. I
> don't want to ruin another perfectly good power supply. has anybody,
> ever had a problem like this? Or could point me in the right direction?
> Is there a way to repair the power supply? Well I hope you guys could
> help. :)
---
the power supply has a fuse inside that is probably blown.... bad news
is that you can't open the case without sawing or breaking the glued
joint. might be worth opening this blown one and using it to
troubleshoot your problem - then buy a new supply to use on the drive.
the 810 must have a shorted capacitor or rectifier somewhere in the
power circuit. probably.

Bob

4285. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34988001.4642@pacbell.net>
Source record: 67739

Robert S Ely wrote:

> Bob,
> By all means DO IT and the sooner the better. Both versions would be
> cool. What problems/complexities do you foresee with the faster one? How
> compatible to a 130XE would either/both be?
>
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

The 3.58 and 7.16 mhz versions of the 65816 would work in a 130XE - I
just don't like that model.... actually, I only like the 1200XL. :)

The high speed upgrades require that the clock be stepped back to
1.79mhz while talking to ANTIC, POKEY and the other chips. The only time
we can really go 7.18mhz is when dealing with RAM. So, I have to make a
little board with RAM (512K) and a faster PAL chip along with the 65816.
Conceptually, it is pretty simple. In practice, going that fast (I
actually have some 14mhz chips also) is tricky unless you have a
multi-layer board made ($).

Bob

4286. Re: Bobterm vs. Ice-T

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <BZaHhPM.tandrews16@delphi.com>
Source record: 67740

Hi, Jeff - and thanks. I sure miss those Thursday night RTCs on Genie, don't you?

TJ

4287. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <B5bkx3H.tandrews16@delphi.com>
Source record: 67741

While I don't pay "by the byte," I don't have a flat fee unlimited account, either - by choice. There are such accounts available in my area, but there are also 4 adults living in this household, and I don't wish to tie up the family phone unnecessarily. I use Delphi's "Value Access Plan," where I pay $12.95 for the first 6 hours and $2/hour after that. Delphi does offer a "25 hour Plan" at $23.95 for 25 hours, but at my present usage pattern I don't need it.

I use a 320k 130XE with Bobterm, MyDOS 4.53, an 850, and a 14.4k modem running at 9600. Most days I can log on, capture my mail to my RAMdisk, move to Delphi's Usenet reader, and capture the day's posts to this newsgroup in less than 5 minutes. I then log off and read it all using the 80-column text reader from Ice-T 2.72. I see little advantage to reading online vs. offline, and if I do it offline the family can use the phone. If I want to make a reply, especially a long one like this one, I use my favorite text processor, Textpro, which I know so well the editing commands are automatic - unlike Delphi's editors. I prepare my text offline, then call Delphi again and upload it directly from my RAMdisk.
It's not much of a hardship for me to operate this way, and it keeps me from developing lazy habits. The 256k RAMdisk is much more than enough to hold everything on this newsgroup, including those annoying and interminable auction posts. No, I don't care much for them either, but if they're all I have to put up with I'll consider myself lucky indeed. I vote to leave them there.

TJ

4288. Re: 8-bit ROM/disk images almost available

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1712972340400001@port139.bitstream.net>
Source record: 67742

In article <679esg$q3i$0@dosa.alt.net>, "Mike Kohary" <mkohary@serv.net> wrote:

> For those of you who weren't reading the thread I responded in earlier, we
> had been noting that Atari 8-bit disk and ROM images are no longer anywhere
> to be found on the Web. I had offered, if anyone wanted to contribute any
> images they had, to set up a place on my web site where they could be
> accessed by all. I have unlimited storage space and bandwidth, and so am
> easily capable of supporting such an archive.
>
> Well, one very generous gentleman from Mexico has apparently archived
> everything that was available at Yogi's old site. He very kindly sent me 6
> disk images (and I think he has more to send), each with maybe 50-75 games
> on it. The 6 images are in .ATR format.
>
> Problem: I am unable to load these disk images into either Rainbow or
> XL-It. They are each over 1MB in size on my hard disk, and I suspect that's
> too large for these emulators to load. I don't believe I'm doing anything
> wrong in the emulators (although if anyone thinks differently, please feel
> free to give me tips).
>
> Of course, I want to make sure these images work before I post them. Any
> suggestions? Maybe there's a way to break them into smaller images, or even
> (preferably) individual game images? Or is there indeed a way to load them
> as is, and I'm just missing it?

Mike, there is a mirror of Yogi's site (I just checked, and it's all still
there): http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/

As for breaking the images down, there are utilities for both Macs and PCs
for working with Atari disk images. The Mac one is called AtariVDEdit and
can be found on the Rainbow site. I don't remember what the PC one is
called or where you can find it, but it was promoted and discussed on csa8
within the last year.

Mark

4289. Re: Wow! Greatest Atari Site!!!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <67ad7bfmt1@guysmiley.blarg.net>
Source record: 67743

Historical info? There is absolutely nothing at this site. What's the
point?

Gareth Davies wrote in message <34942B17.4EAABFB9@dial.pipex.com>...
>Curt Vendel wrote:
>
>> Hi Tony,
>>
>> I appreciate all the enthusiasm my site seems to have generated.
>> I'm currently weak in the arcade area so its just beginning to evolve
>> and I'm just beginning to make connections with people in regards to
>> un-released and in-house Atari arcade projects, expect to see images
>> and
>> information on prototype and unreleased arcade equipment from Atari in
>>
>> the near future, I apologize that there isn't anything mysterious and
>> exciting in that section as of yet, I hope you liked the rest of the
>> site, take care and happy holidays.
>>
>> Curt
>> www.atari.nu
>
>
>Yeah, the historical info is pretty impressive. Where did you get the
>info/pics from?
>
>Gareth Davies.
>
>

4290. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Otter <otter@oz.SpammersWillBeKilled&Eaten.net>
Message-ID: <63096.otter@oz.SpammersWillBeKilled&Eaten.net>
Source record: 67744

On Wed, 17 Dec 1997 14:21:49 GMT,
> This is misleading. It makes it look as if I (Erasmus) said
>the line that follows your "snip." That's not my line, and in

Erasmus... Hmmm... Could ye by chance be another Quest for Glory
fan? Great game, and Erasmus was one of the coolest characters in the
series, second only to Shema and Fenrus... :3

> Spammers use automated programs to "harvest" addresses for their
>mailing lists. With more programming (and hardware upgrades too)
>the spammers could compile even more addresses than they do, but
>so far they seem to have stuck to message headers. Keep your
>fingers crossed. (And always try to stay ahead of them! Spammers
>will be the door-to-door salesmen of the 21st Century. They're
>here to stay!)

This could soon be a thing of the past if the anti-spam bill passes.
check out http://www.cauce.org for details. I've received alot less
spam now since I started altering my address in the headers. I
still get occasional junk mailings, but I think those are leftovers
from before I started the anti-spam tactics...

--Otter

4291. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <67762d$5m8$1@alexander.INS.CWRU.Edu>
Source record: 67815

Perhaps it is time that some newsgroup reader software were
written for the Atari8, perhaps as an addition to Ice-T.
I don't want to beg, Itay, but is it possible? Ice-T is
already used by me 99% for telecom while BobTerm stopped
evolving long ago, so I see you as the logical person to talk to.
Ice-Thas proven itself to me for stability.

(at least add macros...?) Puh Puh PuhlEEEEEZE?
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4292. Re: Geos for Atari b bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <67765v$62s$1@alexander.INS.CWRU.Edu>
Source record: 67816

How can one in the States get the latest version of S.A.M.?
How does it compare to Diamond?
And what applications are available or are being written for it?
##
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4293. Re: 1050 Drive Belts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: rsg0910@iglou2.iglou.com
Message-ID: <ELBBqL.D06@iglou.com>
Source record: 67817

In article <3497249E.6B99@crestviewfl.com>, Larry Richardson wrote:

>Hello all. I recently lost the use of one of my 1050 disk drives due to
>a shredded drive belt. I searched the web, but was only able to find
>one place that sold the 1050/tandon drive belt... for $8. This seems a
>bit much for such a small piece of rubber (or whatever it is). Does
>anyone know of any sources for these belts???

Two things you could possibly use.

One is a VCR drive belt. You have to know the size of belt you're looking
for. The second, though a little weird, is a rubber band.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.
-Sending the junk email indicates acceptance of these terms and a LARTing.

4294. HELP ME WITH UMICH!!! Need file descriptions!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <677vvn$km6$1@nuke.csu.net>
Source record: 67818

The following files on UMich have no .blurb's...

If anyone is willing to help out (by sending me a brief description of
the file via e-mail, or uploading one to the UMich "New/" directory),
that'd be great! Thanks!

My e-mail is of course: kendrick@zippy.sonoma.edu

Here's the list! If prefer FTP, change "http://www.umich.edu/~archive/" to
"ftp://atari.archive.umich.edu/"... but since it's much harder to get into
UMich via FTP, I listed HTTP URLs below:

http://www.umich.edu/~archive/atari/8bit/Demos/Mega/taquart.com
http://www.umich.edu/~archive/atari/8bit/Demos/Mega/top3demo.arc
http://www.umich.edu/~archive/atari/8bit/Demos/Mega/expo91de.arc
http://www.umich.edu/~archive/atari/8bit/Demos/Mega/nemesis.arc
http://www.umich.edu/~archive/atari/8bit/Demos/Mega/thetop1.arc
http://www.umich.edu/~archive/atari/8bit/Demos/Mega/overmnda.dcm
http://www.umich.edu/~archive/atari/8bit/Demos/Mega/overmndb.dcm
http://www.umich.edu/~archive/atari/8bit/Demos/Mega/top9604a.dcm
http://www.umich.edu/~archive/atari/8bit/Demos/Mega/top9604b.dcm
http://www.umich.edu/~archive/atari/8bit/Demos/Mini/raindemo.arc
http://www.umich.edu/~archive/atari/8bit/Demos/Mini/shortcir.com
http://www.umich.edu/~archive/atari/8bit/Demos/Mini/timedemo.arc
http://www.umich.edu/~archive/atari/8bit/Demos/Mini/our5oft.arc
http://www.umich.edu/~archive/atari/8bit/Demos/Mini/das_omen.arc
http://www.umich.edu/~archive/atari/8bit/Demos/Mini/intro1.com
http://www.umich.edu/~archive/atari/8bit/Demos/Mini/intro2.com
http://www.umich.edu/~archive/atari/8bit/Demos/Mini/madintro.com
http://www.umich.edu/~archive/atari/8bit/Diskutils/Test/dskrpm.arc
http://www.umich.edu/~archive/atari/8bit/Diskutils/Test/chkfrag.arc
http://www.umich.edu/~archive/atari/8bit/Diskutils/Copy/tomscopy.arc
http://www.umich.edu/~archive/atari/8bit/Diskutils/Copy/copyxe.com
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/util.arc
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/ibm2a.zip
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/pcxfer.arc
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/sr.arc
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/ataridsk.arc
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/myutil.zip
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/tapedisk.arc
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/anad207.zip
http://www.umich.edu/~archive/atari/8bit/Diskutils/Transfer/xfdtools.zip
http://www.umich.edu/~archive/atari/8bit/Diskutils/Fix/secsurg.dcm
http://www.umich.edu/~archive/atari/8bit/Diskutils/Fix/bootfx.arc
http://www.umich.edu/~archive/atari/8bit/Diskutils/Fix/dldoctor.arc

http://www.umich.edu/~archive/atari/8bit/Graphics/Editors/painter.arc
http://www.umich.edu/~archive/atari/8bit/Graphics/Editors/rdrawa.arc
http://www.umich.edu/~archive/atari/8bit/Graphics/Editors/rdrawb.arc
http://www.umich.edu/~archive/atari/8bit/Graphics/Editors/frac1.arc
http://www.umich.edu/~archive/atari/8bit/Graphics/Editors/frac2.arc
http://www.umich.edu/~archive/atari/8bit/Graphics/Editors/bbkartst.arc
http://www.umich.edu/~archive/atari/8bit/Graphics/Converters/icontopm.arc
http://www.umich.edu/~archive/atari/8bit/Graphics/Converters/psindxer.arc
http://www.umich.edu/~archive/atari/8bit/Graphics/Collections/budgirl9.arc
http://www.umich.edu/~archive/atari/8bit/Graphics/Collections/logos.arc
http://www.umich.edu/~archive/atari/8bit/Graphics/Collections/spockasp.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Collections/amp.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Players/modplay.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Players/fampy23a.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Players/fampy23b.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Players/theplayr.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Editors/smon12.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Editors/bashdrum.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Editors/dms1.dcm
http://www.umich.edu/~archive/atari/8bit/Sound/Editors/dms2.dcm
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsa1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsa2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsa3.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsb1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsb2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsb3.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsb4.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsc1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsc2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsc3.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsc4.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsc5.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsd1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsde.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amse2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amse3.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsf1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsf2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsf3.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsg.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsh1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsh2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsh3i1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsi2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsj.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amskl1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsl2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsl3.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsm1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsm2.arc

http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsm3.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsn.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amso.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsp1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsp2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsr1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsr2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsr3.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amss1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amss2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amss3.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amss4.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amss5.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amss6.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amst1.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amst2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amst3.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsuw.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsw2.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsw3.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/amsxyz.arc
http://www.umich.edu/~archive/atari/8bit/Sound/Ams/bestams1.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Protocols/atzmod12.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/k65v37.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/vt52a.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/vt52em.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/vt850b1.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/vterm.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/smartt.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/acsterm.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/amodem42.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/aterm.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/kermit.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/ansiterm.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/cgs093.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/bterm12.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/omnicom.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/exp850.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/gterm.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/gtpix.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/gtxxxpix.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/v10sqr.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Terminals/tspe1030.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Qwk/qwk8sdos.com
http://www.umich.edu/~archive/atari/8bit/Telecomm/Qwk/qwk8src.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Qwk/qwk8v3.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Qwk/qwksilv.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Qwk/pabqwk.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Qwk/pq11b.arc
http://www.umich.edu/~archive/atari/8bit/Telecomm/Qwk/znetnj.qwk

http://www.umich.edu/~archive/atari/8bit/Os/mydcust.arc
http://www.umich.edu/~archive/atari/8bit/Os/machdos.arc
http://www.umich.edu/~archive/atari/8bit/Os/mtos.arc
http://www.umich.edu/~archive/atari/8bit/Os/mtos.doc
http://www.umich.edu/~archive/atari/8bit/Os/xep80bxe.arc
http://www.umich.edu/~archive/atari/8bit/Os/xep80han.arc
http://www.umich.edu/~archive/atari/8bit/Os/tos.arc
http://www.umich.edu/~archive/atari/8bit/Os/bbkcp.arc
http://www.umich.edu/~archive/atari/8bit/Os/gos.arc
http://www.umich.edu/~archive/atari/8bit/Os/snap15m.arc
http://www.umich.edu/~archive/atari/8bit/Os/gosblurb.arc
http://www.umich.edu/~archive/atari/8bit/Vcs/2600_doc.zip
http://www.umich.edu/~archive/atari/8bit/Vcs/tech2600.arc
http://www.umich.edu/~archive/atari/8bit/Vcs/2600_txt.arc
http://www.umich.edu/~archive/atari/8bit/Vcs/00.8bit.vcs
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/indices.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag033.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag034.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag035.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag036.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag037.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag038.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag039.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag040.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag041.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag042.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag043.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag044.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag049.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag050.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag051.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag052.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag053.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag054.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag055.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag060.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag061.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag062.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag066.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag068.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag069.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag070.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag071.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag072.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag073.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag081.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag082.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag083.arc
http://www.umich.edu/~archive/atari/8bit/Magazines/Zmag/zmag084.arc
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http://www.umich.edu/~archive/atari/8bit/Spartados/config.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/demon.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/eye.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/inidos.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/killdir.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/mdump.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/new.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/ram.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/run.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/rwtest.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/toms.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/trace.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/ttd.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/view.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/xdir.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/shellgx.sfx
http://www.umich.edu/~archive/atari/8bit/Spartados/shellgx.txt
http://www.umich.edu/~archive/atari/8bit/Spartados/filenote.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/filenote.txt
http://www.umich.edu/~archive/atari/8bit/Spartados/sdxpack.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/sdxpack.txt
http://www.umich.edu/~archive/atari/8bit/Spartados/wdir.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/donback.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/cx85d.txt
http://www.umich.edu/~archive/atari/8bit/Spartados/cx85d.arc
http://www.umich.edu/~archive/atari/8bit/Spartados/cx85.m65
http://www.umich.edu/~archive/atari/8bit/Applications/spdcalc.arc
http://www.umich.edu/~archive/atari/8bit/Applications/finance.arc
http://www.umich.edu/~archive/atari/8bit/Applications/scgrades.arc
http://www.umich.edu/~archive/atari/8bit/Applications/microche.arc
http://www.umich.edu/~archive/atari/8bit/Applications/microck2.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Pascal/pascal.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Pascal/pasdoc.arc
http://www.umich.edu/~archive/atari/8bit/Languages/C/acec.arc
http://www.umich.edu/~archive/atari/8bit/Languages/C/aceclib.arc

http://www.umich.edu/~archive/atari/8bit/Languages/C/cstrings.arc
http://www.umich.edu/~archive/atari/8bit/Languages/C/cc8.arc
http://www.umich.edu/~archive/atari/8bit/Languages/C/almlib.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Forth/fortha.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Forth/forthb.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Quick/qikdemo1.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Quick/qikdemo2.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Quick/qikdemo3.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Quick/qikdemo4.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Quick/qikdemo5.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/libdoc.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/libsrc-a.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/libsrc.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/ra65-etc.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/runtime.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/utils.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/cc65ra65-UNIX.readme2
http://www.umich.edu/~archive/atari/8bit/Languages/Cc65/cc65ra65-UNIX.readme
http://www.umich.edu/~archive/atari/8bit/Languages/Assembly/kconvert.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Assembly/kedit.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Assembly/klink.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Action/actrtl.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Action/actrun.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Action/actutor1.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Action/actutor2.arc
http://www.umich.edu/~archive/atari/8bit/Languages/Action/atutor.alf
http://www.umich.edu/~archive/atari/8bit/Languages/Action/actstreo.arc
http://www.umich.edu/~archive/atari/8bit/Games/Cheats/hints.arc
http://www.umich.edu/~archive/atari/8bit/Games/Cheats/altreal.arc
http://www.umich.edu/~archive/atari/8bit/Games/Misc/games1.arc
http://www.umich.edu/~archive/atari/8bit/Games/Misc/games2.arc
http://www.umich.edu/~archive/atari/8bit/Games/Misc/euchre.arc
http://www.umich.edu/~archive/atari/8bit/Games/Misc/supgames.arc
http://www.umich.edu/~archive/atari/8bit/Games/Misc/bingames.dcm
http://www.umich.edu/~archive/atari/8bit/Games/Misc/bombdown.com
http://www.umich.edu/~archive/atari/8bit/Games/Misc/illumina.arc
http://www.umich.edu/~archive/atari/8bit/Games/Misc/illuminb.dcm
http://www.umich.edu/~archive/atari/8bit/Games/Action/mazewar.com
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/devcav.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/kidnap.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/harry.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/lost.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/titanic.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/blckhole.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/danger.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/pharoah.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/night.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/barboz.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/livngstn.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/advent.idx

http://www.umich.edu/~archive/atari/8bit/Games/Adventure/castlhex.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/blkbeard.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/advent2.idx
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/goldrush.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/advenkit.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/menageri.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/atariadv.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/kismet.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/timeadv.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/vandafb.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/free1.dcm
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/free2p1.dcm
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/free2p2.dcm
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/free2p3.dcm
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/free2p4.dcm
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/gizmocst.arc
http://www.umich.edu/~archive/atari/8bit/Games/Adventure/gizmoram.arc
http://www.umich.edu/~archive/atari/8bit/Games/Space/earth2500.arc

Thanks!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4295. Accessing this NG (was: Auctions etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: 8bit-name-of-the-day <erasmus@isp.name.of.the.day>
Message-ID: <Pine.GSO.3.96.971217051607.9995A-100000@iglou1>
Source record: 67819

On 16 Dec 1997, christopher f. chiesa (lvt hyphen cfc at servtech dot com) wrote:
-> Might it be the case that one's opinion ... might depend ...
->on the particular technology/mechanism one uses to READ this
->newsgroup? ... If one's News-reading mechanism requires copying
->all articles, in their entirety, to one's own, local disk BEFORE
->SEEING (and having any opportunity to "filter") them, one might
->quite naturally oppose the waste of communications bandwidth...

You're absolutely right. The kind of operation you've described would be very awkward. Considering the huge amount of verbiage generated on the Usenet, the size of a packet of daily newsgroup messages could be megabytes, especially with the FAQ files or long for-sale messages included. In the old days, Atari 8-bitters would've said about such packets or files that "They're not Atari-sized. They're IBM-sized."

Now, if there are newsgroup readers out there who have to print the entirety of the newsgroup to disk, or to their own system, or worse, to paper, and who can't zip from posted article (message) to article with one keystroke or click, the question is: Should they have the right to dictate that contents of this newsgroup be "Atari-sized"? Or should they be gently advised, in sweet, soothing tones, to "update their browser"? This isn't even the IBM Age any-more; it's the Microsoft Age, and it's an era with little patience for methods or platforms a year or two old, much less ten or fifteen years old!

Now before anybody jumps to the notion that that's a slam at our beloved ol' platform, let me hasten to note that my three-floppy, two-printer, one P:R: and modem, joystick, and trackball-equipped 130XE Atari 8-bit system is still set up right alongside the "IBM" clone on which I'm typing this. And with the right software (Chameleon or one of the newer VT-100 programs) the 8-bit could be used for newsgroup usage, albeit a little more awkwardly in 40 columns half a "screen" at a time (like in the old days!).

A related point brought up in this thread, is that somebody else mentioned "paying by the byte." Is anybody out there really doing that in this day and age? Doesn't every Podunk have an ISP with a flat monthly fee by now? For $19.95 per month (or less) I can be online 24 hours a day, and as noted above, I could be using the Atari 8-bit, reading this newsgroup online with a Unix newsreader program running on the ISP's computer, zapping screens or entire articles in an instant with one keystroke.

In that case it would not be necessary for one byte, much less megabytes, to be "downloaded" to disk on my end of the phone line in order to read the newsgroup. And Atari 8-bit hardware and software (at 9600, 14.4, or 19.2, e.g.) should allow a reasonably fast screen display since a 56K modem (or the like) isn't needed for the purpose of displaying text. So if an 8-bitter is paying by the byte, or downloading entire diskfuls, I ask the question: WHY? There's no law requiring offline reading. These days online reading is cheap and the ISP provides the fast computer and fast programs (which can selectively mark batches of text for later downloading, if desired).

One possible objection might be that this scenario costs $240 per year, whereas some Atarian out there might be getting access to this newsgroup on one of the few (?) remaining Atari-based BBSes, which could conceivably be using some internet account to import the newsgroup and pass it along to the callers for free, the only problem being the strain on the limits of the old Atari-sized hardware and software by the resulting megabytage.

The 300-bauder might say, "Why should I pay $240 per year when I can read the newsgroup for free? Just get rid of the FAQ files and those long for-sale ads, and everything's hunky-dory." The answer is that there's no magic solution here, and the 8-bitter may have to accept some discomforts in exchange for being able to continue using the older platform at all in today's environment. Paying the $240 per year and hooking up to an ISP or AOL is standard procedure in order to be state-of-the-art these days; even if access is on a parent's or a school's account, somebody's paying for it.

The bottom line is: I vote for keeping all the messages. I don't think there's enough Atari 8-bit interest today to warrant more than one newsgroup.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* 2 bits, 4 bits, 8 bits... Burma Shave! *

4296. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Mr-8bit-name-of-the-day <erasmus@isp.name.of.the.day>
Message-ID: <Pine.GSO.3.96.971217081210.11788C-100000@iglou1>
Source record: 67820

On 16 Dec 1997, Austin Franklin (darkroom at roman numeral nine
dot netcom dot com) wrote:
-->>> Let me know what you think!
->
-> I think that since this is not a moderated news group, there is
->nothing you can and/or should do. If this really bothers you,
->then get a news reader with a filter, and set it up accordingly.
->Don't try to control other people, it's not your place.

That's good advice. The good ISPs have "help" newsgroups where
users can ask questions about filters and get help with implement-
ing a filter program. Such programs may be available free. On my
ISP at least one subscriber (an Atarian, incidentally) has been
active in writing such a program, and there have been many postings
on the subject in the "help" group in recent months.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* An Atari 8-Bitter Since 1982 (or was it 2082?!) *

4297. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Mr-8bit-name-of-the-day <erasmus@isp.name.of.the.day>
Message-ID: <Pine.GSO.3.96.971217082409.11788D-100000@iglou1>
Source record: 67821

James R. Gilbert (cb541 at cleveland dot Freenet dot Edu) wrote:
-->>> ... Soon afterward, I was no longer able to see any of my
-->>> followups and I don't think my counter cross-posts went out.
-->>> So I believe, do not know for certain, that the auctioneers
-->>> are cancelling people. Two wrongs make a right?

To which on 16 Dec 1997 Steven J. Tucker (http://www.nacs.net/
~classics) replied:
-> Your assuming that someone cancelled your articles. I doubt
->anything your posts was cancelled by anyone.

Indeed. A while back a former local ISP operator said, "No
ISP gets them all!" (Meaning messages.) The way messages bounce
around the "internet," sometimes they'll get missed by a parti-
cular ISP and sometimes they'll echo around and come back a second
time!

One reason a posting might not appear is that it was addressed
to too many groups. For example, a filter program might axe all
messages crossposted to more than 4 or 5 newsgroups. I've heard
of this being done.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* ATARI -- Love it or leave it! *

4298. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Mr-8bit-name-of-the-day <erasmus@isp.name.of.the.day>
Message-ID: <Pine.GSO.3.96.971217084416.11788E-100000@iglou1>
Source record: 67822

On 16 Dec 1997, James R. Gilbert wrote:
-> Please realize that the junk in csa8 effects the participation
->of people who pay by the byte more or less.

I've commented on this in a separate posting (replying to C.F.
Chiesa) on the subject of accessing newsgroups.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "All Indus -- All The Time!" *

4299. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Mr-8bit-name-of-the-day <erasmus@isp.name.of.the.day>
Message-ID: <Pine.GSO.3.96.971217085206.11788F-100000@iglou1>
Source record: 67823

On 16 Dec 1997, Steven J. Tucker (Ape Homepage: http://www.nacs.net
/~classics) wrote:
-> The charter of the group does not appoint a moderator ... [etc.]

Thanks for answering the questions and providing the info about
Usenet practices and policies.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* "Always take notes!" -- Gerard of Cremona *

4300. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Mr-8bit-name-of-the-day <erasmus@isp.name.of.the.day>
Message-ID: <Pine.GSO.3.96.971217085832.11788H-100000@iglou1>
Source record: 67824

On Mon, 15 Dec 1997, Kenneth Jennings (kenneth at daffy dot
aatech dot com) quoted as follows:

->On Mon, 15 Dec 1997 16:21:14 -0600, gmiller@iswt.com wrote:
->
->>In article <Pine.GSO.3.96.971215071651.6937C-100000@iglou1>,
->> Sid Pacman <erasmus@atari.8bits.world> wrote:
->
->[snip]
->
->>It might be worthwhile to create a comp.sys.atari.8bit.
->>marketplace,

This is misleading. It makes it look as if I (Erasmus) said
the line that follows your "snip." That's not my line, and in
fact I've posted messages OPPOSING the creation of a second Atari
8-bit newsgroup at this time.

Also, everybody out there should note that if you post public
messages on the Usenet with your real name and domain in the
message HEADER, you *will* absolutely, positively get put on
the mailing lists of SPAM mailers. It's 100% guaranteed. The
best advice is to NEVER post publicly with your real name and
real domain in the message HEADER. You'll notice that the
careful posters don't even put their real user IDs and domain
addresses within the text of a public message without taking
precautions like spelling them out. In my opinion everybody
should identify their messages by listing their name and location
-- in the message itself, not in the header (for the reason cited).

Spammers use automated programs to "harvest" addresses for their
mailing lists. With more programming (and hardware upgrades too)
the spammers could compile even more addresses than they do, but
so far they seem to have stuck to message headers. Keep your
fingers crossed. (And always try to stay ahead of them! Spammers
will be the door-to-door salesmen of the 21st Century. They're
here to stay!)

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* REALITY.SYS corrupted: Re-boot universe? (Y/N/Q) *

4301. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Mr-8bit-name-of-the-day <erasmus@isp.name.of.the.day>
Message-ID: <Pine.GSO.3.96.971217092238.11788I-100000@iglou1>
Source record: 67825

On 15 Dec 1997, James R. Gilbert wrote:
->Sid Pacman (aka David Moeser): Feels that someone posting
->complaints about auctions is wasting bandwidth, everyones
->time (I take liberty of interpreting what David said.) But
->he doesn't feel the multiple, frequent, cross-posted, off
->topic, large volume AUCTIONs are a waste of bandwidth and
->time. Or feels nothing should be done about it.

This is so far off base compared to what I've posted that it's
funny. What I actually referred to was all the extra verbiage
because of the complaints-about-complaints-ABOUT-complaints about
for-sale postings in an unmoderated group where such postings are
legal but frowned on. (Is that clear?!) If anybody wants to see
for themselves, tune in to the vinyl LP group.

You would do better to "quote" and then reply to the verbatim
text than to attempt to summarize the original. If the freenet
software doesn't do "quoting" then it might be better to just
state your opinion. Readers who want to look up the original
posting can pull up the old messages on their ISP or go to Deja
News or some such service.

By the way, I haven't heard the word "bandwidth" in roughly
two years. It may still be of concern in Atari 8-bit circles,
but in the Windoze Era nobody cares about it anymore. There are
so many applications these days that run into gigabytes that
the length of newsgroup messages is a small potatoes issue in
comparison.

>>>---<<<
>>> david moeser -- erasmus att iglou dott com <<<
>>> Censornati, Ohio - USA <<<
>>>---<<<
* Error 216: Tagline out of paper! *

4302. Atari/APE FYI

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Steven Tucker <classics@devel.nacs.net>
Message-ID: <678ql0$d94$1@tracy.nacs.net>
Source record: 67826

Someone raised the question of a program to update the spartados clock
from the PC, so I wrote the prgoram to do it. APETIME.COM will be
included on the FTED32G.ATR image in the APE 1.16 distribution. Just
place it in your startup.bat or whatever, it works w/ both
disk based and X cart versions of sparta.

I've also made another updated SDX rom version that does not suffer from
an inability to read AtariDOS disk images w/ more than 4 VOTC sectors. The
stock (4.20 at least) cart just complains 'Unrecognized diskette format'
when it encounters a huge AtariDOS image. Anyone wanting the patch
information for that or the APE Warp+ support let me know.

I increased the maximum file write size for the PC Mirror to 7.8 megabytes. It
was previously crapping out at about 90k of writes. I cant imagine anyone
wanting to copy a 7 megabyte file from a disk image to the pc-mirror, but
now you can. :)

Bunch of other stuff too, look for an update soon.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
* * *** * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF -- 2000+ Items !!

4303. Re: Geos for Atari b bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1712971146290001@macmcurrent.library.carleton.edu>
Source record: 67827

In article <67765v$62s$1@alexander.INS.CWRU.Edu>,
he110@cleveland.Freenet.Edu (Bill R. Core) wrote:

>How can one in the States get the latest version of S.A.M.?
>How does it compare to Diamond?
>And what applications are available or are being written for it?

(I don't own S.A.M. so I can't make a comparison with Diamond.)

The following is from the DGS online catalog. DGS can be accept payments
in US cash. I've made a purchase from them before, no problem.

S.A.M. COMPLETE PACKAGE:
========================

Screen Aided Management (SAM) is a new 80 column desktop environment for
the Atari XL/XE. SAM is very much like some other systems of this type
found on computers like the ST, and IBM PC.

SAM is based around a main environment, where you have standard DOS
functions (such as DIRECTORY, FORMAT, DELETE, etc.), but also contains
some special utilities. The SAM system can be controlled by using a
joystick, or (even better) an ST compatible mouse!

SAM is supplied with monochrome and colour character set editors, a card
filing system, a monitor (for looking into memory), an 80 column word
processor, a 128-colour paint program, and (for the international version
only) a game called FireBall which runs under SAM. Although SAM uses 80
columns, it does not need any extra hardware to do this! The SAM system is
extendable by special accessories which are also available (see below).

SAM is supplied on a SS/SD disk which contains everything mentioned, along
with a 26 page manual, which also explains how to use SAM routines in your
own programs.

SAM BUDGET is an accessory disk for use with the SAM 80 column desktop
system. Budget is a spreadsheet program having many excellent features
found on more expensive systems. Budget takes full advantage of SAM's 80
column display, and mouse and joystick input. Features include Direct
Calculations, Indirect Calculations, and Functions (single or multiple
parameters). Budget also has advanced editing facilities, including column
and row copying and deletion, and easy movement around your spreadsheet.
Budget is able to print to both Epson compatible and 1029 printers. Budget
is supplied with a comprehensive jargon-free manual, which is helpful for
those who haven't used a spreadsheet before.

SAM UTILITY EXTENSIONS 1 is another accessory disk for use with the SAM 80 column desktop system. This disk actually contains two accessories: SAM Convert and SAM Creator. Convert will convert text files to and from the SAM Texter format. Convert will convert from ASCII, AtariWriter, StarText, and AustroText to SAM, and from SAM to ASCII. Creator will convert SAM Painter format files to Micro Painter format and vice versa. These two accessories an extremely useful tool for SAM Texter and Painter users. Supplied with a user manual.

SAM DESIGNER is a powerful drawing and design package for creating mode 8 high resolution graphics. As well as all drawing features, Designer can import text from SAM Texter (which comes with SAM), and has a set of schematic icons for creating circuits. These icons can be easily edited using the SAM character editor (which comes with SAM) to whatever icons you want. All options are icon operated, and the package works with both joystick and ST mouse. Screens can be printed on Epson and 1029 printers. You can write drivers for other printers using the instructions given in the manual. The package comes with an easy-to-follow manual.

The COMPLETE S.A.M package including the main system, Budget, Utils 1, AND Designer now costs just #14.99 INCLUDING P&P.

Dean Garraghty Software (DGS) (all cheques, etc. payable to: D.Garraghty)
62 Thomson Ave
Balby
Doncaster
DN4 0NU
England
Phone/Fax: +44-(0)-1302-855026 (9am - 7pm BST/GMT only please!)
mailto:dgs@clara.net
http://www.dgs.clara.net/
Vendor: used hardware/software, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast, Demo Maker
Publisher: back issues of News-Paper and News-Disk

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4304. WTT : Atari stuff for other Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd0b1e$d667e760$4e374382@hawks-pentium>
Source record: 67828
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit

I have the following 7800 carts :
One on One, 3 in box (1 SW) and a loose cart
Mat Mania Challenge, 2 (1 SW)
Jinks, 2 (1 SW)
Ace of Aces, 1 SW
Meltdown, 1 SW
Asteroids, 2 in box (1 without manual)
Ninja Golf, 2 (1 SW)
Centipede, 2
Tower Toppler, 3 (1 SW)
Barnyard Blaster, 1 SW
Donkey Kong
Real Sports Baseball, 1 SW
Winter Games, 1
Midnight Mutants, 1 SW
Pole Position II, 1 SW
Ballblazer, 1 SW
Hat Trick, 3 (1 SW, 1 loose cart)
Ms. Pac-Man, 1
Crack'ed, 1 SW
Joust, 1 SW

XL/XE carts :
Pole Position, 2 SW

XL/XE tapes :
180, 1
Speedhawk, 1
Panther, 1
Twilight World, 2
Milk Race, 1
Star Raiders, 1
Bomb Fusion, 1
Henry's House, 1
Rockford + Crystal Raider, 1
Protector Mastertronic (Not the Synapse game), 1
Kikstart, 1
Revenge II, 1
L.A. SWAT, 2
Ghostbusters, 1
Ninja, 2
Sidewinder II, 1
Speedzone, 2
Universal Hero, 1

Pengon, 1
Tail of Beta Lyrae, 1
Heartache, 10+
Escape from Traam, 1
Football Manager, 1
Despatch Rider, 1

Jaguar games :
Baldies CD, 1
Val d'Isere Skiing and Snowboarding, 1
Troy Aikman Football, 1
White Men can't Jump (without Team Tap), 1
Iron Soldier loose cart, 1

VCS 2600 PAL :
Breakout, 1
Warlords, 2
Video Olympics, 1
Realsports Volleyball, 1 SW
Combat loose cart, 1

I don't have to have 1 for 1, so offers like Iron Soldier and Troy Aikman for Supercross 3D will be accepted. Give me some offers. Also interested in PAL 7800 games and console. Take Atarian care

4305. Re: 1050 Drive Belts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: jasenr@cyberramp.net
Message-ID: <349820f2.496533@newshost.cyberramp.net>
Source record: 67829

The rubber band works excellent, I also use them on my 410 Recorder.:)

4306. Want to buy.

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Chris Shilliday <cyber@bright.net>
Message-ID: <34983202.2F7BF4E3@bright.net>
Source record: 67830

Would like to buy an original working version of Jumpman for the 800. Prefer original box and docs. Cartridge version preferrable. (If they even made it on cart.)

Chris S
cyber@bright.net

4307. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <679cdk$mc3$1@alexander.INS.CWRU.Edu>
Source record: 67831

In a previous article, erasmus@isp.name.of.the.day (Mr-8bit-name-of-the-day) says:

>On Mon, 15 Dec 1997, Kenneth Jennings (kenneth at daffy dot
>aatech dot com) quoted as follows:
>
>->On Mon, 15 Dec 1997 16:21:14 -0600, gmiller@iswt.com wrote:
>->
>->>In article <Pine.GSO.3.96.971215071651.6937C-100000@iglou1>,
>->> Sid Pacman <erasmus@atari.8bits.world> wrote:
>->
>->[snip]
>->
>->>It might be worthwhile to create a comp.sys.atari.8bit.
>->>marketplace,
>
> This is misleading. It makes it look as if I (Erasmus) said
>the line that follows your "snip." That's not my line, and in
>fact I've posted messages OPPOSING the creation of a second Atari
>8-bit newsgroup at this time.
>
> Also, everybody out there should note that if you post public
>messages on the Usenet with your real name and domain in the
>message HEADER, you *will* absolutely, positively get put on
>the mailing lists of SPAM mailers. It's 100% guaranteed. The
>best advice is to NEVER post publicly with your real name and
>real domain in the message HEADER. You'll notice that the
>careful posters don't even put their real user IDs and domain
>addresses within the text of a public message without taking
>precautions like spelling them out. In my opinion everybody
>should identify their messages by listing their name and location
>-- in the message itself, not in the header (for the reason cited).
>
> Spammers use automated programs to "harvest" addresses for their
>mailing lists. With more programming (and hardware upgrades too)
>the spammers could compile even more addresses than they do, but
>so far they seem to have stuck to message headers. Keep your
>fingers crossed. (And always try to stay ahead of them! Spammers
>will be the door-to-door salesmen of the 21st Century. They're
>here to stay!)
>
> >>>---<<<
> >>> david moeser -- erasmus att iglou dott com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<

> * REALITY.SYS corrupted: Re-boot universe? (Y/N/Q) *
>
>
>

QUOTED TEXT FOLLOWS:
David Moeser said:

'A worse scenario would be this: a newsgroup is
unmoderated but certain sponsors or leaders of the group try
to enforce a theoretical ban on the posting of for-sale
messages by frequently posting reminders quoting the group's
official policy. I've seen newsgroups like that and the
result is worse than the situation we've already got here.
When for-sale ads are posted, which is inevitable, the
sponsors post flurries of counter-messages, which then
provoke debates on the issue, which deteriorate into flame
wars. The upshot is that a group might as well be either
moderated or unmoderated; an attempt at a middle ground
isn't likely to work out well.'

END QUOTE

Then I said:

On 15 Dec 1997, James R. Gilbert wrote:

->Sid Pacman (aka David Moeser): Feels that someone posting
->complaints about auctions is wasting bandwidth, everyones
->time (I take liberty of interpreting what David said.) But
->he doesn't feel the multiple, frequent, cross-posted, off
->topic, large volume AUCTIONs are a waste of bandwidth and
->time. Or feels nothing should be done about it.

Then David M. Said:
QUOTE:

This is so far off base compared to what I've posted that it's
funny. What I actually referred to was all the extra verbiage
because of the complaints-about-complaints-ABOUT-complaints about
for-sale postings in an unmoderated group where such postings are
legal but frowned on. (Is that clear?!) If anybody wants to see
for themselves, tune in to the vinyl LP group.

END QUOTE

David, and the group. I apologize for mis-interpreting what
you said. And No, I still don't understand. But that's
alright, I frequently mis-interpret what people say.

It's been educational, this thread. I learned that 90% of
posts are lost on MS Network and that 2/3 of posts are spam
related at Dejanews.

Thanks for the discussion.
Russ

4308. 8-bit ROM/disk images almost available

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-17 00:00:00 UTC
From: Mike Kohary <mkohary@serv.net>
Message-ID: <679esg$q3i$0@dosa.alt.net>
Source record: 67832

For those of you who weren't reading the thread I responded in earlier, we had been noting that Atari 8-bit disk and ROM images are no longer anywhere to be found on the Web. I had offered, if anyone wanted to contribute any images they had, to set up a place on my web site where they could be accessed by all. I have unlimited storage space and bandwidth, and so am easily capable of supporting such an archive.

Well, one very generous gentleman from Mexico has apparently archived everything that was available at Yogi's old site. He very kindly sent me 6 disk images (and I think he has more to send), each with maybe 50-75 games on it. The 6 images are in .ATR format.

Problem: I am unable to load these disk images into either Rainbow or XL-It. They are each over 1MB in size on my hard disk, and I suspect that's too large for these emulators to load. I don't believe I'm doing anything wrong in the emulators (although if anyone thinks differently, please feel free to give me tips).

Of course, I want to make sure these images work before I post them. Any suggestions? Maybe there's a way to break them into smaller images, or even (preferably) individual game images? Or is there indeed a way to load them as is, and I'm just missing it?

Thanks in advance for any help. As soon as I get these to work, I'll start posting an archive on my site, and will let everyone know where to find them.

Mike
--
Seattle, WA
http://kohary.simplenet.com

4309. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: Morbius@now-online.com
Message-ID: <aSZI.4$Dr.106754@reader1.cleveland.iagnet.net>
Source record: 67745

```
For Sale:
(1) Atari 400 works great
(1) Arari 400 doesnt work (parts)
(1) Atari 800 works great
(1) Atari 800 doesnt work (parts)
(1) 130 XE works great
(2) 1050 5 1/4 drives
(1) Atari ST (16 bit) w/ 1meg upgrade External 3 1/2 drive and color monitor
(1) 2400 bps modem
Lots of software in boxes and some on disks. All equipment is in great
condition . Has been taken care of very well. $250.00 + shipping. Any questions
send mail to ------> Morbius@now-online.com (mike)
```

4310. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: ssilicon@lse.fullfeed.com
Message-ID: <34999b31.2127187@nntp.lse.fullfeed.com>
Source record: 67746

I think it would be a mistake to moderate this newsgroup or untowardly complicate it with various rules, protocol, restrictions etc. Since it is not a binaries group, and there is a binary group for us, that is about the only thing that shouldn't be in here. Hell, I don't even mind a few small binaries in here from time to time. As to the auctions etc, I just filter or ignore them. Sometimes, admittedly rarely, I actually READ some of that auction stuff.

*** Please make sure responses are also sent via email.

4311. Re: Geos for Atari b bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: ssilicon@lse.fullfeed.com
Message-ID: <349a9d11.2606704@nntp.lse.fullfeed.com>
Source record: 67747

On 16 Dec 1997 14:55:40 GMT, bostone1@aol.com (Bostone1) wrote:

[I thought SAM was a speech synth program, something like "Software
Automatic
[Mouth"?

It was... actually it was "Software Actuated Mouth." Perhaps there
was this unrealted product released later with the same initials?

*** Please make sure responses are also sent via email.

4312. WTB: BASIC XE EXTENSIONS DISK

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: semslie@aol.com
Message-ID: <19971218061201.BAA26174@ladder02.news.aol.com>
Source record: 67748

WTB: BASIC XE EXTENSIONS DISK

I recently bought BASIC XE cart without Extensions Disk.
If someone has the disk please let me know. I don't know if OSS still has
rights to the disk (I don't think there around anymore).
If you have a copy I'd greatly appreciate having all of BASIC XE's services.

Any help email: semslie@aol.com

4313. Vintage Micro-Computers Sale Update 003

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: "/\/\/\/\/\--VoRTeX--/\/\/\/\/\" <jonart@ix.netcom.com>
Message-ID: <3498C9D2.C862D03F@ix.netcom.com>
Source record: 67749

```
******************************************************
===============VINTAGE MICRO-COMPUTERS===============
============EMAIL: Vintage_Micro@yahoo.com============
******************************************************
Hi Computer Lovers,
I just wanted to thank everyone who has placed an order with me, this
is really the only way I can afford to keep my hobby going, and
sometimes help with a bill or two. It also warms my heart to see so many
fathers buying games or machines for their children on Christmas. Lets
bring in a new generation!
Anything on this list I will accept trades for Amiga items. The
proceeds enable me to further my beloved hobby and also help others who
collect/use/love old micro-computers. Of course my main love and area of
expertise is the C64. I am in the process of moving into the world of
the Amiga.
You will notice that I am trying to be as detailed as possible about
my listings. I am a collector and have been buying items online for a
while and I really wish everyone would list in a detailed manner. It
definately makes it easier on the customer, so that they can decide if
said item is useful to them or not. I will also try to answer as many
questions as I can about each item listed.
This list keeps expanding(so check it regularly or request to receive
updates via email). Email me your orders and I will process them as fast
as I can. To make the transaction faster, please email your address with
your order, that way I can calculate shipping and give you a total.
Also... if you wish to receive future lists by email, send me email
with the word "subscribe" in the subject line.
Please enjoy and Happy Holidays to all!

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****************ATARI 8 BIT SOFTWARE*****************
------------------------------------------------------
TITLE: Ultima IV - Quest of the Avatar
PUBLISHER: Origin
REQUIREMENTS: Atari 400/800,XL's, XE's and a 5.25 in floppy drive.
NOTES: This is one of the best series of games that has been on just
about every computer platform at one time or another. This game is
considered to be rare. The box is intact, although one corner is
slightly bent. Everthing is in the box except for the metal Ankh. The
cloth map is pretty groovy just for hanging on your wall.
```

PRICE: Well this is the difficult part for me. I am honestly not sure if I want to sell this since the Ultima games are my very favorites, and also due to the fact that the game is so hard to find. If I get an offer that sounds good I will sell this or even possibly trade it for C64 or Amiga items.
So go ahead and make a bid.

TITLE: Atari Basic Cartridge (cxl4002)
PUBLISHER: Atari
REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: You need this to use Basic on most Atari 8 Bit Computers.
PRICE: $4

TITLE: Educational System master cartridge (cxl4001)
PUBLISHER: Atari
REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: The cartridge seems to be the operating system for some sort of school/institutional teaching system. Apparently there are supposed to be some tapes (data) with information on them to use in conjunction with this software. So this is just the cartridge, nothing else. This should be something for that 8 bit atari collector that thinks he has everything.
PRICE: $2

TITLE: Pac-Man (cxl4022)
PUBLISHER: Atari
REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: The arcade game of 1 hungry little spot with an aversion to ghosts!
PRICE: $5.25

TITLE: Star Raiders (cxl4011)
PUBLISHER: Atari
REQUIREMENTS: Atari 400/800,XL's, XE's and an open cartridge slot.
NOTES: Space type arcade game
PRICE: $4

**********ATARI 2600 CARTRIDGES**********

PUBLISHER: ----------Atari----------
TITLE: Asteroids PRICE:$1.50
TITLE: Bezerk (a Classic) PRICE:$4
TITLE: Combat PRICE:$1.50
TITLE: Defender PRICE:$1.50
TITLE: E.T the Extra-Terrestrial PRICE:$1.50
TITLE: Football(soccer)(new in box) PRICE:$5.50
TITLE: Football(football)(new in box) PRICE:$5.50
TITLE: Missle Command PRICE:$1.50
TITLE: Night Driver PRICE:$1.50
TITLE: Pac-Man PRICE:$1.50
TITLE: RealSports Tennis (new in box) PRICE:$5.50

TITLE: Space Invaders PRICE:$1.50
TITLE: Star Raiders PRICE:$1.50
TITLE: Super Breakout PRICE:$1.50
TITLE: Yars Revenge PRICE:$3
PUBLISHER: ----------------Activision----------------
TITLE: Laser Blast PRICE:$2
TITLE: Seaquest PRICE:$3.25
PUBLISHER: -----------------Imagic-----------------
TITLE: Star Voyager PRICE:$3
TITLE: Demon Attack PRICE:$3

**********ATARI 2600 ACESSORIES**********

ITEM: Keypad controller used in a few atari games
NOTES: This plugs into the joystick port of the 2600. This can probably
be used on any 8bit atari or 8 bit commodore computer with some minor
basic programming.
PRICE: $3

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====COLECO====COLECO====COLECO====COLECO====COLECO===

**********COLECOVISION CARTRIDGES**********

PUBLISHER: ---------------Atarisoft-----------------
TITLE: Centipede PRICE:$3.50
TITLE: Defender PRICE:$3.50

PUBLISHER: -----------------Epyx--------------------
TITLE: Pitstop PRICE:$2.50

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**********COMMODORE RELATED BOOKS**********

TITLE: Commodore 64 User's Guide
PUBLISHER: Commodore Electronics, LTD.
Copyright 1982 167 Pages Spiral Bound Softcover
NOTES: Well if you do not have the Official manual for the C64, then
here it is. Very helpful and recommended.
PRICE: $4.00

TITLE: Personal Computing on the VIC 20
PUBLISHER: Commodore Electronics, LTD.
Copyright 1982 164 Pages Spiral Bound Softcover

NOTES: If you have a Vic-20 computer and do not have the Official manual for it, then here it is. As always, very helpful and recommended.
PRICE: $4.00 (Have another one with cover loose for $3.50)

TITLE: More Than 32 Basic Programs for the Commodore 64 Computer
PUBLISHER: Dilithium Press
Copyright 1983 328 Pages Softcover
NOTES: This is just a fantastic book with many large type in programs that include games, applications, educational programs, graphics, math, and other misc. programs. Each program is broken down in a fashion to illustrate what it does and why, also tells you how to make modifications. This is a great way to learn how to code in basic on your commodore 64 computer! Highly Recommended.
PRICE: $5.00

TITLE: Pilot
PUBLISHER: Commodore Electronics, LTD.
Copyright 1983 111 Pages Softcover
NOTES: This is the manual for the Powerful authoring language Pilot. The language Pilot was mainly used in learning institutions. Unfortunately there is no software with this book, so if you are missing the manual this book is for you!
PRICE: $1.00

TITLE: Teach Yourself Computer Programming with the Commodore 64
PUBLISHER: Hodder and Stoughton
Copyright 1983 206 Pages Softcover
NOTES: This book is invaluable to the NOVICE programmer. It contains many programs ready to be typed in. The book covers all basic aspects of C64 programming.
PRICE: $4.00

TITLE: Commodore 1541 Disk Drive Users Guide
PUBLISHER: Commodore Business Machines Electronics, LTD.
Copyright Sept.1982 94 Pages Softcover
NOTES: If you have a 1541 drive and do not have a manual then this book is for you. You can reap the full benefits of your 1541 drive.
PRICE: $2.50

TITLE: Commodore 1541 Disk Drive Users Guide (later version of manual)
PUBLISHER: Commodore Business Machines Electronics, LTD.
Copyright Sept.1984 70 Pages Softcover
NOTES: If you have a 1541 drive and do not have a manual then this book is for you. You can reap the full benefits of your 1541 drive.
PRICE: $2.50

TITLE: Commodore 1541 II Disk Drive Users Guide
PUBLISHER: Commodore Business Machines Electronics, LTD.
Copyright Sept.1986 94 Pages Softcover
NOTES: If you have a 1541 II drive and do not have a manual then this book is for you. You can reap the full benefits of your 1541 drive.
PRICE: $3

TITLE: Easy Finance IV
PUBLISHER: Commodore Electronics, LTD.
Copyright 1983 83 Pages Softcover
NOTES: This is the manual for Commodore's Powerful yet user-friendly business management financial program. No software included. If you have the software and do not have the manual then this book is for you.
PRICE: $1.00

TITLE: MPS 801 Dot Matrix Printer User's Manual
PUBLISHER: Commodore Business Machines, INC.
Copyright 1983 44 Pages Softcover
PRICE: $2.00

TITLE: Stimulating Simulations for the VIC
PUBLISHER: Hayden Book Company
Copyright 1983 91 Pages Softcover
NOTES: Here is a handbook containing 12 simulation programs which are actually game programs in basic. Theis book is very insightful to the VIC 20 programmer.
PRICE: $3.00

TITLE: Commodore 64 Fun and Games
PUBLISHER:Osborne/McGraw-Hill
Copyright 1984 Pages 182 Softcover
NOTES: 35 games and puzzles written in basic. This is a great way to learn how to utilize the basic programming language and have some fun.
PRICE: $3.50

**********COMMODORE RELATED MAGAZINES**********

TITLE: COMPUTE!'S GAZETTE
ISSUES: April 1986 Issue 34, Vol. 4, No. 4
May 1986 Issue 35, Vol. 4, No. 5
June 1986 Issue 36, Vol. 4, No. 6
July 1986 Issue 37, Vol. 4, No. 7
September 1986 Issue 39, Vol. 4, No. 9
November 1986 Issue 41, Vol. 4, No. 11
January 1987 Issue 43, Vol. 5, No. 1
PRICE: $1.50 each

**********COMMODORE RELATED SOFTWARE**********

==========APPLICATIONS==========
TITLE: Desktop Publisher
PUBLISHER: Swift/Cosmi
REQUIREMENTS: Commodore 64\128 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: This is a very flexible Publishing program that enables the user to make Newsletters, Banners, Cards, Labels, Certificates and more. Comes with a manual and box(Box slightly crushed but intact). A useful utility.

PRICE: $5

TITLE: Fast Load Cartridge
PUBLISHER: Epyx
REQUIREMENTS: Commodore 64 computer
Cartridge
NOTES: This is the "famous" cartridge by Epyx that has a DOS wedge.
Handy and easy to use. No manual, but there are docs on the web for it.
PRICE: $10

TITLE: Introduction to Basic: Part 1
PUBLISHER: Commodore Electronics, LTD.
REQUIREMENTS: Commodore 64 computer
(2) Tapes
NOTES: Basic tutorial with many programs: "Testcard", "Hangman",
"Speedtype", "Unit3Quiz", "Unit4drill", "Unit5quiz", "Sentences",
"Unit7quiz", "Unit9prog", "Unit9quiz", "Unit10quiz", "Unit11prog",
"Unit12quiz", "Sound Demo", "Heads", "Reaction", "Esg", "Craps". There
is no manual or book for these tapes.
PRICE: $1

TITLE: The Kawasaki Rhythm Rocker
PUBLISHER: Sight & Sound Music Software
REQUIREMENTS: Commodore 64 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: This is one hot music composing and playback program that also
puts some very psychadelic/space graphics on the monitor in sync to the
music. Features an easy to use multi-track recording capability and a
variety of percussion and synth sounds. Complete in box with
manual(Plastic case type box is in excellent condition). This is
recommended!
PRICE: $7

TITLE: Music Composer
PUBLISHER: Commodore Electronics, LTD.
REQUIREMENTS: Commodore 64 computer
Cartidge
NOTES: This Cartridge helps the user play music on the C64 using the
keyboard and also you can write songs and play them back. Comes with
manual and original box (box is slightly crushed but intact)
PRICE: $6

TITLE: OKIMATE 10 Learn to Print
PUBLISHER: OKIDATA
REQUIREMENTS: Commodore 64 computer or Commodore SX-64 or Commodore VIC
20
(1) Tape
NOTES: This is a "How to" print tutorial.
PRICE: $1

==========GAMES==========
TITLE: 221 B Baker St.

PUBLISHER: Datasoft
REQUIREMENTS: Commodore 64/128 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: This is the Sherlock Holmes adventure game. Very fun and challenging. Comes with manual, case book, and the solution checklist.
PRICE: $3.50

TITLE: Championship Wrestling
PUBLISHER: Epyx
REQUIREMENTS: Commodore 64/128 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: This game is great fun. An Awesome wrestling game, over 25 moves to enjoy, 8 crazy wrestlers, throw your opponent out of the ring, move up till you get the belt, up to eight players. In box with manual(Box is in great shape).
PRICE: $6

TITLE: Flight Simulator II
PUBLISHER: Sublogic
REQUIREMENTS: Commodore 64 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: This is one of the best Flight Simulation games made for the C64. Complete with manual and box(box is slightly crushed). Very detailed. Highly Recommended!
PRICE: $7

TITLE: The Gates of Dawn
PUBLISHER: Mastertronic
REQUIREMENTS: Commodore 64/128 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: A very well done 3d fantasy RPG type game. Nice graphics and lots of monsters to fight. Comes in a plastic case complete with manual. Very cool.
PRICE: $5

TITLE: Temple of Apshai
PUBLISHER: EPYX
REQUIREMENTS: Commodore 64 computer, Data cassete
(3) Tapes
NOTES: This is the famous game Temple of Apshai, an early dungeon type game. I remember playing this for hours as a kid. This comes with a box, all documentation, and 3 tapes. Highly collectable peice.
PRICE: Trade Only.

TITLE: GFL Championship Football
PUBLISHER: Gamestar/Activision
REQUIREMENTS: Commodore 64/128 computer, 5.25 in floppy drive
(1) 5.25 in floppy
NOTES: This is Football game that has many cool options, such as: 4 or 7 min periods, 1 or 2 player, drafting your own team and more. This game comes with a manual no box.
PRICE: $4

TITLE: John Elways Quarterback
PUBLISHER: Micro League Sports Association
REQUIREMENTS: Commodore 64/128 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: Just like the arcade game. Fast and furious arcade football
action. With box and manual(Box is in great shape)
PRICE: $6

TITLE: Micro League Baseball
PUBLISHER: Micro League Sports Association
REQUIREMENTS: Commodore 64 computer, 5.25 in. floppy drive
(1) 5.25 in. Floppy
NOTES: This is one of the best Baseball computer games made for the C64.
No manual or box.
PRICE: $4

TITLE: Micro League Baseball General Manager/Owners Disk
PUBLISHER: Micro League Sports Association
REQUIREMENTS: Commodore 64 computer, 5.25 in. floppy drive, a copy of
the Micro League Baseball Game Disk.
(1) 5.25 in. Floppy
NOTES: This is an expansion module for Micro League Baseball that gives
you extensive features that make the gameplay/simulation more
interesting, such as: trading and drafting players, sending them to a
reserve list, adding new players to any roster, revise/update player
stats, and roster changes. A must for anyone who enjoys Micro League
Baseball. Manual included.
PRICE: $4

==========VIC 20 CARTRIDGES==========
PUBLISHER: ----------Atarisoft----------
TITLE: Moon Patrol PRICE:$5
PUBLISHER: ----------Commodore----------
TITLE: Avenger (vic-1901) PRICE:$4
TITLE: Gorf (vic-1923) PRICE:$4
TITLE: Omega Race (vic-1923) PRICE:$4
PUBLISHER: ----------Imagic----------
TITLE: Demon Attack PRICE:$6

**********COMMODORE RELATED HARDWARE**********

ITEM: VIC 20 Power Supply
DESCRIPTION: Small black VIC 20 Power Supply, old style with small two
prong female plug.
REQUIREMENTS: A VIC 20 computer
NOTES: Tested and works fine
PRICE: $5

ITEM: X1541 Cable
DESCRIPTION: This cable enables the user to hook-up a 1541 drive to the
parallel port of you PC to transfer files (Like the ones you got off the
web)

REQUIREMENTS: A 1541/1571 or compatable drive, A PC with a parallel port, a copy of Star Commander (available all over the web, just do a search)
NOTES: I have been transferring files from my PC to my commodore 64 for about a year and a half now. To make things easier I now have a 1541 drive attached to my PC at all times. I make these cables myself. They look good and are durable. They are also tested prior to shipping. I can make these in custom lengths (not to exceed 4 feet).
PRICE: $12

ITEM: Serial Cable
DESCRIPTION: You need one of these to use your floppy drive and your commodore printer.
NOTES: I make these custom so you may specify a particular length you require (not to exceed 4 feet). They look good and are durable. They are also tested prior to shipping.
PRICE: $8

==========FLOPPY DRIVES==========
ITEM: Commodore 1541 Floppy drive
QUANTITY: 3
DESCRIPTION: 5.25 inch floppy drive (serial)
NOTES: Drive powers up lights come on. yet drive does not work, more than likely an alignment problem. You may be able to re-align these by using software and documentation Via the web(I have been lucky on several occasions doing this), I just simply do not have the time to mess with these. Worse comes worse they can ban used for parts for another ailing 1541 drive. No power cable included(you can pick these up at Radio Shack or most computer stores).
PRICE: $5 each.

ITEM: Commodore 1541 Floppy drive
QUANTITY: 2
DESCRIPTION: 5.25 inch floppy drive (serial)
NOTES: Drives work great. No power cable included(you can pick these up at Radio Shack or most computer stores).
PRICE: $15 each or $20 with a power cable.

==========JOYSTICKS==========
ITEM: Wico Command Control
DESCRIPTION: This is a high quality joystick that has a fire button on the base and one on top of the stick with a selector to switch between the two. A great joystick that has an excellent feel to it, definately a tool for the pro-gamer. Very clean!
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari including the atari 2600
PRICE: $5.00

ITEM: Competition Pro Joystick
DESCRIPTION: This is a high quality joystick that has two buttons on the base(for left or right hand players not fire button A or B). Definately a tool for the pro-gamer. Durable construction and very clean.

REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari including
the atari 2600
PRICE: $4.50

ITEM: Wico Black Max
DESCRIPTION: Small mid-quality joystick with a fire botton on top. Works
great and clean.
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari including
the atari 2600
PRICE: $3.00

ITEM: Gemstik
DESCRIPTION: Small mid-quality joystick with a fire botton on base.
Works great and clean.
REQUIREMENTS: For use on most 8 bit commodores and 8 bit atari including
the atari 2600
PRICE: $2.50

======IBM PC/COMPATABLES======IBM PC/COMPATABLES=====
======IBM PC/COMPATABLES======IBM PC/COMPATABLES=====

**********IBM SOFTWARE**********

TITLE: Business Phone Book on CDRom (15 million)96 ed.
PUBLISHER: ProCD
REQUIREMENTS: 386 PC Win95 or Win3.1 or Dos3.1 or higher + CDRom drive
OR Macintosh System 7, 68030+ or PowerMac with CDRom drive.
CDRom
NOTES: Look up any Business in the US. Search 15 million business
listings by name or phone number, then zoom in on your target by street,
city ,stare, zip code or area code.
PRICE: $16

TITLE: Expert Publisher
PUBLISHER: Expert Software
REQUIREMENTS: IBM PC, DOS 2.0 or later, 3.5 inch or 5.25 inch floppy
drive, and a printer helps too! :)
3.5 inch and 5.25 inch disks
NOTES: A very Flexible Desktop Publishing program that will run on a 286
PC to the Pentium. Mix text and Graphics, create documents from 1 to 999
pages long up to 3 columns wide, Graphics editing and page prview modes,
easy to use pulldown menus with full mouse support. Comes with over 80
Clip Art pieces to get you up and running. Comes in box with all
documentation and original disks. In great condition.
PRICE: $5

TITLE: Quicken 5.0
PUBLISHER: Intuit
REQUIREMENTS: IBM PC, DOS 2.0 or later, 3.5 inch or 5.25 inch floppy
drive.

3.5 inch and 5.25 inch disks
NOTES: One of the best known personal finance programs around. Very good and easy to use. Also prints checks. Great program!
PRICE: $12.50

TITLE: Simply 3D
PUBLISHER: Visual Software
REQUIREMENTS: Minimum of 486dx with 8 meg ram with windows 3.1 or 3.11 and a CDRom player.
CDRom
NOTES: This is a fantastic set of multimedia 3D graphics tools and tutorials. Very professional looking 3D graphics with an awesome rendering engine.
PRICE: $18.50

TITLE: Windows CD-Rom Magazine
PUBLISHER: CMP Publications
REQUIREMENTS: Minimum of 486SX 25 with windows 3.1 or 3.11 and a CDRom player.
CDRom
NOTES: This is one handy CDRom for those who are using Windows 3.1 or Windows for workgroups 3.11. It contains the full version of wintune 2.0, this program helps the user tune-up their machine to its maximum performance (Highly Recommended). It also contains tons of shareware and 1,250 Tips and Tricks to using and tweaking windows 3.1.
PRICE: $6.50

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====INTELLIVISION===INTELLIVISION===INTELLIVISION====

**********INTELLIVISION CARTRIDGES**********

PUBLISHER: --------------Intellivision---------------
TITLE: Las Vegas Poker and Blackjack PRICE:$1.25
PUBLISHER: -----------------Imagic-------------------
TITLE: MicroSurgeon (In Box) PRICE:$3.50
PUBLISHER: -------------Parker Brothers--------------
TITLE: Frogger (In Box) PRICE:$3.25

=====TI 99/A=====TI 99/A=====TI 99/A=====TI 99/A=====
=====TI 99/A=====TI 99/A=====TI 99/A=====TI 99/A=====

******************TI 99/A BOOKS*********************

TITLE: Beginner's BASIC
PUBLISHER: Texas Instruments
Copyright 1981 143 Pages Softcover

NOTES: Step-by-step hands-on approach to learning the fun and power of
programming in the TI BASIC language. Lots of sample type-in programs in
an easy to understand format for all.
PRICE: $3.00

**********TI 99/A CARTRIDGES**********

ITEM: Car Wars
DESCRIPTION: Arcade type game.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $2

ITEM: MS. Pac-Man
DESCRIPTION: That cute little pac chick with an attitude. Made by
atarisoft. This cart is quite rare, and an excellent find for the TI
collector.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $6

ITEM: Munch Man
DESCRIPTION: Pac Man clone.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $2

ITEM: Parsec
DESCRIPTION: Probably the most well known early cart. game for the TI.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $2

ITEM: Addition and Subtraction 1
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Early Learning Fun
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Meteor Multiplication
DESCRIPTION: Educational Software.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $0.75

ITEM: Personal Record Keeping
DESCRIPTION: Simple database program.
REQUIREMENTS: A TI 99/A with a cartridge port.
PRICE: $1

=====MISC. BOOKS/MANUALS=====MISC. BOOKS/MANUALS=====
=====MISC. BOOKS/MANUALS=====MISC. BOOKS/MANUALS=====

TITLE: An Introduction to Applesoft BASIC (Apple IIc)
PUBLISHER: Simon Schuster Publishing
Copyright 1985 376 Pages Softcover
NOTES: A complete guide to programming BASIC on the Aplle IIc using Applesoft Basic. Great for novices or experienced users. Also teaches you how to use the Apple IIc and a thorough explanation of ProDOS. Easy to read and understand.
PRICE: $5.50

TITLE: Assembler for the IBM PC and PC-XT
PUBLISHER: Reston Publishing Company
Copyright 1984 416 Pages Softcover
NOTES: A great way to learn assembly language on the IBM PC. Very simple to learn and comprehensive. Recommended. Learn assembly language today!
PRICE: $3

TITLE: Advanced Turbo C
PUBLISHER: Borland-Osborne/McGraw-Hill
Copyright 1987 397 Pages Softcover
NOTES: Each chapter presents a complete discussion of a Turbo C programming topic, such as: sorting & searching - stacks, queues, linked lists, and binary trees - operating system interfacing - statistics - encryption and compressed data formats - random numbers and simulations - expression parsers - converting Turbo Pascal to Turbo C. This book is highly recommended!
PRICE: $8

TITLE: Turbo C Users Guide
PUBLISHER: Borland International
Copyright 1987 299 Pages Softcover
NOTES: The Official Comprehensive, easy to understand manual for Borland Turbo C for the IBM Compatable Computer. A very good read and excellent source of information on programming in the Turbo C language. Recommended.
PRICE: $6

TITLE: Advanced Turbo C
PUBLISHER: Scott, Foresman and Co.
Copyright 1989 451 Pages Softcover
NOTES: If you are familiar with the basic fundamentals behind Turbo C then this book will help you push the programming envelope even further. This book provides tons of sample programs and even covers many useful applications such as menus, data entry screens, sorts, binary trees, hash tables, and more. This book is great for those who want to learn advanced programming techniques. Highly Recommended!
PRICE: $8

TITLE: Discover the World Wide Web with your Sportster
PUBLISHER: Sams.net Publishing
Copyright 1995 154 Pages Softcover
NOTES: An informative listing of places to visit on the WWW, also

teaches you how to navigate the web and use its resources. Mainly for use for those with a USRobotics modem, but any modem will suffice. Very good for the Net Beginner (NEWBIE).
PRICE: $1

TITLE: Introduction to 8080/8085 Assembly Language Programming
PUBLISHER: John Wiley and Sons Inc.
Copyright 1981 303 Pages Softcover
NOTES: Learn to write programs in 8080/8085 Assembly Language. The book will help you program computers based on the 8080/8085 microprocessors, including the Heath H8-8080, Compucolor-8080, Intel MDS-8080-, Altair 8800-8080, Processor Technology SOL-8080, The Digital Group-8080, Poloymorphic-8080, and the Vector-8080. Tons of sample programs are included. Wow this is really a great find!
PRICE: $3

TITLE: IBM PC (An introduction to the operating system, basic programming, and applications)
PUBLISHER: Prentice Hall Publishing
Copyright 1984 392 Pages Softcover
NOTES: This book gives you the grand tour of the very first IBM PC. How to use it and program it in basic. Very handy for those who have an old 8088 or XT. Lots of photographs/diagrams and programs. Recommended.
PRICE: $3

TITLE: Computer Design and Architecture
PUBLISHER: Little Brown and Company
Copyright 1985 489 Pages Hardcover
NOTES: This is a book about computer design and architecture for both the Student and Proffesional
PRICE: $6

TITLE: The McKinley Internet Yellow Pages 1996 Edition
PUBLISHER: New Riders
Copyright 1995 820 Pages Softcover
NOTES: Wow a book full of Internet sites/pages/ftp's that is set up just like your Yellow Pages Phone Book! Easy to use and read. An excellent resource for business or home use. Highly Recommended!
PRICE: $14

TITLE: Design with Microprocessors for Mechanical Engineers
PUBLISHER: McGraw Hill
Copyright 1992 594 Pages Hardcover
NOTES: This book is written for the non-electrical engineer, with its focus on design in consumer products, rather than on computers. This book points specifically toward making the mechanical engineer familiar with the microprocessor as a design tool at the chip/board level. This book gives step by step instructions on building a complete microprocessor based sytem, concentrating on the 6802 chip and 6805 and 6811 microcontrollers. Wow!
PRICE: $10

TITLE: The Official Guide to Corel Draw! 6 for Win95
PUBLISHER: Corel Press
Copyright 1995 749 Pages Softcover
NOTES: This excellent book gives you many tips and techniques for using Corel Draw! 6 to its fullest extent. This book will make you look like a Pro in no time at all. Very easy to understand and Highly Recommended! Book is in like new condition!
PRICE: $20 (This Book was originally $35)

TITLE: Pitfall the Mayan Adventure Official Players Guide
PUBLISHER: Infotainment World Books
Copyright 1995 133 Pages Softcover
NOTES: Complete players guide for the Pitfall the Mayan Adventure game for the: Super NES, Genesis, Sega 32x, Sega CD and PC CD-Rom. This book is full of hints for every level, with tons of full color maps. Great Book!
PRICE: $6.25

TITLE: Sound Blaster 16 User's Guide
PUBLISHER: Creative Labs
Copyright 1994 Softcover
NOTES: For use with the Sound Blaster 16 bit sound card
PRICE: $1

TITLE: Sound Blaster User's Guide
PUBLISHER: Creative Labs
Copyright 1992 Softcover
NOTES: For use with the Sound Blaster sound card
PRICE: $1

TITLE: Working with Windows 3.1
PUBLISHER: Windcrest/McGraw-Hill
Copyright 1992 331 Pages Softcover
NOTES: This book will tell you everything you need to know to get Windows 3.1 up and running fast. It will also teach you many advanced features in an easy to understand fashion, such as modification of windows default configurations, navigating through the DOS file system, and using the Windows utilities to their fullest extent. Highly Recommended.
PRICE: $6

TITLE: Using & Programming the ZX81/TS1000 (including ready-to-run programs)
PUBLISHER: Tab Books
Copyright 1983 168 Pages Hardcover
NOTES: This book is a real Gem in anyones collection. Not only is it rare, but also quite handy for those who wish to program on the Timex Sinclair TS1000 or TS1500 micro-computers. Very easy to understand andwill have the user writing programs in a few minutes. This is a must for any Timex Collector. The Book is in great condition.
PRICE: $7.50

======VINTAGE MAGAZINES=======VINTAGE MAGAZINES======
======VINTAGE MAGAZINES=======VINTAGE MAGAZINES======

TITLE: Kilobaud MICROCOMPUTING
ISSUES: Feb. 1980, March. 1980, Feb. 1981, May 1983
NOTE: Wow! These magazines are a RARE find! They were published in the days where real men built their own computers from Kits (Remember Heath Kits?), after market boards, and even by scratch. These magazines are a veritable goldmine of information and nostalgia. Very cool old micro-soft ads (When M-Soft was a small player in the feild), and the Apple computer ads that consisted of a pc board and no input or output devices (had to build your own apple!). WOW! My highest Recommendation!
PRICE: $5 each

**********SHIPPING INFORMATION**********

Customer is required to pay all shipping charges. Just send me your name and address with your order and I will calculate shipping. Most books (if they are not too heavy) I can send priority mail (3 day) for about $3 anywhere in the Continental US. Also please note that some days I am rather busy, so give me a couple of days before I ship (I will always try to ship day of order, but I do have a full time job.)
Checks(I will accept personal checks but I must wait til they clear the bank before shipping) or Money Orders must be made payable to Jon Lucas.
Please Send all orders to: Vintage_Micro@yahoo.com not (jonart@ix.netcom.com)
If you are interested in receiving this catalog plus future updates and auctions Please send email with the word "Subscribe" in the subject line.
Thanks and Happy Holidays to all!

Jon

4314. Re: BASIC XE EXTENSIONS DISK

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <01bd0b82$2f2d64c0$293f1ed1@zsys1>
Source record: 67750

I thought ICD bought out OSS ????
anyone care to comment on the correctness of this?

SEMSLIE <semslie@aol.com> wrote in article
<19971218061201.BAA26174@ladder02.news.aol.com>...
> WTB: BASIC XE EXTENSIONS DISK
>
> I recently bought BASIC XE cart without Extensions Disk.
> If someone has the disk please let me know. I don't know if OSS still
has
> rights to the disk (I don't think there around anymore).
> If you have a copy I'd greatly appreciate having all of BASIC XE's
services.
>
> Any help email: semslie@aol.com
>

4315. New Magazine needs Submissions!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: "/\/\/\/\/\--VoRTeX--/\/\/\/\/\" <jonart@ix.netcom.com>
Message-ID: <3498CA34.AA8DEED9@ix.netcom.com>
Source record: 67751

Hi Everyone,
Currently, I am working on a little magazine for older computers(mostly commodore and atari but all others are welcome to) to help support users out there. There seems to be alot of support for older systems just not in one place. I want to do features and listings on web-sites, companies, individuals who support these older machines. I would like to have articles on hardware upgrades and modifications for these machines along with new and innovative software. I will also provide very low cost advertising for those who wish to sell their hardware/software new or used. I think I can publish it quarterly with no problems. The format will be simple and cost effective for me to produce, 8.5in by 11in pages folded in half(booklet form), and will hopefully have at least 16 pages. I have not figured out a price for this yet but more than likeley about $1 will pay for the printing and the postage. I will be taking submissions for articles right now. They can pretty much consist of anything(reviews, opinions, programming, hardware modifications, and most importantly getting these machines online.) All submissions will get proper credit! Also I am in need of a name for this mag, so please send in your ideas!
Please send all submissions to: Vintag_Micro@yahoo.com

I hope something like this would be of interest to others.

Thank You,

Jon

4316. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <3498FA06.6AB50721@erols.com>
Source record: 67752

Thomas Havemeister wrote:

> In article <Re: 65816?>, rwoolley@pacbell.net (Bob Woolley) wrote:
>
> Howdy Bob!
>
> > > ||| ////Pakrat |||
> > > / | \ Discover Atari - and discover how far you can go! / | \
> > > ----
> > > Atari Classics will be doing a 65816 upgrade soon (whatever that
> means).
> > > There will be a 1.79mhz / 512K version. There MAY be a 7.18mhz /
> 512K
> > > version, also. Depends on the response.....
> > > All keep ANTIC, POKEY, etc.
>
> I see no advantage of a 1.79mhz 65816 upgrade. Why not 7.18?
>
> peter(thomas h.)
> --
> 6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
>
> *(MEGA) 8-bï¿½t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power
> !

As far as the advantages of the 65816 (and compatables) there is an advantage due to the instruction set being larger. This means that ML programs could be written smaller taking up less room in the memory and therefore would also run faster. This also means more routines would fit in memory and therfore the software could have more features. Speed increases would be an added plus.

4317. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_882438911@rtfm.mit.edu>
Source record: 67753
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

4318. Re: BASIC XE EXTENSIONS DISK

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34990C6A.75BA76BF@ix.netcom.com>
Source record: 67754

Edward Williams wrote:
>
> I thought ICD bought out OSS ????
> anyone care to comment on the correctness of this?
>
Edward,
Yes that is correct. That happened aroung 1984, I believe. ICD then
sold the 8-bit product line to Mike Hohman of Fine Tooned Engineering.
Since then we know what has happened with that product line, if
anything. Most likely dead. (Hope not!!!)

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4319. Pseudo code for a excessive post 'monitor'

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <67bk02$81p$1@alexander.INS.CWRU.Edu>
Source record: 67755

```
begin

postsize=x

if x>5000 then record entire post, including all headers in
in bot.file record.

end

periodic bot.file check:

check bot.file

get record
compare to all other records
is there another post from this source?
if no then
is record > 9 days old?
if so then delete record
end if
if yes then
send notice
end if

get next record

end

(The above should be fairly sophisticated in determining
the source of the post, not just use the 'From:' address.)

notice:
This is a bot from a news administrator, sent in the
interest of Internet Service Providers on the internet.

If you sent two or more fairly large posts to comp.sys.
atari.8bit in the last nine days, then please be advised
that comp.sys.atari.8bit is a discussion group about the
Atari 8-bit computer and binaries or other large posts are
not in keeping with the nature of the group. You are
welcome to participate in csa8, please come again. Please
read the csa8 FAQ. Where to get the FAQ is posted weekly in
'Welcome to comp.sys. atari.8bit'. We apologize for the
intrusion. You cannot respond to this message.

There should be a return address from the bot message which
just gets deleted, or gets a quick look over once in a while
by the bot keeper.
```

Russ
(Above prepared in advance.)
The nasty part comes in actually cancelling posts.
That could be done by a news administrator. In the interests
of ISPs and Usenet. But I really doubt it would be
necessary once the messages to cross-posters, large,
frequent posters, when out.
I imagine the large posters would scream bloody murder actually.
And some cancellations might have to occur, or they would
just ignore the bot. But this is something for usenet administrators
and ISPs to do. Dejanews has installed a cancellation scheme
for their site.

4320. Re: Accessing this NG (was: Auctions etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Dec18172021@co.umist.ac.uk>
Source record: 67756

In article <Pine.GSO.3.96.971217051607.9995A-100000@iglou1> 8bit-name-of-the-day
<erasmus@isp.name.of.the.day> writes:
[snip]
> mentioned "paying by the byte." Is anybody out there really doing
> that in this day and age? Doesn't every Podunk have an ISP with a
> flat monthly fee by now?
[snip]
> And Atari 8-bit hardware and soft-
> ware (at 9600, 14.4, or 19.2, e.g.) should allow a reasonably fast
> screen display since a 56K modem (or the like) isn't needed for the
> purpose of displaying text. So if an 8-bitter is paying by the byte,
> or downloading entire diskfuls, I ask the question: WHY? There's
> no law requiring offline reading. These days online reading is cheap
> and the ISP provides the fast computer and fast programs (which can
> selectively mark batches of text for later downloading, if desired).
[snip]
The other issue here is that not everyone gets free local calls. For
those of us who don't every extra minute we spend on-line adds to our
phone bill. In this situation, given the choice between spending 30
minutes reading a group on-line, or 5 minutes downloading it and 30
minutes reading off-line, the second is the more economic option,
regardless of ISP pricing policy and disk storage.

4321. Pitfall for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: Chris Shilliday <cyber@bright.net>
Message-ID: <3499671E.480E7929@bright.net>
Source record: 67757

I am presently looking for the Pitfall Cartridge by Activision for the Atari 800. Anybody got one they wanna sell? Also, I will buy any Atari 800 cartridges that are in good working condition. (Preferably with box and docs)

Chris Shilliday

4322. mac65

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: cowpoke1@hotmail.com
Message-ID: <882471354.1811808258@dejanews.com>
Source record: 67758

Calling all assemblers out there...

Anyone know what the last (or best) version of MAC/65 is?
I have versions 1.00 and 1.01. I don't know the differences

cyrus

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4323. Re: Problem with an Atari Tape Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: jd396@cleveland.Freenet.Edu
Message-ID: <67bvpvmjk1@alexander.INS.CWRU.Edu>
Source record: 67759

In a previous article, ralph@cts1.internetwis.com (Craig Henrichs) says:

>I have an Atari 800 and an Atari 410 & 1010 tape recorder, and I'm
>having problems recording a boot tape program to a tape using either
>recorder. I typed in a basic program which was supposed to record a
>boot tape program to tape. I ran the program, and the Atari made a
>buzz. I pressed play and record on the recorder (410 and 1010), and
>nothing happened to the tape in the recorder. I tried pressing play,
>record, and fast forward on the recorder, while the Atari was trying to
>record the boot tape program. The recorder was playing the tape, but
>nothing was being recorded to it. I waited 10 min, and the Atari was
>still trying to record the boot tape program to tape. I hit system
>reset, and gave up on trying to record a boot tape program. I couldn't
>use either recorder to record a basic program that had this line: 10
>print "a".
>
>Could there be something wrong with my recorders, or am I doing
>something wrong? My Atari 1010 has two ports and a cable to connect to
>the Atari's IO port. Which port on the 1010 should I connect the cable
>to? I would appreciate any replies to this post.
>
>Craig Henrichs
>

The most logical way that I know to save a program to tape is to
use the CSAVE command and use CLOAD to load it unless you hold the
START button from coldboot. As for the ports on the 1010, it doesn't
matter which one you use because the other one was put there to
continue the chain of hardware connections

Hope this helps
Jim

jd396@po.cwru.edu
--
C:\
C:\DOS
C:\DOS\RUN

4324. Re: Accessing this NG (was: Auctions etc.)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <ELELoI.Avx@iglou.com>
Source record: 67760

On 1997-12-17 erasmus@isp.name.of.the.day said:
>A related point brought up in this thread, is that somebody else
>mentioned "paying by the byte." Is anybody out there really doing
>that in this day and age? Doesn't every Podunk have an ISP with a
>flat monthly fee by now? For $19.95 per month (or less) I can be
>online 24 hours a day, and as noted above, I could be using the
>Atari 8-bit, reading this newsgroup online with a Unix newsreader
>program running on the ISP's computer, zapping screens or entire
>articles in an instant with one keystroke.
Maybe every Podunk in the USA does, but people in other countries might
not be so lucky. In some places they even have to pay by the minute for
local phone calls.

Bill Marcum

Net-Tamer V 1.09.2 - Test Drive

4325. Re: HELP ME WITH UMICH!!! Need file descriptions!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <ELELoL.Awo@iglou.com>
Source record: 67761

(How many files in the archive DO have descriptions?)
The zmag*.arc files were an all-text magazine. Some early issues used
ATASCII graphics, but mostly they were pure ASCII. If there is room to
store them in unarced form, people could browse them on-line; maybe with
a little editing they could even be made into HTML. I wonder if any of
the former writers or editors read this newsgroup.

Bill Marcum

Net-Tamer V 1.09.2 - Test Drive

4326. Re: Paying by the byte

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971218235301.SAA02693@ladder02.news.aol.com>
Source record: 67762

I looked into DirecPC, the high speed 400 kbps by the makers of DirecTV, and they have (I think) a 64 megabyte limit for about 25 bucks a month, then they charge per megabyte. (Anyone confirm this?) They also have unlimited access at about 40 bucks per month.

Bob Stone

Bostone1@aol.com

4327. Re: mac65

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971218235301.SAA05017@ladder01.news.aol.com>
Source record: 67763

I have a cart made after ICD took over OSS. I'll check it out again tonight, but I think it allowed some opcodes that the earlier versions didn't. These were codes that wouldn't work on the old 6502s, but did work on newer processors that I think never made it to actual Ataris. Unconditional branches and other stuff. I never used those opcodes.

Bob Stone

Bostone1@aol.com

4328. Re: Problem with an Atari Tape Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <3499ECDB.C3972975@erols.com>
Source record: 67764

Carl & Delinda Tenney wrote:

> I am new to the Internet, old to Atari 8-bit. I don't know if you got
> an
> answer to this ever, but when the Atari beeps twice, it is ready to
> record.
> To trigger the recording process, you simply have to press Play &
> record
> on the tape recorder, and then press the -Return- key on the Atari.
> Also,
> in answer to your question about the two ports on the Atari 1010; they
> are
> the same, just as with a disk drive. The fact that the old 410 had to
> be
> the end of the daisy chain brought on the development in the 1010 of
> being
> able to daisy chain the tape drive just like a disk drive.
>
> Craig Henrichs <ralph@cts1.internetwis.com> wrote in article
> <348E08BE.4EB3@cts1.internetwis.com>...
> > I have an Atari 410 & 1010 tape recorder, and I'm
> > having problems recording a boot tape program. I typed in a basic
> program which was supposed to record a
> > boot tape program to tape. I ran the program, and the Atari made a
> > buzz. I pressed play and record on the recorder (410 and 1010), and
>
> > nothing happened to the tape in the recorder.
> >
> > My Atari 1010 has two ports and a cable to connect to
> > the Atari's IO port. Which port on the 1010 should I connect the
> cable
> > to? Craig Henrichs
> >

As far as the proceedure you followed (heard beeps > pressed play and record) you need to after hitting the play and record buttons strike a key (like return)

Also be certain that the tape is leaderless or preadvance the tape so that the tape leader is past the point where the head makes contact with the pressure pad (usually a small white or tan fuzzy pad) at the center of the open side.

Pat.

4329. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: pmulvey <pmulvey@erols.com>
Message-ID: <3499F7B4.5B0EAA5A@erols.com>
Source record: 67765

Mr-8bit-name-of-the-day wrote:

> On Mon, 15 Dec 1997, Kenneth Jennings (kenneth at daffy dot
> aatech dot com) quoted as follows:
>
> ->On Mon, 15 Dec 1997 16:21:14 -0600, gmiller@iswt.com wrote:
> ->
> ->>In article <Pine.GSO.3.96.971215071651.6937C-100000@iglou1>,
> ->> Sid Pacman <erasmus@atari.8bits.world> wrote:
> ->
> ->[snip]
> ->
> ->>It might be worthwhile to create a comp.sys.atari.8bit.
> ->>marketplace,
>
> This is misleading. It makes it look as if I (Erasmus) said
> the line that follows your "snip." That's not my line, and in
> fact I've posted messages OPPOSING the creation of a second Atari
> 8-bit newsgroup at this time.
>
> Also, everybody out there should note that if you post public
> messages on the Usenet with your real name and domain in the
> message HEADER, you *will* absolutely, positively get put on
> the mailing lists of SPAM mailers. It's 100% guaranteed. The
> best advice is to NEVER post publicly with your real name and
> real domain in the message HEADER. You'll notice that the
> careful posters don't even put their real user IDs and domain
> addresses within the text of a public message without taking
> precautions like spelling them out. In my opinion everybody
> should identify their messages by listing their name and location
> -- in the message itself, not in the header (for the reason cited).
>
> Spammers use automated programs to "harvest" addresses for their
> mailing lists. With more programming (and hardware upgrades too)
> the spammers could compile even more addresses than they do, but
> so far they seem to have stuck to message headers. Keep your
> fingers crossed. (And always try to stay ahead of them! Spammers
> will be the door-to-door salesmen of the 21st Century. They're
> here to stay!)
>
> >>>---<<<
> >>> david moeser -- erasmus att iglou dott com <<<
> >>> Censornati, Ohio - USA <<<
> >>>---<<<

> * REALITY.SYS corrupted: Re-boot universe? (Y/N/Q) *

First I do agree that since the group is unmoderated that the
for-sale postings are permissible, but they should be filtering out
those items that are not Atari related. i.e.: Vic 20 carts

As far as the usage of your real name, that was an issue that the user group BBS that I am currently president of struggled with long ago. When someone decides not to use their real name it detracts credence from their posting, and allows for deceptive actions on that persons part (since the person is somewhat shielded by anminity) Now I am not saying that you personally would do this, since your motivation is to shield yourself from unscrupulous actions of others, but the point is that spammers will always be around, but if you bring this situation to the attention of the system administrator of your system, they can and do have the clout necessary to make this particular individuals life difficult and at the same time you will be helping to stop or at least slowdown this persons activity from affecting others.

Patrick Mulvey
President of LIAUG

4330. WTB: UltraDissembler

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net*!*>
Message-ID: <67cns9$49h@bgtnsc03.worldnet.att.net>
Source record: 67766

I'm looking for a copy of Ralph Jones Ultra Disassembler. Written for
the 800 series around 1983.

To reply directly remove "*!*" from my posted address.

Thanks,

AB

4331. WTB: Analog Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: Andre Bullock <AVB6567@worldnet.att.net*!*>
Message-ID: <67cr4t$1kg@mtinsc05.worldnet.att.net>
Source record: 67767

I'm looking for issues 17-22 of Analog Computing, in good shape.

To reply directly remove *!* from my address.

Thanks,

AB

4332. Re: test

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: Robert Pagano <rpagano@NOSPAM.ibm.net>
Message-ID: <3499f354.0@news1.ibm.net>
Source record: 67768

```
testing... testing... one, two, three...
```

4333. Re: Problem with an Atari Tape Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: "Thomas J. Andrews" <tandrews16@delphi.com>
Message-ID: <5rXF5HF.tandrews16@delphi.com>
Source record: 67769

James Edwards <jd396@cleveland.Freenet.Edu> writes:

>
>In a previous article, ralph@cts1.internetwis.com (Craig Henrichs) says:
>
>>I have an Atari 800 and an Atari 410 & 1010 tape recorder, and I'm
>>having problems recording a boot tape program to a tape using either
>>recorder. I typed in a basic program which was supposed to record a
>>boot tape program to tape. I ran the program, and the Atari made a
>>buzz. I pressed play and record on the recorder (410 and 1010), and
>>nothing happened to the tape in the recorder. I tried pressing play,
>>record, and fast forward on the recorder, while the Atari was trying to

Let me see if I can remember this - it's been 9 years since I used a
recorder on my 8-bit...

A single buzz indicates the recorder is being opened for a READ operation.
You want a WRITE operation, and two buzzes. Check the OPEN statement in
your BASIC program. It should read
OPEN #n,8,128,"C:"
The 8 signifies the WRITE operation, and the 128 (if I remember correctly)
sets the short IRG. (Inter Record Gap) If there's a 4 where the 8 is, the
recorder will be opened for a READ.

I think that is more likely your trouble than a bad recorder (although the
410 isn't known for its longevity). Once you get the two buzzes, press
PLAY and RECORD on the recorder, then press RETURN and things should start
working.

TJ

4334. FREE Atari Catalogs by E-Mail, FTP & the Web! New Lower Prices!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: bensmith@user2.teleport.com
Message-ID: <67cv1l$o69$1@user2.teleport.com>
Source record: 67770
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at
http://www.teleport.com/~bensmith/bscomputers.shtml

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!

4335. Re: 8-bit ROM/disk images almost available

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-18 00:00:00 UTC
From: rlaski@midwest.net
Message-ID: <MPG.f030f67104df851989687@news.midwest.net>
Source record: 67771

In article <679f7c$qb2$0@dosa.alt.net>, mkohary@serv.net says...
> Oh yes, one clarification. It's not that the games won't run; I can't get
> the disk image to even boot up. Instead, I get a scrolling list that simply
> repeats "boot error".
>
> Again, thanks in advance for any help.
>
> Mike
>
>
>
>
You need another disk image 'menu.atr' or something that you boot with,
then you use it to access the >1meg .atr files... load menu.atr into
drive 1, and your >1meg .atr file into drive 2 and it should work.
I'm reasonably certain that it works w/ Xlit.
--
Ron
rlaski@midwest.net

4336. Same to you and yours, and all who participate and/or lurk here!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-19 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd0c97$6f02ee60$b5c2accf@asharkis.erols.com>
Source record: 67772

[No readable article body recovered]

4337. Re: mac65

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-19 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <349ad568.1276729@news.aatech.com>
Source record: 67773

On 18 Dec 1997 23:53:03 GMT, bostone1@aol.com (Bostone1) wrote:

>I have a cart made after ICD took over OSS. I'll check it out again tonight,
>but I think it allowed some opcodes that the earlier versions didn't. These
>were codes that wouldn't work on the old 6502s, but did work on newer
>processors that I think never made it to actual Ataris. Unconditional branches
>and other stuff. I never used those opcodes.

It's a good idea not to use those opcodes to ensure compatability
with the existing computers and emulators.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

4338. Re: Same to you and yours, and all who participate and/or lurk here!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-19 00:00:00 UTC
From: Mike Kohary <mkohary@serv.net>
Message-ID: <349AD74B.7D48@serv.net>
Source record: 67774

Alan Sharkis wrote:
>
>

Um, same what? No quote; we don't know what you're talking about.

Mike
--
Seattle, WA
http://kohary.simplenet.com

4339. Re: ftp.hackerz.com

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-19 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19971219205800.PAA06864@ladder02.news.aol.com>
Source record: 67775

Hackerz.com has taken down there 8bit library and has put up a lot of ST files that are in a weird format for the PACIFIST ST emulator, The converter may be found on the net, that will convert them back to real Atari ST disk in MSA format.

I dont know what happen to there 8bit archive.
Try CTH its the best.

4340. Atari 5200 system w/25 games

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-19 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <349AE320.4E7F@ccnet.com>
Source record: 67776
Cross-posted to:
rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,alt.games.video.classic,comp.sys.atari.8bit

Here is a Atari 5200 i have for sale at EBay.Everything works and is in great shape.There is picture of the system and carts.Item search 3184679 or click URL below.And a cart listing.

http://komodo.ebay.com/aw-cgi/eBayISAPI.dll?ViewItem&item=3184679

4341. FS:Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-19 00:00:00 UTC
From: Jay Colen <jandc@ccnet.com>
Message-ID: <349AE5DB.6E10@ccnet.com>
Source record: 67777

I have 2 extra 800XL for sale.Everything works great and has been teasted.They are loose no powersupply.I am asking $10 plus shipping or trade for classic game carts.

4342. Re: HELP ME WITH UMICH!!! Need file descriptions!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-19 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-1912971643500001@macmcurrent.library.carleton.edu>
Source record: 67778

In article <ELELoL.Awo@iglou.com>, bmarcum@iglou.com wrote:

>(How many files in the archive DO have descriptions?)
>The zmag*.arc files were an all-text magazine. Some early issues used
>ATASCII graphics, but mostly they were pure ASCII. If there is room to
>store them in unarced form, people could browse them on-line; maybe with
>a little editing they could even be made into HTML. I wonder if any of
>the former writers or editors read this newsgroup.

I had a "Perusing the Internet" column in the very last few issues. Just
collections of postings from comp.sys.atari.8bit.

I'm also responsible for collecting most of those Z*Mag issues from
various sources and putting them on UMich to begin with.

If you unarc them you'll find the cr/lf's are in several formats,
reflecting the varied sources of where I got them from. I did all the
cleanup once: They're all available in plain ASCII text on the Cleveland
Free-Net Atari SIG.

-Michael

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4343. File transfers...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-19 00:00:00 UTC
From: Stanley Lackey <lackey@segosf.hlo.dec.com>
Message-ID: <y12pvmt9oyt.fsf@mingua.hlo.dec.com>
Source record: 67779

I have a friend who needs to transfer files from an apple2gs. He wants to get them to a PC. On the apple2 group I got a suggestion that a serial line be used, but my friend has no serial port on the apple.

I am able to transfer from Atari to PC... so I was wondering if there is a way to either read apple2 disks on the atari, or write atari format on the apple.

Any help is greatly appreciated! -Stan

4344. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-19 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <349B3197.1603@pacbell.net>
Source record: 67780

Thomas Havemeister wrote:
>
> In article <Re: 65816?>, rwoolley@pacbell.net (Bob Woolley) wrote:
>
> Howdy Bob!
>
> > > ||| ////Pakrat |||
> > > / | \ Discover Atari - and discover how far you can go! / | \
> > > ----
> > > Atari Classics will be doing a 65816 upgrade soon (whatever that means).
> > > There will be a 1.79mhz / 512K version. There MAY be a 7.18mhz / 512K
> > > version, also. Depends on the response.....
> > > All keep ANTIC, POKEY, etc.
>
> I see no advantage of a 1.79mhz 65816 upgrade. Why not 7.18?
>
> peter(thomas h.)
> --
> 6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
> *(MEGA) 8-bï¿½t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

A 65816 can utilize the newer instruction set and a linear address space
of 512K. Even at 1.79mhz, it would improve performance. And, it's simple
to do. The 7.18mhz hack is a lot harder but it does offer high
performance without any coding or tricks. A 14.36mhz 65816 could run 12
times faster than a stock Atari with no code changes. That's pretty
significant, but it's a tough hack.

Bob

4345. Re: BASIC XE EXTENSIONS DISK

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-19 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <349B333B.522D@pacbell.net>
Source record: 67781

Robert S Ely wrote:
>
> Edward Williams wrote:
> >
> > I thought ICD bought out OSS ????
> > anyone care to comment on the correctness of this?
> >
> Edward,
> Yes that is correct. That happened aroung 1984, I believe. ICD then
> sold the 8-bit product line to Mike Hohman of Fine Tooned Engineering.
> Since then we know what has happened with that product line, if
> anything. Most likely dead. (Hope not!!!)
>
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
---
well, I kinda pick up the OSS Basic from Mike, so I guess it is not
dead. i really don't know if that includes the extentions or not - it
isn't like we would sue or anything. not that Basic/XL/XE is PD yet.

Bob

4346. Re: Bobterm vs. Ice-T

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: ssilicon@lse.fullfeed.com
Message-ID: <349b496c.619728@nntp.lse.fullfeed.com>
Source record: 67683

On Tue, 16 DEC 97 22:31:50 -0500, Thomas J. Andrews
<tandrews16@delphi.com> wrote:

[Humpf. Here I thought I'd start a healthy debate on the relative
merits
[of these two programs - and nothing. Doesn't anyone have anything to
say about
[them?

I've used Bobterm. I thought it was pretty good considering. I
haven't ever used ICE-T.

*** Please make sure responses are also sent via email.

4347. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <67fjm3$8e9$1@newbabylon.rs.itd.umich.edu>
Source record: 67684
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 814 Dec 17 02:38 ./8bit/00.CHANGES
-rw-r--r-- kendric 53606 Dec 17 02:21 ./8bit/Os/ramdrv10.arc
-rw-r--r-- kendric 658 Dec 17 02:25 ./8bit/Os/ramdrv10.blurb
-rw-r--r-- kendric 82 Dec 17 02:21 ./8bit/Faqs/xlsurf.blurb
-rw-r--r-- kendric 1149 Dec 17 02:21 ./8bit/Faqs/xlsurf.txt
-rw-r--r-- kendric 664 Dec 17 02:34 ./8bit/00.CHANGES.97.11.27
-rw-r--r-- kendric 137322 Dec 17 02:39 ./8bit/atari8.qif
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

4348. Atari Paddle Controllers

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: Ben Corr <bjcorr@sonic.net>
Message-ID: <01bd0d1d$d1e37780$27e7c9d0@hal>
Source record: 67685

All you Northern Calif. folks, HSC in Rohnert Park has a slew of Atari Paddle Controllers, in the original Boxes, $1 each!

Calm down Kendrick, I got you one.

Ben Corr

4349. Ape 1.16 final beta available.

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <67g32p$1e3@freenet-news.carleton.ca>
Source record: 67686

The final beta of Ape 1.16 is available for registered users only. To obtain your copy contact me at classics@nacs.net.

Thanks

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4350. What you need is a Publicity Agent!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: Agent.TrashCan@USA.NET
Message-ID: <m0xjKWO-0006BbC@maccs.dcss.mcmaster.ca>
Source record: 67687
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.8bit

Wishing you a joyous holiday season, and a most prosperous New Year.

Posted by MarketCom's MktAgent, interNet's premier publicity engine.

Got something to say, a cause to promote, or goods/services to sell?
Then get the message out to thousands of open-minded, well-educated
individuals all over the world.

Locate & Contact 100,000 interested leads, potential clients, and/or
penpals, in only five days by utilizing our FREE MktAgent demo model.

Good Luck! God Bless! Do Business! http://MarketCom.com/MktAgent/

A mirror site is located at http://www.aoci.com/fontsasoc/marketcom4/

---

urszlxj ctdyoutaudurny y

4351. test

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: maciej grzeszczuk <krap@zwieracz.pse.pl>
Message-ID: <67gfbg$444$1@sanos.psych.uw.edu.pl>
Source record: 67688

```
1383
--
= krap@zwieracz.pse.pl = phone +48-602-339173 = InterNIC: MKG5 =
= 2:480/70 = PGP 50D98803B12327E7 216A787AB7EFD5FA * in arp we trust *
= finger me or mail a message with subject: 'get-pgpkey' for pgp key =
```

4352. Re: File transfers...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd0d57$30c6e960$d6c2accf@asharkis.erols.com>
Source record: 67689

Dunno, Stan. Is your friend SURE that there's no serial line on the 2GS? I remember the //c having both a modem and a serial printer port (all Apples went to serial printers, and I believe the Macs still do.) Both had wierd connectors -- I believe they were 5 pin DINs, similar to what is used for MIDI today. And yes, I was able to transfer to and from both my 8-bit Atari and my PC from the //c using null-modem connections.

I've never seen the back of a 2GS, but it seems to me that you'd be looking for an icon of a telephone receiver stamped into the plastic above one connector, and an icon of a printer stamped into the plastic above the other. Now, it could be that in the 2GS the connectors were changed to 8-pin mini-DINs, because that's what Macs of that generation began to use.

About reading 2GS files on an Atari drive -- well, that's going to be difficult. Apple used a completely different track and sector layout, as I remember it.

I hope somebody else can shed more light on this situation. Guys?

Stanley Lackey <lackey@segosf.hlo.dec.com> wrote in article <y12pvmt9oyt.fsf@mingua.hlo.dec.com>...
>
> I have a friend who needs to transfer files from an apple2gs.

4353. Re: Same to you and yours, and all who participate and/or lurk here!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd0d57$65fae820$d6c2accf@asharkis.erols.com>
Source record: 67690

It was a reply to holiday wishes that somebody sent in the subject line
with no body to the message.

May I extend those wishes to you at this time?

Mike Kohary <mkohary@serv.net> wrote in article <349AD74B.7D48@serv.net>...
> Alan Sharkis wrote:
> >
> >
>
> Um, same what? No quote; we don't know what you're talking about.
>
> Mike
> --
> Seattle, WA
> http://kohary.simplenet.com
>

4354. Re: Same to you and yours, and all who participate and/or lurk here!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: Mike Kohary <mkohary@serv.net>
Message-ID: <349BE573.7932@serv.net>
Source record: 67691

Alan Sharkis wrote:
>
> It was a reply to holiday wishes that somebody sent in the subject line
> with no body to the message.
>
> May I extend those wishes to you at this time?

Ah, a wise-guy, eh? ;) Well, let me put it in the body: happy
holidays to you and yours.

Mike

--
Seattle, WA
http://kohary.simplenet.com

4355. wtb: ATARI 410 japan version / 815 / 1400 xl / atari xld

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: patrice MULLER <pamuller@imaginet.fr>
Message-ID: <67gqeh$2h0$1@belzebul.imaginet.fr>
Source record: 67692

```
if you have theses items for sale, e mail me
```

4356. Atari ATR

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: Alain Touati <Alain.Touati@wanadoo.fr>
Message-ID: <349BF8FB.24E6@wanadoo.fr>
Source record: 67693

I SEARCH GAMES ATARI 800XL IN FORMAT ATR
Thank you

4357. Re: Atari ATR

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: Mike Kohary <mkohary@serv.net>
Message-ID: <349C00CD.527D@serv.net>
Source record: 67694

Alain Touati wrote:
>
> I SEARCH GAMES ATARI 800XL IN FORMAT ATR
> Thank you

Hang on; there will be a new web site soon, that will be easy to access
and up all the time, where you will be able to pick these up at.

Mike

--
Seattle, WA
http://kohary.simplenet.com

4358. Re: 8-bit ROM/disk images almost available

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: Mike Kohary <mkohary@serv.net>
Message-ID: <349C0120.7974@serv.net>
Source record: 67695

Mark L. Simonson wrote:

> Mike, there is a mirror of Yogi's site (I just checked, and it's all still
> there): http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/

Very cool. Now, how come this isn't linked from anyone's Atari page? I
swear I looked high and low....

I've been able to solve my problem via the menu program (and also found
out about which disk image to put where to access them through DOS).
I'll have that web site up shortly.

Mike

--
Seattle, WA
http://kohary.simplenet.com

4359. Re: 8-bit ROM/disk images almost available

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: Mike Kohary <mkohary@serv.net>
Message-ID: <349C014A.21AC@serv.net>
Source record: 67696

Ronald A. Laski, Jr. wrote:

> You need another disk image 'menu.atr' or something that you boot with,
> then you use it to access the >1meg .atr files... load menu.atr into
> drive 1, and your >1meg .atr file into drive 2 and it should work.
> I'm reasonably certain that it works w/ Xlit.

Yes, it does work with XL-It. Thanks for the info.

Mike

--
Seattle, WA
http://kohary.simplenet.com

4360. Re: 8-bit ROM/disk images almost available

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <67h680$s@freenet-news.carleton.ca>
Source record: 67697

Mike Kohary (mkohary@serv.net) writes:
> Mark L. Simonson wrote:
>
>> Mike, there is a mirror of Yogi's site (I just checked, and it's all still
>> there): http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/
>
> Very cool. Now, how come this isn't linked from anyone's Atari page? I
> swear I looked high and low....
>
> I've been able to solve my problem via the menu program (and also found
> out about which disk image to put where to access them through DOS).
> I'll have that web site up shortly.

If you have the space, consider making the individual EXE files
available as well. I believe they are all at the ageis site w/
long filenames already assigned.

Steve
--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4361. Re: 8-bit ROM/disk images almost available

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: rje@co.umist.ac.uk
Message-ID: <RJE.97Dec20200219@co.umist.ac.uk>
Source record: 67698

In article <349C0120.7974@serv.net> Mike Kohary <mkohary@serv.net> writes:

>
> Mark L. Simonson wrote:
>
> > Mike, there is a mirror of Yogi's site (I just checked, and it's all still
> > there): http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/
>
> Very cool. Now, how come this isn't linked from anyone's Atari page? I
> swear I looked high and low....
It is too, you obviously haven't seen my page yet:
http://www.co.umist.ac.uk/~rje/8bit/atari.html

There are over a 100 links there to many things concerning the 8-bit
Atari. The links should be up to date (if you find any that aren't
then let me know). Granted the links are in no particular order, and
hence hard to find the particular one you are after, but this might
change when (if?) I get some free time. Also if anyone sees a site
that is missing from my page, then let me know and I'll add it.

While I'm posting about my web-page, you can also download my new
ramdisk program from there (plug, plug), or if you prefer, it is now
up at the umich archive too. Let me know what you think about it.

4362. $20 buy a 520ST & SF354 DD

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: raymondp@cris.com
Message-ID: <67ha16$4pr@examiner.concentric.net>
Source record: 67699

$20 ... for a 520ST, SF354 DD both w/PS

This price INCLUDES shipping West of the Mississippi..

the 'D' key cap is missing ... and I have never personally used this equipment, they've simply been gathering dust. I received them in trade and want to get it out of the basement....

They're packaged and ready to ship.

4363. Re: 8-bit ROM/disk images almost available

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2012972117510001@port128.bitstream.net>
Source record: 67700

In article <RJE.97Dec20200219@co.umist.ac.uk>, rje@co.umist.ac.uk (Raphael James Espino) wrote:

> In article <349C0120.7974@serv.net> Mike Kohary <mkohary@serv.net> writes:
>
> >
> > Mark L. Simonson wrote:
> >
> > > Mike, there is a mirror of Yogi's site (I just checked, and it's all still
> > > there): http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/
> >
> > Very cool. Now, how come this isn't linked from anyone's Atari page? I
> > swear I looked high and low....
> It is too, you obviously haven't seen my page yet:
> http://www.co.umist.ac.uk/~rje/8bit/atari.html
>
> There are over a 100 links there to many things concerning the 8-bit
> Atari. The links should be up to date (if you find any that aren't
> then let me know). Granted the links are in no particular order, and
> hence hard to find the particular one you are after, but this might
> change when (if?) I get some free time. Also if anyone sees a site
> that is missing from my page, then let me know and I'll add it.

Nice list! I hadn't seen this before. I'd say you have about the most comprehensive list of Atari 8bit links I've seen yet. Most of the pages I've bookmarked seem not to have been updated for a while. Very much appreciated!

Mark

4364. Re: ftp.hackerz.com

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: matt <moses@cybercomm.net>
Message-ID: <349B5343.1F3@cybercomm.net>
Source record: 67701

GUY1015 wrote:
> I dont know what happen to there 8bit archive.
> Try CTH its the best.

ftp://closertohome.dyn.ml.org/ftp/pub/atari_8bit/More_Atari8bit/GAMES/
--
http://www.cybercomm.net/~moses

4365. Atari 800 , Rana & Indus GT Drives and 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-20 00:00:00 UTC
From: jdopple@iname.com
Message-ID: <349b3a3a.6345654@news2.ibm.net>
Source record: 67782
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Atari 800 , Rana & Indus GT Drives and 850 Interface. All cables.

Atari ST w/ 1Meg (520 upgraded)
Mono monitor
Color monitor

Best offer takes it all (St & 8 bit can be bid alone or together).
Tons of software (who knows if it's still readable :)

4366. Re: 8-bit ROM/disk images almost available

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-21 00:00:00 UTC
From: Mike Kohary <mkohary@serv.net>
Message-ID: <349D12C1.55B1@serv.net>
Source record: 67702

Raphael James Espino wrote:
>
> In article <349C0120.7974@serv.net> Mike Kohary <mkohary@serv.net> writes:
>
> >
> > Mark L. Simonson wrote:
> >
> > > Mike, there is a mirror of Yogi's site (I just checked, and it's all still
> > > there): http://aegis.mcs.kent.edu/~clisowsk/mirrors/8bit:yogis_site/
> >
> > Very cool. Now, how come this isn't linked from anyone's Atari page? I
> > swear I looked high and low....
> It is too, you obviously haven't seen my page yet:
> http://www.co.umist.ac.uk/~rje/8bit/atari.html
>
> There are over a 100 links there to many things concerning the 8-bit
> Atari. The links should be up to date (if you find any that aren't
> then let me know). Granted the links are in no particular order, and
> hence hard to find the particular one you are after, but this might
> change when (if?) I get some free time. Also if anyone sees a site
> that is missing from my page, then let me know and I'll add it.
>
> While I'm posting about my web-page, you can also download my new
> ramdisk program from there (plug, plug), or if you prefer, it is now
> up at the umich archive too. Let me know what you think about it.

No, I had not seen this; thanks for letting me know about it.

For everyone's information: I've got everything working and all my
questions answered; thank you all for the support and info. I'm
currently gathering images, and am planning to break down the large atr
files into individual game images, for those of you who prefer to pick
and choose rather than download 1MB files. I should have my archive up
within a couple of weeks or so; I'll keep you posted.

Mike
--
Seattle, WA
http://kohary.simplenet.com

4367. Re: Looking for copy or ref card for Atari Writer

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-21 00:00:00 UTC
From: Larry Richardson <lizr@crestviewfl.com>
Message-ID: <349D3689.425A@crestviewfl.com>
Source record: 67703

Bill Malyszka wrote:
>
> Anyone have a ref card for Atari Writer or a text file with the keystroke
> commands on it? I just got an AtariWriter cart and no docs. I can't
> remember the commands that I used to know 11 years ago. Silly me.
> Thanks...
>
> ...b

I have the docs for AtariWriter and AtariWriter Plus on my web site at
http://www.crestviewfl.com/~richard/atari-docs.htm

Larry Richardson
lizr@crestviewfl.com

4368. Threshold for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-21 00:00:00 UTC
From: sydtech <REMOVESPAMsydtech@email.msn.com>
Message-ID: <ucpNW#kD9GA.237@upnetnews03>
Source record: 67704

Anyone know if the shooter 'Threshold' was every ported to the Atari 8-bit?

4369. Offer

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-21 00:00:00 UTC
From: "Sintech, FBI" <sintech@online.de>
Message-ID: <01bd0e61$5945b8c0$ef819fc1@1001-36.online.de>
Source record: 67705

```
--
You are searching for Soft- or Hardware for your computer?
Why not try it here:

SINTECH, GERMANY
Home of 8 and 16-Bit Software
e-mail: sintech@online.de
www.online.de/home/sintech
```

4370. Re: trackball

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-21 00:00:00 UTC
From: bpa257@aol.com
Message-ID: <19971221230300.SAA01384@ladder02.news.aol.com>
Source record: 67706

> it would be great for my kids to use rather than the
>difficult to grasp and
>operate mouse.

Here's your answer:

Microsoft has a mouse just for kids. I forgot what it's called, but that's your answer.

4371. Re: For Sale: Atari Trak-Ball (Mint in box)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-21 00:00:00 UTC
From: bpa257@aol.com
Message-ID: <19971221230801.SAA01842@ladder02.news.aol.com>
Source record: 67707

Is it an Atari 5200 Trak-ball?

Because if it is, then i'd be anxious to buy one.

4372. Re: Threshold for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-21 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd0e65$7ae118e0$fd374382@hawks-pentium>
Source record: 67708

Wasn't that done by Sierra ? I think I have it somewhere, but ain't sure!

sydtech <REMOVESPAMsydtech@email.msn.com> wrote in article
<ucpNW#kD9GA.237@upnetnews03>...
> Anyone know if the shooter 'Threshold' was every ported to the Atari
8-bit?
>
>
>

4373. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-21 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <67k5ve$jcv@dfw-ixnews10.ix.netcom.com>
Source record: 67709

I think the .forsale group is a good idea. However, I'm a bit concerned
that the discussion has mostly centered around large auction posts and posts
that are slightly off topic (commodore forsale! etc..).

I would prefer to see a motion to get rid of all the crap posts that go
through here. Anything that does not relate to Atari should be trashed.
No more XXX sites, or bulk emailers. No more make money fast schemes.
However, how you remove those posts could be a problem. It would be
impossible to catch all those posts on a non-moderated group before at least
some people saw them. Also, I wonder if there are any legal concerns about
deleting someone else's posts.

Personally, I don't mind seeing the auctions here. And I would probably not
visit .forsale as much as this group. However, I am 100% for removing any
post that doesn't relate to this groups name.

Although you need to be nice to people who post about the 2600 and or the
ST's.

Karl

In article <674o7tkmo1@alexander.INS.CWRU.Edu>, he110@cleveland.Freenet.Edu
(Bill R. Core) wrote:
>
>If there could be another newsgroup started just for sales,
>auctions, etc, I don't know 'comp.sys.atari.8bit.forsale' or
>something like that. When the auction messages come up, I just
>'quit' after the first screen. So removing them would
>probably be a good idea; however, we need to know if anyone
>is actually getting anything out of them being here. If not,
>then there is no point to them being posted here, and it should
>be stopped. Perhaps it is time we were moderated What would
>that entail, positives/negatives?

4374. Diagnostics Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-21 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <883000565@stackbbs.xs4all.nl>
Source record: 67710

Howdy folks

I know I've asked a simular question
before, but...

In the BEST Elektonics Catalog
Rev.10, on page 95, they mention a
XE/XL Service Center Diagnostic
Hardware Kit.

How usefull is this stuff???

One of my XEGS never worked. I
believe it shows a red screen (it's
been a while since I tried it out).
But NO selftest or READY prompt.

And my 130XE seems to have developed
PBI bus (where you plug in the
BlackBox and your carts) problems.
It worked OK after the modification
Bob Puff has developed (it's called
STABLXL.???), and I had already
replaced the "mexico" CPU. I do
believe I shorted one of the joystick
ports pins 7 and 8 once. And one of
my (standard ATARI) power supplies
went bad while it powered the 130XE.
People told me, certain chips,
especially the CPU don't like power
spikes. (This power supply first
developed the habit to drop power to
the level, where my screen turned
spinage green. But after a while,
power would also sometimes jump up to
11 (yes, ELEVEN) Volts. Which would
show up at the screen as white
lines.)

So, the question is, how handy is the
above mentioned Diagnostic Kit with
problems like these???

CU Mathy Van Nisselroy

The ".nl" address don't work
I probably won't get to my ".de"

address untill after New Year.

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

4375. html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-21 00:00:00 UTC
From: mathy.van_nisselroy@stackbbs.xs4all.nl
Message-ID: <883000566@stackbbs.xs4all.nl>
Source record: 67711

Howdy folks

A while ago a saw a utility on a BBS,
that would convert Hypertext into
ATASCII (or was that ASCII). At that
time I though it would be a nice
utility, but that I would not need it
very soon.

Now I could really use it, but don't
know, here I've seen it.

Please help.

CU Mathy Van Nisselroy

Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)

4376. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: Itay <dont@spam.me.com>
Message-ID: <67k8a2eru1@news.huji.ac.il>
Source record: 67712

> I do it everyday.......I use;
>
> 130xe, 14400 modem, 256k mio, Ice-T v2.72. A service
> provider with shell accounts is also helpful. But bare bones,
> use telnet from genie....Cis....or the ilk and telnet to one
> of the following;

[..]

> till I tried a couple different modems. Also get Len Spencers
> hyper-speed handler......you can get along without it, but
> Ice-t really flies with it.
>
> Paul Clark
>
> Itay, if you read this, I haven't forgot about the shareware
> fee........

Hehehe.. I'm reading, I'm reading :)

-itay

itayc
at
hotmail dot com

4377. Atari Lab Loaner Auction (Update #5)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19971222035201.WAA03635@ladder01.news.aol.com>
Source record: 67713

The following are authentic Atari Lab Loaners with Lab Loaner labs, untampered with dates or lot #'s, these are not cheap eprom copies in blank cases.

Rules:

1. Auction will close at Midnight 1/15/98
2. Winners are responsible for shipping charges
3. Items will be shipped USPS Priority Mail
4. Items must be paided in advance with check or money orders, absolutely no cash!
5. Updates will be emailed to all bidders once a day, updates will be posted in the newsgroups once every 3-4 days to avoid clogging the newsgroups
with posts
6. I reserve the right to pull any item at anytime
7. Bids will be made in $2 increments

Note: Although items are up for auction, items are all available for trades, I am interesting in anything made by or made for Atari systems including 2600,5200,7800,Jaguar, computers and coin-op.

Item Description Bid Bidder

1 Socerer's Apprentice 3-28-83 $100 Mao
2a Alpha Beam Ernie 5-16-83 $100 Mao
2b Alpha Beam Ernie 5-16-83 $20 Rikard
3 Moon Patrol (Blue Lab Label) 6-2-83 *TRADED* to BlueSky
4 Donald Duck Speed Boat 4-12-83 *TRADED* to Kprodzin
5 Haunted House $100 Mao
6 Cookie Monster (no date listed) $100 Mao
7 2600 Diagnostic v2.6s $100 Mao
7a 2600 Diagnostic (Secam ver.) 2.6s $100 Mao
8 Galaxian 074 $100 Mao
9 Kangaroo 4-14-83 $100 Mao

Also available for Trade (ONLY)

Texas Chainsaw Massacre w/manual *TRADED*
Halloween *TRADED*
Bachelor Party (New in Box)

Send all bids to cvendel@aol.com

4378. Re: File transfers...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <ELKt6v.3q0@iglou.com>
Source record: 67714

On 1997-12-20 asharkis@erols.com said:
>About reading 2GS files on an Atari drive -- well, that's going to
>be difficult. Apple used a completely different track and sector
>layout, as I remember it.

Apple disks used GCR, which is why an IBM can't read Apple II disks without special hardware. Atari computers use FM and MFM. Commodore used GCR, not quite the same as Apple's, but maybe they have software that could read an Apple disk. Try comp.sys.c64.

Bill Marcum

Net-Tamer V 1.09.2 - Test Drive

4379. Send me your atari Hacks or Links

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <01bd0e9f$8cc2af80$5c3f1ed1@zsys1>
Source record: 67715

I'm putting together a page of all Atari Hacks
Translating German Hacks to English with the Origin's Permission
and Such
If your interested in helping your names will be placed on the protected
scroll's for when Atari Owners Rule the world you will be Safe From Harm
Hehehehhe
Seriously I would like any links you can send no matter how trivial
thanks Edward
Either
Tchermok@flash.net
Or
zsystem@freeyellow.com

4380. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: Otter <otter@oz.SpammersWillBeKilled&Eaten.net>
Message-ID: <17662.otter@oz.SpammersWillBeKilled&Eaten.net>
Source record: 67716

On Sun, 21 Dec 97 22:40:20 GMT,
Karl Heller <kheller2@ix.netcom.com > wrote:

> Personally, I don't mind seeing the auctions here. And I would probably not
>visit .forsale as much as this group. However, I am 100% for removing any
>post that doesn't relate to this groups name.
>
> Although you need to be nice to people who post about the 2600 and or the
>ST's.
>

'sides, the 2600 is _technically_ an Atari 8-bit system, so that may
qualify her for discussion here. I personally enjoy seeing the 2600
discussed both here and on rec.games.video.classic...

--Otter

4381. r: saving command for german "hotel" game

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: peter.schmitz@mbi-net.de
Message-ID: <349e3775.1396591@news.mbi-net.de>
Source record: 67717

Hello, fellow 8-bit-citizens!

having hunted through my old Atari 800 XL games once again, my son and me discovered a nice management simulation game called "hotel" developed by a team called Axis. I remember that game had be distributed by Ariolasoft, but that company has gone long ago. It's still fun to play, but through the years I forgot how to save a game (if you don't do so, you have to keep playing for days, and at the beginning of the game there is an option to continue an old game session). There's no menu option, so I guess it was some kind of hotkey that only works in a special game situation.
Any help (please send it to my e-mail address, too) is very much appreciated - especially by my son who asks me for playing "hotel" with him every day... ;o)>

Und das Ganze noch mal kurz auf deutsch: Mein neunjï¿½hriger Sohnemann und ich suchen dringend den Befehl, mit dem man in dem deutschen Management-Simulationsprogramm "HOTEL" von Axis den Spielstand speichert. Es gibt lï¿½ngst keine Dokus mehr dafï¿½r, und ich habe das Ganze ï¿½ber die Jahre schlicht vergessen (man wird halt alt). Am Anfang gibt es die Option, ein altes Spiel fortzusetzen, aber nirgendwo im Spiel wird die Mï¿½glichkeit zum Abspeichern angeboten. Es war wohl eine Tastenkombination oder so was, die man nur in einer bestimmten Spielsituation anwenden konnte... - jede Hilfe ist hochwillkommen, zumal mein Sohn mich tï¿½glich mit Bitten ums "Hotel"-Spielen angeht. Bitte schreibt auch an meine E-Mail-Adresse, da ich die Newsgroup nicht tï¿½glich beobachten kann.

Peter Schmitz

mailto:LogiKom@mbi-net.de

4382. Problem with 2600 cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: no.spam@my.address
Message-ID: <ELLAGK.G72@wau.mis.ah.nl>
Source record: 67718

Hi all,

One of my Atari 2600 carts does not play anymore.
It does not appear to be damaged, so I think it may have
collected some dirt or dust. The cart does not have screws
so it cannot be opened.
Does anyone know how to fix it ?

Thanks,

Marcel.

+---+
| Email address: mlipman at iname dot com |
| |
| Not to be confused with: billg@microsoft.com |
+---+

4383. Re: BASIC XE EXTENSIONS DISK

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <349E6959.AC1A5440@ix.netcom.com>
Source record: 67719

Bob Woolley wrote:

> ----
> well, I kinda pick up the OSS Basic from Mike, so I guess it is not
> dead. i really don't know if that includes the extentions or not - it
> isn't like we would sue or anything. not that Basic/XL/XE is PD yet.
>
> Bob

Bob,
Thanx for that info. BXL/BXE are my favorites. Does anyone have the
rights to SpartaDOS (especially X cart)?

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4384. Re: For Sale: Atari Trak-Ball (Mint in box)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19971222133501.IAA05103@ladder01.news.aol.com>
Source record: 67720

In article <19971221230801.SAA01842@ladder02.news.aol.com>, bpa257@aol.com (BPA257) writes:

>Is it an Atari 5200 Trak-ball?
>Because if it is, then i'd be anxious to buy
>one.

It is a general-purpose 2600/7800/etc. trackball. The 5200 version can be bought, but the only price I have seen is $20. Seems a bit steep to me.

DSolimano
Have an Atari Day

4385. Re: Problem with 2600 cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <01bd0ee9$9846fd80$2c3f1ed1@zsys1>
Source record: 67721

take an eraser to the contacts and see if that helps

Marcel Lipman <no.spam@my.address> wrote in article
<ELLAGK.G72@wau.mis.ah.nl>...
> Hi all,
>
> One of my Atari 2600 carts does not play anymore.
> It does not appear to be damaged, so I think it may have
> collected some dirt or dust. The cart does not have screws
> so it cannot be opened.
> Does anyone know how to fix it ?
>
> Thanks,
>
> Marcel.
>
>
> +---+
> | Email address: mlipman at iname dot com |
> | |
> | Not to be confused with: billg@microsoft.com |
> +---+
>

4386. Re: Threshold for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971222143625.28945C-100000@fissure.scar.utoronto.ca>
Source record: 67722

On Sun, 21 Dec 1997, sydtech wrote:

> Anyone know if the shooter 'Threshold' was every ported to the Atari 8-bit?

Name sounds very familiar. I beleive I have it somewhere. On an Atari
5.25 disk.

That was the shoot 'em up similar to galaxian but your laser shots could
"overheat" and you couldnt shoot anymore right?

Alan
University of Toronto
Computer Science, Management and Economics

4387. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971222143901.28945D-100000@fissure.scar.utoronto.ca>
Source record: 67723

On Sun, 21 Dec 1997, Karl Heller wrote:

> I think the .forsale group is a good idea. However, I'm a bit concerned
> that the discussion has mostly centered around large auction posts and posts
> that are slightly off topic (commodore forsale! etc..).
>
> I would prefer to see a motion to get rid of all the crap posts that go
> through here. Anything that does not relate to Atari should be trashed.
> No more XXX sites, or bulk emailers. No more make money fast schemes.
> However, how you remove those posts could be a problem. It would be
> impossible to catch all those posts on a non-moderated group before at least
> some people saw them. Also, I wonder if there are any legal concerns about
> deleting someone else's posts.
>
> Personally, I don't mind seeing the auctions here. And I would probably not
> visit .forsale as much as this group. However, I am 100% for removing any
> post that doesn't relate to this groups name.
>
> Although you need to be nice to people who post about the 2600 and or the
> ST's.
>
> Karl
>

I would like to see for sale auctions, especially atari 8bit material.
(the non-Atari 8bit goes a little too far though) but I agree the get
rich, bulk e-mail, and unrelated stuff has to go, but I think the only
thing you can do is skip it, just like when you get junk e-mail. My
University won't allow disguising of email addresses for security reasons
(they don't want U of T students sending harrassing/illegal messages under
the shield of anonymity. I understand their point, but once you read ANY
usenet message bases, I get about 5-15 spams a day. Argh!

My school got the comp.sys.atari.8bit feed back! Woo hoo!

(turned out, we always had it, the e-mail reader got re-configured somehow
and this base was affected)

Alan
University of Toronto
Computer Science, Management and Economics

4388. Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: Stephen Knox <gooch@erols.comX>
Message-ID: <349ED51F.5F42BC1C@erols.comX>
Source record: 67724

Ok,

I got my $1.95 trackball the other day and was itching to try it out.
First Missile Command and it worked great but I haven't been able to
find out any other games that supported this beast. I was very
disappointed to see that Centipede didn't have a trackball mode(atleast
not a CTRL-T switch).

So what games support the Trackball natively?

Also as an FYI I saw these same trackballs on another sight being sold
for $35.00!!!

--
Thanks,
Steve

Remove the X at end of email address for replies

http://pw2.netcom.com/~scknox/index.html

4389. Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: "William R. Cousert" <bcousertNOSPAM@earthlink.net>
Message-ID: <67mlvp$c1p@argentina.earthlink.net>
Source record: 67725

Are there any interfaces for the 8-bit Atari's that will let them use the following: PC compatible floppy drives (5.24" and 3.5"), IDE hard drives, PC compatible serial and parallel ports, an SVGA monitor and PC compatible joysticks (I know they are analog, but perhaps they could be read as digital???)

Also, what is the maximum amount of RAM that an 8-bit Atari can use? Can an XE be upgraded to at least 1 meg, if not more?

4390. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <67mtc3$1sg$1@alexander.INS.CWRU.Edu>
Source record: 67726

re: 7.16 or 14.32MHZ Atari8...

I see a service that you can sell here! Figure out how to do
it, and I'll bet a lot of 8-bitters will be sending their
systems to you to perform your voodoo upon! I'll be sending my
130XE to ya if you do!
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4391. Re: surfin with xe

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <67mtu5$3fu$1@alexander.INS.CWRU.Edu>
Source record: 67727

Itay, could you give me an IP to an IRC that I can use via
Ice-T? I'd really like to get into IRC, but I keep running into
dead ends with all the ones I try...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4392. Re: Problem with 2600 cart

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <67mu7i$6iv$1@alexander.INS.CWRU.Edu>
Source record: 67728

try this: Carefully insert a screwdriver to move up the
protective thing, and then clean the contacts carefully with
an eraser. This has saved a few carts in my case. They get
dirty after inserting them a few hundred times...
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4393. Happy holidays

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <67mh5m$rt2$5@news00.btx.dtag.de>
Source record: 67729

Hi all,

I'm wishing every Atarian some nice days around Christmas.
May we find the silence and peace we all deserve these days.
I know 1998 will be another great year for our timeless machine.

cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- falcon030 -- megaSTE -- jaguar -- 130XE
-- read "Science & Health" by
-- Mary Baker Eddy

4394. 850 Interface or alternative

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: asat@nwlink.com
Message-ID: <349DB14F.20A7@nwlink.com>
Source record: 67730

I'm hoping to transfer my aging collection of Atari games from my 800 to a Macintosh. The Rainbow emulator docs say I'll need an 850 emulator and a custom cord to do this. I see that B&C is selling a reconditioned 850 for $75. That ain't cheap just to play "Last Starfighter" one more time.

Can anyone suggest an alternative? I live in the Seattle area and would be willing to RENT an 850 if that's what it takes.

4395. Still Need e-prom burner/programmer schematics (antic)

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-22 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <349F5235.3401@sprynet.com>
Source record: 67731

hey gang,

come on somebody must have this somewhere, please e-mail me.

thanks in advance,
danny
dalabast@sprynet.com

P.S. Merry chrismas. :) and seasons greetings

4396. WTB 800 w/ cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: Sebastian Gaglione <s.f.gaglione@worldnet.att.net>
Message-ID: <67n3uf$103@bgtnsc03.worldnet.att.net>
Source record: 67583

I'm interested in an ATARI 800 in great working condition with game
cartridges.
Will pay top dollars for items.

sebastian_gaglione@us.newbridge.com
508-691-6389 (Boston)

4397. Re: 30 pin SIMM pin out

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: bereza@pobox.com
Message-ID: <67n8b9$lo7@examiner.concentric.net>
Source record: 67584

```
In article <882661984@stackbbs.xs4all.nl>,
Mathy Van.nisselroy <mathy.van_nisselroy@stackbbs.xs4all.nl> wrote:
>This particular SIMM need 512 refresh
>cycles every 8 ms. That means we can
>not use the standard "Atari 8 bit
>refresh" (which uses 256 refresh
>cycles every 4ms).
>

Um, isn't 512 refresh cycles/8 ms the
same as 256 refresh cycles/4 ms?

--
Bill Bereza bereza@pobox.com http://www.pobox.com/~bereza/

Beware of all enterprises that require new clothes.
```

4398. Re: mac65

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: kwburgess@aol.com
Message-ID: <19971223042900.XAA27780@ladder02.news.aol.com>
Source record: 67585

>Subject: mac65
From: cowpoke1@hotmail.com
Date: Thu, 18 Dec 1997 13:01:23
>-0600

Calling all assemblers out there...

Anyone know what the last (or
>best) version of MAC/65 is?
I have versions 1.00 and 1.01. I don't know the
>differences

cyrus

Subject: Re: mac65
From: kenneth@spam.not.sayeth.i (Kenneth Jennings)
Date: Fri, 19 Dec 1997 20:14:59 GMT

On 18 Dec 1997 23:53:03 GMT, bostone1@aol.com (Bostone1) wrote:

>I have a cart made after ICD took over OSS. I'll check it out again tonight,
>but I think it allowed some opcodes that the earlier versions didn't. These
>were codes that wouldn't work on the old 6502s, but did work on newer
>processors that I think never made it to actual Ataris. Unconditional branches
>and other stuff. I never used those opcodes.

It's a good idea not to use those opcodes to ensure compatability
with the existing computers and emulators.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

The main difference between version 1.0 & 1.01 is that v1.10 handles the
syntax checking & compilation of the 65c02 expanded instructions. These are a
superset of the 6502 opcodes, "They should NOT be used in ANY software that is
intended to run on the Atari 8-bit, as they WILL NOT produce the desired
effect!". They include but are not limited to...

Branching:
(BRA) Branch Always

Increment/Decrement:
(DEA) Decrement Accumulator

(I NA) Increment Accumulator

Stack operations:
(PHX) Push Reg X on the stack
(PHY) Push Reg Y on the stack
(PLX) Pull Arg. off the stack placing it in Reg X
(PLY) Pull Arg. off the stack placing it in Reg Y

If you should find the need for opcodes like these. There are work arounds that you can come up with using the standard 6502 opcodes. Yes it requires more code to do it. Program execution time grows longer, but they can still be replicated with the standard 6502 opcode set.

Hope this helps some of you. Happy coding!

Ken Burgess

4399. BAD TRADER?: GLOBAL VILLAGE COMMUNICATIONS

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34b057b4.14964717@news.earthlink.net>
Source record: 67586

BAD TRADER?: GLOBAL VILLAGE COMMUNICATIONS

You be the judge. Earlier this year I bought a GLOBAL VILLAGE TELEPORT 33.6 Speakerphone/Fax/Modem. One of the reasons I chose this model is because I use Earthlink for an ISP, and they had promissed they would be upgrading their system to K56 Flex before the end of the year. K56 is the 56k modem speed standard developed and licensed by Rockwell Technology. The competing standard is X2 from U.S. Robotics (they merged this year with somebody?)

On the outside of the box my Teleport came in was a big sticker, under the shrinkwrap, put on by GLOBAL VILLAGE that said:

"UPGRADABLE TO 56KBPS
K56 Technology
Over 100 internet service providers connect using Rockwell Technology"

So 3 weeks ago I find that K56 Flex is now available for me, so its time to upgrade my modem. So I log on to Global Village's web site at:

http://www.globalvillage.com/

I find the link to the upgrade path for my modem and guess what?

They don't seem to support K56 Flex. The only upgrade offered is to X2.

Does that make them a bad trader? No, here is what does:

I Emailed them 3 weeks ago asking them if they were going to anything about their obligations to me as to my modem. So guess what happened? Nothing. No reply except for some computer generated response that came 2 seconds after I sent it saying they received my message.

So last week I Emailed about half a dozen different departments in the company including Corporate offices, and told them I would give them until today to respond to my original question. They did not respond in time, so here I am, spreading the story.

You wonder why I haven't used the telephone? They have no 800 number, except one for $2.00 per minute. Get serious. I've spent a fortune in the past with other tech companies waiting on hold until I get answered by some kid who asks questions off a questionaire. Always a waste of time and money. Hey, this company sells products for the "Information Super Highway". It's about time they start supporting it and using it as well.

ZZyzx

"Me, indecisive? I'm not so sure about that."

4400. Re: File transfers...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: lmcclure1@mindspring.com
Message-ID: <349f6c7f.6928805@news.mindspring.com>
Source record: 67587

On 20 Dec 1997 14:55:48 GMT "Alan Sharkis" <asharkis@erols.com> wrote:

> Now, it could be that in the 2GS the connectors were changed to
>8-pin mini-DINs, because that's what Macs of that generation began to use.

As someone who also owns a IIgs, I can confirm they use the 8-pin
mini-DIN connectors for both serial ports.

>About reading 2GS files on an Atari drive -- well, that's going to be
>difficult. Apple used a completely different track and sector layout, as I
>remember it.

Not only that, but both the 5.25" and 3.5" 800K IIgs drives use GCR
instead of MFM encoding.

==========
lmcclure1@mindspring.com

4401. Atari Fair Schreiersgruen 98

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: schallt@fh-worms.de
Message-ID: <67oa43rml1@widukind.fh-worms.de>
Source record: 67588

Hi to all,

98 will be the third Atari 8 Bit Fair in Schreiersgruen held.
Schreiersgruen is a little city in East-Germany near Zwickau.

The fair is held on the 21th of March 98. The place is the same as
every year (Wirtshaus Schreiersgruen). We had at the last 2 years
about 150 visitors and 20 trader. The people are very interested
in the Atari 8 Bit hard- and software.

At the fair will be the following people:

-RAF a regional group of the ABBUC.
They make the SIO2PC Interface, XFormer cable, 2-Computer Interface,
new power units for XL & 1050 and sell their do-it-yourself-kits.

-Highlander a Turbo Basic coder.
He has coded man utilities and nice little programms for many tasks.

-Charlie Chaplin a writer for german Atari 8 Bit mags.
He has a graet stock of new (old) games like Fight Night, Solar Star,
Dropezone, Antic Greatest... Also a great range of PD and Polensoft (
only one of many games).

-Me hardware fanatic
I will bring a little Atari 8 Bit chip libary to the fair, some soft
(Infocom Seastalker an others, EA Great American , SSI ...). 1050,
Floppy 2000, some Lynx and Jag stuff.

Possible but not sure:

-KE-Soft greatest Atari 8 Bit trader
He imports many prototypes and has the greatest Atari 8 Bit stock
in germany.

-Kaisersoft imports the most new Polen/Tzech software
When he is still alive, his last Top Mag issue has been out a half
year ago.

-People from the ABBUC
Technical References Manuals and PD at a great range.

-The Schreuers or other Atari 8 Bit fanatics from the netherlands,
Swiss, USA or West-German.

If you come from Germany and you are interested in further
informations about the fair E-Mail me. Other should look for another
text for the Fair in 98, there will be the phone number of Helmut

Weidner. Helmut Weidner is the number one in the organsation of the fair.

greetings to all true Atari 8 Bit User

Torsten Schall
E-Mail schallt@fh-worms.de

Termin Atari 8 Bit Messe Schreiersgruen

21.03.98

Die diesjaehrige Atari 8 Bit Messe 98 wird wieder in Schreiersgruen veranstaltet. Einige der Atari 8 Bit Haendler haben bereits ihr kommen angekuendigt, andere werden hiermit bei Interesse dazu aufgefordert.

Die Messe findet wie in jedem Jahr in einem 60qm grossen Raum in der Gaststaette in Schreiersgruen statt. Fuer die Besucher aus anderen Bundeslaendern gibt es ab der Autobahn Abfahrt eine Ausschilderung.

Wer bei der Messe einen Stand machen moechte kann sich bei Helmut Weidner erkundigen. !!!Die Telefon Nummer liefere ich noch nach!!!

In der englischen Version stehen bereits die Haendler die bereits zugesagt haben. Die Haendler unter "Possible but not sure:" haben noch kein Interesse bekundet.

Als Highlights gibt es wieder eine Verlosung, viele Raritaeten von Infocom und Co. (nah werdet Ihr Sammler nicht nervoes?). Auch gibt es Kleinigkeiten die man sonst nicht bekommt.

Gruss an alle wahren Atari 8 Bit Fans

Torsten Schall
E-Mail schallt@fh-worms.de

"Wer hier Fehler findet kann sie gerne verbessern und mir die korrigerte Version E-Mailen"

4402. Re: Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971223161101.LAA09377@ladder02.news.aol.com>
Source record: 67589

William R. Cousert asked:

>Are there any interfaces for the 8-bit Atari's that will let them use the
>following: PC compatible floppy drives (5.24" and 3.5"), IDE hard drives,
>compatible serial and parallel ports, an SVGA monitor and PC compatible
>joysticks (I know they are analog, but perhaps they could be read as
>digital???)

With all that PC stuff, you might as well put them all in an old PC and run APE, the Atari Peripheral Emulator by Steven Tucker. I hope you have access to the web, so you can visit his page at http://seka.nacs.net/~classics/
APE allows you to connect an 8 bit Atari, even the old 800, to the PC using an SIO2PC type cable that goes from a PC serial port to the Atari's SIO port . I run APE on an old 386SX with all the things you've mentioned, except the joysticks. I still use the 800's joystick ports :). The main reason for APE though is the disk drive emulation. You can save all your old floppies to the PC (even protected disks with the optional PROSYS cable) as files that can be booted from the PC as if they were hooked to a very fast Atari disk drive. The PC modem is accessed as an R: device, and the P: can be sent to the PC printer or a file. There's so much more. I guess you can tell I like it. Hope you can check out his web site.

Bob Stone

Bostone1@aol.com

4403. Re: 850 Interface or alternative

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: Edward Williams <tchermok@flash.net>
Message-ID: <01bd0fc4$bf9bb020$373f1ed1@zsys1>
Source record: 67590

I'll sell you one for 20.00 you pay shipping with the mac null modem cable
thanks
Edward Williams
zsystem@freeyellow.com
> Can anyone suggest an alternative? I live in the Seattle area and would
> be willing to RENT an 850 if that's what it takes.
>

4404. Re: 30 pin SIMM pin out

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19971223171201.MAA14591@ladder02.news.aol.com>
Source record: 67591

In article <67n8b9$lo7@examiner.concentric.net>, bereza@pobox.com (Bill Bereza) writes:

>
Um, isn't 512 refresh cycles/8 ms the
same as 256 refresh cycles/4 ms?

Only if you want to refresh half the memory. 256 cycles uses 8 address bits for refresh, 512 uses 9.

4405. Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971223120714.26908K-100000@fissure.scar.utoronto.ca>
Source record: 67592

Has anyone heard/seen a way to get a 28,800 or better modem working on an Atari 8bit? or is the Black Box using Len Spencer's patch to fully utilize 19,200 the maximum our ancient technology can do?

"We must always try to push our technology to its limits"

Alan
University of Toronto
Computer Science, Management and Economics

4406. 1200XL memory upgrade problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: mvrankov@alf.tel.hr
Message-ID: <882897907.1367867416@dejanews.com>
Source record: 67593

Hi everybody!

I've recently decided to upgrade memory on my 1200XL, and after finding the mod needed I'm still stuck.

In the mod's docs, I've found just names of signals, but as I do not have any other HW docs or blueprints, I don't know where some of the points are.

Where the address lines are, is clear enough, aswell as PBx lines, but I really can't locate the following points:

MUX
RAx
-E
-Zd
-O1a
-O2b

Any hints?

Thanks,
Mike

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4407. Re: Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971223121416.26908M-100000@fissure.scar.utoronto.ca>
Source record: 67594

On 23 Dec 1997, Bill R. Core wrote:
> Note: Bob Puff of CSS is currently out of Floppy boards.
> He is, however, creating a waiting list of anyone wanting one.
> He needs 50 interested people before he can do any more
> boards, as it is uneconomical to do any less. Let's have him
> make some more, as I need one! The number for CSS is
> (716) 429-5639. He is updating the code for the BB all the
> time, as I understand.
> --
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \
>
>

Does anyone have Bob Puff's company e-mail address available? I purchased a Black box package from bob about 5 years ago) (geez was it that long ago) And I only got one catalog, and I would like to know how far the Black Box has evolved. (When I was using the Black Box the floppy board controller was still on the writing board!)

Alan
University of Toronto
Computer Science, Management and Economics

4408. Re: 30 pin SIMM pin out

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <ELnrG5.2qq@iglou.com>
Source record: 67595

On 1997-12-23 bereza@pobox.com(BillBereza) said:
>Um, isn't 512 refresh cycles/8 ms the
>same as 256 refresh cycles/4 ms?
Because you need a 9-bit counter instead of 8 bits. It would just need a
little more circuity, probably one more chip.

Bill Marcum

Net-Tamer V 1.09.2 - Test Drive

4409. Re: BASIC XE EXTENSIONS DISK

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: bmarcum@iglou.com
Message-ID: <ELnrG2.2q0@iglou.com>
Source record: 67596

On 1997-12-22 rsely@dhs.state.nj.us said:
>Bob,
>Thanx for that info. BXL/BXE are my favorites. Does anyone have the
>rights to SpartaDOS (especially X cart)?
Not the X cart, but the disk versions of Spartados were released as shareware, and you can get it from the Umich archive. I think 3.2g was the last 3.* version.

Bill Marcum

Net-Tamer V 1.09.2 - Test Drive

4410. Re: Threshold for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HLXVEAAFUP@cabal.shnet.org>
Source record: 67597

In <Pine.GSO.3.95.971222143625.28945C-100000@fissure.scar.utoronto.ca> Alan Christie wrote:
>On Sun, 21 Dec 1997, sydtech wrote:
>
>> Anyone know if the shooter 'Threshold' was every ported to the Atari 8-bit?
>
>Name sounds very familiar. I beleive I have it somewhere. On an Atari
>5.25 disk.
>
>That was the shoot 'em up similar to galaxian but your laser shots could
>"overheat" and you couldnt shoot anymore right?

Right, and it was in Graphics mode 8 and thus looked cheesy on PAL systems.

I still prefer "Bandits", anyone in Europe wanting to sell his/her copy?

Thorsten

--
"Walking in your footsteps, I used to walk by your side
How could you leave me on the very edge of suicide
I'm lost without you, but well I know you go your own way
You never needed me no matter what you say" - Stiltskin

4411. Re: Threshold for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: jharris@sierratel.com
Message-ID: <34a11a10.321189634@news.sierratel.com>
Source record: 67598

"Vidar Olavesen" <olavese@online.no> wrote:

>Wasn't that done by Sierra ? I think I have it somewhere, but ain't sure!
>
>sydtech <REMOVESPAMsydtech@email.msn.com> wrote
>> Anyone know if the shooter 'Threshold' was every ported to the Atari
>>8-bit?

Threshold did get released on Atari8 by Sierra On-Line (they were called
On-Line Systems at the time). A friend of mine wrote that one, and he
still lives up here. If you have any comments to relay to him, I'd be
happy to let him know.

John Harris Windows 95. Turns perferctly good computers
jharris@poboxes.com into furniture.

4412. Re: BAD TRADER?: GLOBAL VILLAGE COMMUNICATIONS

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: Keatahh <Keatahh@worldnet.att.net>
Message-ID: <67pgrv$st5@bgtnsc02.worldnet.att.net>
Source record: 67599

zzyzx wrote:
>
> BAD TRADER?: GLOBAL VILLAGE COMMUNICATIONS
>
> You be the judge. Earlier this year I bought a GLOBAL VILLAGE TELEPORT
> 33.6 Speakerphone/Fax/Modem. One of the reasons I chose this model is
> because I use Earthlink for an ISP, and they had promissed they would
> be upgrading their system to K56 Flex before the end of the year. K56
> is the 56k modem speed standard developed and licensed by Rockwell
> Technology. The competing standard is X2 from U.S. Robotics (they
> merged this year with somebody?)
>
> On the outside of the box my Teleport came in was a big sticker, under
> the shrinkwrap, put on by GLOBAL VILLAGE that said:
>
> "UPGRADABLE TO 56KBPS
> K56 Technology
> Over 100 internet service providers connect using Rockwell Technology"
>
> So 3 weeks ago I find that K56 Flex is now available for me, so its
> time to upgrade my modem. So I log on to Global Village's web site at:
>
> http://www.globalvillage.com/
>
> I find the link to the upgrade path for my modem and guess what?
>
> They don't seem to support K56 Flex. The only upgrade offered is to
> X2.
>
> Does that make them a bad trader? No, here is what does:
>
> I Emailed them 3 weeks ago asking them if they were going to anything
> about their obligations to me as to my modem. So guess what happened?
> Nothing. No reply except for some computer generated response that
> came 2 seconds after I sent it saying they received my message.
>
> So last week I Emailed about half a dozen different departments in the
> company including Corporate offices, and told them I would give them
> until today to respond to my original question. They did not respond
> in time, so here I am, spreading the story.
>
> You wonder why I haven't used the telephone? They have no 800 number,
> except one for $2.00 per minute. Get serious. I've spent a fortune in
> the past with other tech companies waiting on hold until I get

> answered by some kid who asks questions off a questionaire. Always a
> waste of time and money. Hey, this company sells products for the
> "Information Super Highway". It's about time they start supporting it
> and using it as well.
>
> ZZyzx
>
> "Me, indecisive? I'm not so sure about that."

Just don't buy no-name brands from no-name companies; and you won't have
the problem again. Consider it a lesson.

--
Remove an "h" from my address if you wish to reply.

4413. Re: Threshold for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: bostone1@aol.com
Message-ID: <19971223233701.SAA24134@ladder01.news.aol.com>
Source record: 67600

I'm almost sure I saw it for sale at B&C's web page at www.myatari.com for $9.95 and with all the docs and stuff. The area code has changed. Their new number for orders is 1-530-295-9270

Bob Stone

Bostone1@aol.com

4414. Re: Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2312972148030001@port303.bitstream.net>
Source record: 67601

In article
<Pine.GSO.3.95.971223121416.26908M-100000@fissure.scar.utoronto.ca>, Alan
Christie <94chrisv@scar.utoronto.ca> wrote:

> Does anyone have Bob Puff's company e-mail address available? I purchased
> a Black box package from bob about 5 years ago) (geez was it that long

He was one of the sysops on the now defunct Atari forum on Compuserve. I
don't know if his CIS account is still active, but if it is, this would be
his e-mail address via the internet: 76702.1076@compuserve.com

Mark

4415. Re: Auctions + other excessive posts

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: knave@usa.net
Message-ID: <882937553.822411274@dejanews.com>
Source record: 67602

> On 16 Dec 1997, Steven J. Tucker (Ape Homepage: http://www.nacs.net
> /~classics) wrote:
> -> The charter of the group does not appoint a moderator ... [etc.]

I am against "moderation" (BTW WTF is that, "moderation") in this group.
Start up a group called CSA.8bit.moderated and moderate that instead.

Spam is not such a big problem in this group anyhow.

Dave

----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4416. FS/T: Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: DJ Herison <djh@itol.com>
Message-ID: <67q7t4$96t$1@news.inc.net>
Source record: 67603

I just picked up an Atari 850
at a local thrift for the case. If
anyone would like to buy it for the
cost of me getting a different case
or want to trade a case you have,
let me know. I'll hold it intact until
12/28, after that.....

djh@itol.com

4417. Re: Atari hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-23 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <67mv75$9se$1@alexander.INS.CWRU.Edu>
Source record: 67732

The Black Box can use 5.25" and 3.5" drives at 1.2 and 1.44M
(respectively) with the Floppy Board add-on card. Some Germans
are working on an IDE interface at this time, don't know the
status of it. Both the MIO and Black BOX can accept
MODEMS and printers meant for the PC with special cables sold
for the BB and MIO. SVGA Monitors, Apparently there are at least
three devices that will convert an NTSC signal to one that a
Multisync monitor would expect. They are: Instant TV, the
AVer TV genie, and the Proview TV. Which reminds me, I have
to give Best Buy a call on one of them, as I'd like to get a
decent 17" mutisync monitor for my 130XE!
I know of no mods to allow usage of PC controllers.
The CSS US+ can use up to 2 megabytes in a 130XE.

Note: Bob Puff of CSS is currently out of Floppy boards.
He is, however, creating a waiting list of anyone wanting one.
He needs 50 interested people before he can do any more
boards, as it is uneconomical to do any less. Let's have him
make some more, as I need one! The number for CSS is
(716) 429-5639. He is updating the code for the BB all the
time, as I understand.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4418. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <67po3vsti1@alexander.INS.CWRU.Edu>
Source record: 67604

Currently the Black Box and MIO can go no faster than 19.2kBPS.
Len Spencer's Hyperspeed handler gives both devices rock
solid hardware flow control at that speed. My Motorola 28.8
MODEM has been set to 28.8 sice soon after I bought it, it works
perfectly, so I see no reason to set it to 19.2.

Perhaps someone from Germany can update us on a modification to
the Black Box that will supposedly go at 57.6kbps!

--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4419. Happy holidays everyone

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-24 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd107a$a8daad80$75374382@hawks-pentium>
Source record: 67605
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.video.atari

I wish all Atarians out there a Merry Christmas and a Happy New Year. Take Atarian care everyone and hope your holiday will be excellent

4420. Boot Up Problem -HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-24 00:00:00 UTC
From: Adiel <Adiel@ix.netcom.com>
Message-ID: <34A12964.20D9@ix.netcom.com>
Source record: 67606

I have taken a 130xe out of its old box and re-lived it.
I put it all back together.
When I insert a disk in the 5.25 floppy drive with a game and
then I turn on the computer, all I get is the READY prompt.
I have tried different diskettes and they all have the same
problem. Any suggestions?

Please mail to : Adiel@ix.netcom.com
Thanks in advance.

4421. Re: BAD TRADER?: GLOBAL VILLAGE COMMUNICATIONS

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-24 00:00:00 UTC
From: nunyobiz@nul.nul
Message-ID: <nunyobiz-ya02408000R2412970729540001@nntp.ix.netcom.com>
Source record: 67607

In article <67pgrv$st5@bgtnsc02.worldnet.att.net>, Keatahh
<Keatahh@worldnet.att.net> wrote:

>
>Just don't buy no-name brands from no-name companies; and you won't have
>the problem again. Consider it a lesson.
>
>--
>Remove an "h" from my address if you wish to reply.

GlobalVillage is pretty big.

4422. Re: Threshold for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-24 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971224141112.2352E-100000@fissure.scar.utoronto.ca>
Source record: 67608

On Tue, 23 Dec 1997, Thorsten Guenther wrote:

> In <Pine.GSO.3.95.971222143625.28945C-100000@fissure.scar.utoronto.ca> Alan Christie wrote:
> >On Sun, 21 Dec 1997, sydtech wrote:
> >
> >> Anyone know if the shooter 'Threshold' was every ported to the Atari 8-bit?
> >
> >Name sounds very familiar. I beleive I have it somewhere. On an Atari
> >5.25 disk.
> >
> >That was the shoot 'em up similar to galaxian but your laser shots could
> >"overheat" and you couldnt shoot anymore right?
>
> Right, and it was in Graphics mode 8 and thus looked cheesy on PAL
> systems.
>
The game actually had pretty good grafx and decent playability for such an old game. It's probably one of the few games that looked bad on a PAL machine. It seemed like all the new latest 8bit games barely ran on a non-PAL 8bit. Was Double Dragon ever released for the European Atari 8bit? or was that a rumour us North Americans heard?

I am still looking for ANY decent version of ANY version of Double Dragon (wasted a life savings on that game was I was little) and so far I have yet to see it ported properly to any system (the 8bit nintendo version stinks, and the IBM PC port is even worse!)

> I still prefer "Bandits", anyone in Europe wanting to sell his/her
> copy?

I think I have Bandits, but I am very far away... :)

Season's greetings from Toronto, Ontario, Canada.

Alan
University of Toronto
Computer Science, Management and Economics

4423. Re: Happy holidays everyone

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-24 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <67rq11$6ed$1@alexander.INS.CWRU.Edu>
Source record: 67609
Cross-posted to: alt.atari-jaguar.discussion,comp.sys.atari.8bit,rec.games.video.atari

Yes, Hopefully Everyone has a merry
Christmas / Yule / Hanukkah / Kwanzaa / Winter Solstice!

May this be a GREAT YEAR for the Atari 8-bit, ST/TT/Falcon,
and Amiga!

(I hope I accounted for everyone!)

--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4424. Re: Boot Up Problem -HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-24 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34A1700D.C01BF0AA@ix.netcom.com>
Source record: 67610

Adiel wrote:
>
> I have taken a 130xe out of its old box and re-lived it.
> I put it all back together.
> When I insert a disk in the 5.25 floppy drive with a game and
> then I turn on the computer, all I get is the READY prompt.
> I have tried different diskettes and they all have the same
> problem. Any suggestions?
>
> Please mail to : Adiel@ix.netcom.com
> Thanks in advance.

Adiel,
Tyr Holding down the START key while you trun on the machine. Keep
holding it down until you hear the Disk I/O sounds or the screen changes
from Black.

--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4425. Re: Boot Up Problem -HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-24 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <01bd10ab$0314f8c0$93374382@hawks-pentium>
Source record: 67611

Why should he press START ? It's for booting tapes. Try OPTION to disable
BASIC. That could be the problem, but I don't think START key is helpful

Robert S Ely <rely@ix.netcom.com> wrote in article
<34A1700D.C01BF0AA@ix.netcom.com>...
> Adiel wrote:
> >
> > I have taken a 130xe out of its old box and re-lived it.
> > I put it all back together.
> > When I insert a disk in the 5.25 floppy drive with a game and
> > then I turn on the computer, all I get is the READY prompt.
> > I have tried different diskettes and they all have the same
> > problem. Any suggestions?
> >
> > Please mail to : Adiel@ix.netcom.com
> > Thanks in advance.
>
> Adiel,
> Tyr Holding down the START key while you trun on the machine. Keep
> holding it down until you hear the Disk I/O sounds or the screen changes
> from Black.
>
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
>

4426. Re: Boot Up Problem -HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-24 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34a187f1.2802240@news.aatech.com>
Source record: 67612

On Wed, 24 Dec 1997 15:26:53 -0500, Robert S Ely <rely@ix.netcom.com> wrote:

>Adiel wrote:

>> I have taken a 130xe out of its old box and re-lived it.
>> I put it all back together.
>> When I insert a disk in the 5.25 floppy drive with a game and
>> then I turn on the computer, all I get is the READY prompt.
>> I have tried different diskettes and they all have the same
>> problem. Any suggestions?

>> Please mail to : Adiel@ix.netcom.com

> Try Holding down the START key while you turn on the machine. Keep
>holding it down until you hear the Disk I/O sounds or the screen changes
>from Black.

I think you meant the OPTION key.

Adiel needs to be specific about if he hears/sees any disk access
at all. If not, then he should make sure the drive is

Connected to it's power supply and the power supply is
plugged into a power outlet.

Make sure the SIO cable is properly connected between the
drive and the computer.

Make sure the drive ID dip switches make the drive #1.

I've run out of ideas. Bye.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

4427. Re: Boot Up Problem -HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-25 00:00:00 UTC
From: kenames@inreach.com
Message-ID: <f5O4dXX6MbiT-pn2-fMJC17d2jYdo@DRACO>
Source record: 67613

On Wed, 24 Dec 1997 15:25:24, Adiel <Adiel@ix.netcom.com> wrote:

> I have taken a 130xe out of its old box and re-lived it.
> I put it all back together.
> When I insert a disk in the 5.25 floppy drive with a game and
> then I turn on the computer, all I get is the READY prompt.
> I have tried different diskettes and they all have the same
> problem. Any suggestions?
>
> Please mail to : Adiel@ix.netcom.com
> Thanks in advance.

Are you using an XF551? if so they exibit this problem when they get bad solder connections on the SIO ports. Otherwise, make sure the disk drive is set to #1 as any other # will not boot.

4428. Re: 30 pin SIMM pin out

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-25 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19971225072101.CAA21773@ladder02.news.aol.com>
Source record: 67614

In article <882661984@stackbbs.xs4all.nl>,
mathy.van_nisselroy@stackbbs.xs4all.nl (Mathy Van.nisselroy) writes:

>by 1, M5M41000AJ. But I guess the all 30-pin SIMMs have the same pin
>out for compatibility reasons.

Be careful not to pick up any IBM PS/2 SIMMs. They were specially modified for
some ps/2s and Intelligent cards and stuff. They will not work in any non-ps/2
system.

DSolimano
Have an Atari Day

4429. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-25 00:00:00 UTC
From: knave@usa.net
Message-ID: <883075993.1485701131@dejanews.com>
Source record: 67615

Alan Christie <94chrisv@scar.utoronto.ca> wrote:

> Has anyone heard/seen a way to get a 28,800 or better modem working on an
> Atari 8bit? or is the Black Box using Len Spencer's patch to fully utilize
> 19,200 the maximum our ancient technology can do?

What in the world would be the use of getting that speed with the modem?
Your 14.4 probably is outspeeding the processor already, and all you can
really do with the 8bit online is put text on the screen.

> "We must always try to push our technology to its limits"

Someone is always talking about IRC and web-surfing clients for the Atari
8bit, but no programmer really has time for such outlandish experiments.

Dave

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4430. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-25 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.971225174518.13776A-100000@home.ptd.net>
Source record: 67616

On Thu, 25 Dec 1997 knave@usa.net wrote:
>
> What in the world would be the use of getting that speed with the modem?
> Your 14.4 probably is outspeeding the processor already, and all you can
> really do with the 8bit online is put text on the screen.

Baloney.....you don't know what fun is till you handle all your
e-mails, download your documents from work and finish them, surf
the web......all from my easy to use 8bit! Sure, I don't have
java or frames, but who needs it. I'm talking about being able to
get things done and I don't need a 200mhz pentium, 3 gig hard
drive and 32 meg of memory to do it. Contrary to popular belief,
Bill Gates doesn't know everything. And, I've got a newsflash
for ya, using my 1/2 meg ramdisk, my computer is always waiting
on my 14400 modem. (of course, all this is possible because of
people like Itay and Len Spencer, Tom Hunt.....people who believe
this is still a viable platform)

>
> Someone is always talking about IRC and web-surfing clients for the Atari
> 8bit, but no programmer really has time for such outlandish experiments.
>
> Dave
Would not be the first time something happened just because
someone took a notion and just did it......

Merry Christmas
Paul Clark

Ps; it's really fun when I call the tech support line for
my ISP and they ask what version of windows I'm using.....

4431. More Atari Stock Added! FREE Atari Catalogs!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-25 00:00:00 UTC
From: bensmith@user1.teleport.com
Message-ID: <67vapg$1uc$1@user1.teleport.com>
Source record: 67617
Cross-posted to: or.forsale,pdx.forsale,pnw.forsale,pnw.wanted,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

If you wan't me to read any response from you, do not respond here,
Direct all responses in E-Mail to: bensmith@teleport.com

Find New/More additional Atari Stock and Lower Prices on the Web at
http://www.teleport.com/~bensmith/bscomputers.shtml

FREE Catalogs for Classic Atari 8 Bit or Atari ST Computers! Hard
Ware, SoftWare, Books & Accessories! In my Catalogs, you may find some
thing you've been looking for, Something you might want & something New
to you! View Catalogs at: www.teleport.com/~bensmith/bscomputers.shtml.
And Jump to my FTP site linked to my Web Site so you can Download Free
Catalogs or FTP directly to: ftp.teleport.com/vendors/bensmith/ or if
you can't get Catalogs that way, Feel free to Request catalogs through
E-Mail. Really, it's no inconvenience. I do ask that you specify Atari
8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. Not
Snail (Postal) Mail. Please let me know if I can attach files to your
E-Mail. I will get back to you after the weekend. Please Direct all
Replies Through E-Mail to: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
http://www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by and
Received Through E-Mail at bensmith@teleport.com Specify Classic 8 Bit or ST!

4432. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-25 00:00:00 UTC
From: "David M. Reinhardt" <dreinhardt@ameritech.net>
Message-ID: <34A35BD8.6998@ameritech.net>
Source record: 67618
Body handling: Binary attachment payload not displayed: HTMASC20.ZIP

```
Mathy Van.nisselroy wrote:
>
> Howdy folks
>
> A while ago a saw a utility on a BBS,
> that would convert Hypertext into
> ATASCII (or was that ASCII). At that
> time I though it would be a nice
> utility, but that I would not need it
> very soon.
>
> Now I could really use it, but don't
> know, here I've seen it.
>
> Please help.
>
> CU Mathy Van Nisselroy
>
> Gateway: THUNDERDOME, Atari 8-bit BBS. Running on ATARI 130XE. (Pro-node 471)
> ---
> ï¿½
```

Hello Mathy,

Long time since I have seen your posts..though I believe years ago we
shared notes on the 8-bit network that came through NY. In answer to
your questions I do not know of any program converting HTM to ATASCII
but am attaching one that converts HTM to ASCII.

Merry Christmas!!

[One or more binary attachments are retained only in the source text.]

4433. Re: Threshold for the Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-26 00:00:00 UTC
From: tross3@hamtel.tds.net
Message-ID: <67vfca$aso@news2.tds.net>
Source record: 67619

On 23 Dec 1997 20:54:46, John Harris wrote:

>Threshold did get released on Atari8 by Sierra On-Line (they were called
>On-Line Systems at the time). A friend of mine wrote that one, and he
>still lives up here. If you have any comments to relay to him, I'd be
>happy to let him know.

Hi John,

Maybe if you get a chance some time you could stop by my site and
put some information up on him in the "Whatever happened to..."
section? (using the address in my sig, "whatever.htm" would be a
direct link)

Or you could just email the info to me, if you are interested.
Basically need his /Name/Significance to the Atari world/What's going
on with him these days.

Thanks
Terry

P.S (Everyone). The Atari Reference desk *is* starting to get a
little bit of 8-bit info up, primarily in the HELP/Whatever happened
to/& Links sections. Stop by, take a look, give me some comments,
suggestions or complaints.

---
tross3@hamtel.tds.net irc: qnr
http://www.geocities.com/SiliconValley/Peaks/6320/

4434. FS: Misc 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-26 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <34A3727B.2BDC5E06@mail.bcpl.lib.md.us>
Source record: 67620

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 850 Interface - untested $25
(1) Atari XM301 300Baud Direct Connect modem w/box $10
(2) Atari 1030 300Baud Direct Connect modems $10
(1) Atari 410 Program Recorder $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

ATARI 8-BIT Tapes ($1 each) for program recorders
-----------------
(1) Lords of Karma
(1) Rosen's Brigade
(1) Telengrad
(1) Empire of the Overmind
(1) Crush, Crumble, and Chomp
(1) King Arthur's Heir
(1) Air Strike
(1) Astro Chase

COMMODORE 64
------------
(1) 64Modem $5
(1) 1650 Automodem $5

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

4435. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-26 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <atari-8-bit/welcome_883130283@rtfm.mit.edu>
Source record: 67621
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/welcome
Posting-Frequency: 7 days
Last-modified: November 22, 1997

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the Atari 8-bit family of computers! These include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE, and the XE Game System.

Many topics are covered over and over again. To help alleviate this trend, several people volunteer their time and energies by maintaining Periodic Informational Postings for this newsgroup. Please take a moment to refer to these documents before posting to comp.sys.atari.8bit. The answer to your question may already be readily available!

Users of comp.sys.atari.8bit actively maintain the following Periodic Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/faq/

Atari 8-Bit Computers: Vendors and Developers / Michael Current
mailto:mcurrent@carleton.edu
http://www.faqs.org/faqs/atari-8-bit/vendev/

Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
mailto:kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html (English)
http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.espanol.txt (Spanish)

Atari BBS List / Trevor Holyoak
mailto:trevor@holyoak.com
http://www.holyoak.com/atari/

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
mailto:davepat@total.net
http://www.geocities.com/SunsetStrip/Alley/1878/hard_faq.htm

Atari Computer User Groups / Rich Tietjens
mailto:atari@teleport.com
http://www.teleport.com/~atari/ugbbs.htm

4436. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-26 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34A3ACC9.BD448E3A@ix.netcom.com>
Source record: 67622

David,
I happened to see this post with the attachment. I wasn't sure we were allowed to send attachments in this NG. I, for one, like this idea. Although some would probably have trouble with this. I grabbed it, BTW and could use something like this.

ALL,
Does anyone here have a problem with transfering binaries in this NG with posts? By problems I mean not wanting this to happen? I'm sure anyone accessing this NG via 8-bit computer or other non standard means could have data problems with this, but I like the idea. That is, as long as the attachments aten't too long or too many. The occasional short attachment could be useful in here. Foe major stuff and very long files, I'd still recommend web pages/ftp sites. What do you all think?
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4437. Re: Boot Up Problem -HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-26 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <HL1IFFDPUP@cabal.shnet.org>
Source record: 67623

In <01bd10ab$0314f8c0$93374382@hawks-pentium> "Vidar Olavesen" wrote:

>Why should he press START ? It's for booting tapes. Try OPTION to disable
>BASIC. That could be the problem, but I don't think START key is helpful

Nope, that should not be the problem. Instead, I'd look to what ID the
disk drive is switched. 8 Bit Ataris only boot from D1:, not from D2:
to D4:. The ID switches are accessable from the disk drives backside.

Thorsten

--
"Walking in your footsteps, I used to walk by your side
How could you leave me on the very edge of suicide
I'm lost without you, but well I know you go your own way
You never needed me no matter what you say" - Stiltskin

4438. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd1207$f9088c80$91c2accf@asharkis.erols.com>
Source record: 67624

triger@ptdprolog.net wrote in article
<Pine.GSO.3.95.971225174518.13776A-100000@home.ptd.net>...
>
>
> On Thu, 25 Dec 1997 knave@usa.net wrote:
> >
> > What in the world would be the use of getting that speed with the
modem?
> > Your 14.4 probably is outspeeding the processor already, and all you
can
> > really do with the 8bit online is put text on the screen.
>
> Baloney.....you don't know what fun is till you handle all your
> e-mails, download your documents from work and finish them, surf
> the web......all from my easy to use 8bit!

Just the guy I need! I'm newsletter editor for an 8-bit user group, The Ol' Hackers AUG. Next issue, I'm including an editorial that mentions the fact that our local guys don't get on the Internet with their 8-bits, but some of our national and international members do. In that editorial I'm asking the guys to write articles about their experiences using their 8-bits for Internet access. I explained that while I have the capability, and I've done it a few times, it's just easier for me to use my PC.

Even though the editorial hasn't been released yet, I decided to mention it to one of our surfing members. His response was, "Sorry, I use my Mega STe for that."

So, to your knowledge, in case I get stiffed on this all around, is there a definitive article about the subject -- one that ties all the pieces together and can be of use to guys with minimal 8-bit systems?

4439. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-26 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd1209$5451e220$91c2accf@asharkis.erols.com>
Source record: 67625

Robert S Ely <rely@ix.netcom.com> wrote in article
<34A3ACC9.BD448E3A@ix.netcom.com>...
>
> ALL,
> Does anyone here have a problem with transfering binaries in this NG
> with posts? By problems I mean not wanting this to happen? I'm sure
> anyone accessing this NG via 8-bit computer or other non standard means
> could have data problems with this, but I like the idea. That is, as
> long as the attachments aten't too long or too many. The occasional
> short attachment could be useful in here. Foe major stuff and very long
> files, I'd still recommend web pages/ftp sites. What do you all think?

There IS alt.binaries.comp.atari8bit, to which I subscribe and seldom see anything that isn't off-topic and/or spam. Weeks can go by there without a single post.

There's also the possibility, as you mention, of saying something about a long file here with a link to an ftp or some other place, and I like that idea. I wouldn't know how to set a limit on the size of binaries posted here or attached to posts here.

BTW, seems to me, you guys have done a pretty good job of keeping spammers out of CSA8 by simply staying on topic and posting like crazy, all of which I appreciate.

4440. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-26 00:00:00 UTC
From: jsegur@capital.net
Message-ID: <34a3c2d6.1616987@news.capital.net>
Source record: 67626

Robert S Ely <rely@ix.netcom.com> wrote:

>David,
> I happened to see this post with the attachment. I wasn't sure we were
>allowed to send attachments in this NG. I, for one, like this idea.
>Although some would probably have trouble with this. I grabbed it, BTW
>and could use something like this.
>
>ALL,
> Does anyone here have a problem with transfering binaries in this NG
>with posts? By problems I mean not wanting this to happen? I'm sure
>anyone accessing this NG via 8-bit computer or other non standard means
>could have data problems with this, but I like the idea. That is, as
>long as the attachments aten't too long or too many. The occasional
>short attachment could be useful in here. Foe major stuff and very long
>files, I'd still recommend web pages/ftp sites. What do you all think?

I'd prefer that binaries be posted in alt.binaries.comp.atari8bit with
an announcement here.

Joe

4441. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-26 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.971226111239.18951A-100000@home.ptd.net>
Source record: 67627

On 26 Dec 1997, Alan Sharkis wrote:
>
> Just the guy I need! I'm newsletter editor for an 8-bit user group, The
> Ol' Hackers AUG. Next issue, I'm including an editorial that mentions the
> fact that our local guys don't get on the Internet with their 8-bits, but
> some of our national and international members do. In that editorial I'm
> asking the guys to write articles about their experiences using their
> 8-bits for Internet access. I explained that while I have the capability,
> and I've done it a few times, it's just easier for me to use my PC.
>
> Even though the editorial hasn't been released yet, I decided to mention it
> to one of our surfing members. His response was, "Sorry, I use my Mega STe
> for that."
>
> So, to your knowledge, in case I get stiffed on this all around, is there a
> definitive article about the subject -- one that ties all the pieces
> together and can be of use to guys with minimal 8-bit systems?
>
To tell ya the truth, for me it was pretty much trial and
error. I wrote a small article for the folks on compuserve
before they took down the Atari sig. Also, I think I saw
something on Umich and Closertohome about surf'n with an
xl. Really, I was able to do it with an sx212, mio, kermit 65
(which I later found out will run fine at 4800 with Len Spencers
hyper-handler). The problem was the download speed, we're talk'n
something like 90 characters per/sec. (painfully slow). Along came
Itay with Ice-t and I thought I had it made because just about
everybody had zmodem available. Had a terrible time getting that
to work because zmodem requires hardware flow control, which
I was told didn't work on the mio. To make a long story short,
I stumbled across a deal on a 14.4 modem at wal-mart one day,
hooked it up and everything worked. Seems the hayes compatible
thing is a joke anymore. I've got 4 modems laying around here
and if you study the command strings, about the only thing
that's standard is atdt, atdp, ath, and atz. (dial, hangup
and reset). Anyway, now my average on downloads is around
1300 to 1400 characters per/sec. If you like, I can document
all this.....it's been a wild ride, but I love my 8bit.

best regards
Paul Clark

4442. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971226125720.5237B-100000@fissure.scar.utoronto.ca>
Source record: 67628

On Thu, 25 Dec 1997 knave@usa.net wrote:

> Alan Christie <94chrisv@scar.utoronto.ca> wrote:
>
> > Has anyone heard/seen a way to get a 28,800 or better modem working on an
> > Atari 8bit? or is the Black Box using Len Spencer's patch to fully utilize
> > 19,200 the maximum our ancient technology can do?
>
> What in the world would be the use of getting that speed with the modem?
> Your 14.4 probably is outspeeding the processor already, and all you can
> really do with the 8bit online is put text on the screen.

I don't think the question is what would you do with that speed, the question is can it be done. We've seen Zmodem on the 8bit, GIF viewers/printers, etc. Everytime someone said the 8bit potential was reached someone came along and changed that opinion.

>
> > "We must always try to push our technology to its limits"
>
> Someone is always talking about IRC and web-surfing clients for the Atari
> 8bit, but no programmer really has time for such outlandish experiments.

The only way the Atari 8bit can get Internet access, is by calling up a dial up server and using Lynx! :) <grin> If someone can do what you say, I'm sure this base will be the first to know!

Alan
University of Toronto
Computer Science, Management and Economics

4443. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-26 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971226130324.5237C-100000@fissure.scar.utoronto.ca>
Source record: 67629

On Fri, 26 Dec 1997, Robert S Ely wrote:

> David,
> I happened to see this post with the attachment. I wasn't sure we were
> allowed to send attachments in this NG. I, for one, like this idea.
> Although some would probably have trouble with this. I grabbed it, BTW
> and could use something like this.
>
> ALL,
> Does anyone here have a problem with transfering binaries in this NG
> with posts? By problems I mean not wanting this to happen? I'm sure
> anyone accessing this NG via 8-bit computer or other non standard means
> could have data problems with this, but I like the idea. That is, as
> long as the attachments aten't too long or too many. The occasional
> short attachment could be useful in here. Foe major stuff and very long
> files, I'd still recommend web pages/ftp sites. What do you all think?

I have downloaded several attachments no problem from this base. I think the user has to specifically set the file as an attachment. I have seen some users that upload files directly into the message base (i.e. binaries) that are irretrievable at my end.

We have a 1meg message limit in e-mails. Large enough for any 8bit file (or collection of 8bit files!)

4444. XE to SVGA

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-26 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <6806d6ppp1@news01.btx.dtag.de>
Source record: 67630

Hi all,

last week I read a mail that said that it is possible to
convert the XL/XE's video-output-signal to a signal a
regular SVGA-monitor could display. Is this correct?
If yes, where can I receive this hardware?
Any e-mail-addresses or webpages?
Thanks.

--
cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
-- read "Science & Health" by Mary Baker Eddy

4445. FS: Atari 600XL & 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: "DAVID P. LOEWEN" <produnl2@user2.teleport.com>
Message-ID: <681kk7$d44$1@news1.teleport.com>
Source record: 67631

For Sale:

Atari 600XL Console, like new, no p/s
Atari 1050 Disk Drive, all cables & p/s
Misc. Games on 5.25" Disks

All in excellent physical and working condition.
Price: $40 + shipping.
E-mail if interested.

David P. Loewen
Salem, Oregon USA
produnl2@teleport.com

4446. BAD TRADER???: Rudypike@aol.com aka ADAM HARVEY

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34ba6502.10163866@news.earthlink.net>
Source record: 67632

Anybody else get burned in his November Auction?

I guess when somebody responds "cool man" and "peace" red flags
should have gone off all over the place. Or has he has a problem? I
think I dealt with him successfully before.

Received: from mrin58.mail.aol.com (mrin58.mx.aol.com [198.81.19.168])
by finland.it.earthlink.net (8.8.7/8.8.5) with ESMTP id
NAA20742
for <zzyzx97@earthlink.net>; Wed, 26 Nov 1997 13:44:42 -0800
(PST)
From: Rudypike@aol.com
Received: (from root@localhost)
by mrin58.mail.aol.com (8.8.5/8.7.3/AOL-2.0.0)
id QAA01349 for zzyzx97@earthlink.net;
Wed, 26 Nov 1997 16:44:11 -0500 (EST)
Date: Wed, 26 Nov 1997 16:44:11 -0500 (EST)
Message-ID: <971126164411_-53123493@mrin58.mail.aol.com>
To: zzyzx97@earthlink.net
Subject: Re: your total
X-UIDL: 62c166689846de8beda1036fb0593edf

Cool man,

I'll be on the lookout.

peace
Adam

In a message dated 97-11-25 02:08:00 EST, you write:

> On Sun, 23 Nov 1997 22:09:28 -0500 (EST), you wrote:
> Check is on the way.
>
> >Here is your total
> >
> >Send all $ to
> >Adam Harvey
> >19012 Pawnee Ave
> >Cleveland Ohio 44119
> >
> >Remember to include your address and a list of the items with your order.
> >
> >zzyzx975200 system. Includes Power supply and Rf hookup. You still need a

> TV
> >switchbox and joysticks. See joystick section for working 5200 joysticks.

> >bid..$6.00.by.zzyzx97
> >zzyzx97SUSPECT for C-64 on 5 1/4in disk includes 25 page
> >manual,box,reference card,warrenty card,hint book order form,poster order
> >form,4 hint laden items (reciept,invitation,note and article).Great shape
I
> >wonder if it was ever played.
> >bid.$11.00..by.zzyzx97
> >subtotal $17.00
> >Shipping $6.00
> >TOTAL $23.00
> >
> >peace
> >Adam
> >
>
>

ZZyzx

"Me, indecisive? I'm not so sure about that."

4447. Re: Diagnostics Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34A59897.4F3A@pacbell.net>
Source record: 67633

Mathy Van.nisselroy wrote:
>
> Howdy folks
>
> I know I've asked a simular question
> before, but...
>
> In the BEST Elektonics Catalog
> Rev.10, on page 95, they mention a
> XE/XL Service Center Diagnostic
> Hardware Kit.
>
> How usefull is this stuff???
>

What I have used along these lines is useful to verify the machine operation - not so useful to diagnose problems. Particularly if the screen is dead or other major failure. On the XE machines, most everything is soldered in - very hard to swap components.

Bob

4448. Re: 30 pin SIMM pin out

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34A59783.46B@pacbell.net>
Source record: 67634

Mathy Van.nisselroy wrote:
>
> Howdy folks
>
> I've found the pin-out's of 30-pin
> SIMMs.
> There are also 4 MB 30 pin SIMMs, I
> guess they use the pins that now are
> "nc".
>
> This particular SIMM need 512 refresh
> cycles every 8 ms. That means we can
> not use the standard "Atari 8 bit
> refresh" (which uses 256 refresh
> cycles every 4ms).
> ----
---
yep - the 30 pin SIMMs come in 256K, 1 meg, 4 meg and 16 meg configurations. Over here, they cost about $.25, $2.00, $18.00, and $100.00, respectively. They all have the same pinout, using the n/c pins as the size goes up. You can build an upgrade that uses any of the sizes listed rather easily - and you don't have to worry about refresh since the chips auto refresh themselves. The address counters are built into the IC. All you do is AND -CAS and -REF into pin 2. Works great.

I'll put all the particulars in Atari Classics, someday.

Bob Woolley

4449. Re: BASIC XE EXTENSIONS DISK

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34A59C98.4864@pacbell.net>
Source record: 67635

Robert S Ely wrote:
Does anyone have the
> rights to SpartaDOS (especially X cart)?
>
>----
As far as I know, Mike still has SDX. (not that he calls me much
anymore.... sniff) you hear that, turkey?! :)

Bob

4450. Re: File transfers...

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34A59BD1.1DBA@pacbell.net>
Source record: 67636

Lonnie McClure wrote:

> >About reading 2GS files on an Atari drive -- well, that's going to be
> >difficult. Apple used a completely different track and sector layout, as I
> >remember it.
>
> Not only that, but both the 5.25" and 3.5" 800K IIgs drives use GCR
> instead of MFM encoding.
>
> ========================
> lmcclure1@mindspring.com

GCR recording? Looking at the IWM (Integrated Woz Machine) in the Apple
gives you a clue as to why nobody can read Apple disks. All the 'modern'
systems use the IBM standards as incorporated in the Western Digital
controller chips available at the time. This defined the track format
and data recovery techniques. Steve Wozniak did not have access to LSI
chips that did all the magic stuff for him, so he designed his own
little circuit using what is called a State Machine to do the floppy.
This was a monumental task at the time - Woz really did himself proud
with just a couple of chips! It looks at the data stream and flips the
write line according to what has been happening and what will be
happening on the head. Same for read - it just kind of runs backwards.
Nobody else did it that way, for sure! Turns out though, nobody else can
read it either......

Bob

4451. Re: 1200XL memory upgrade problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34A5A063.7BB4@pacbell.net>
Source record: 67637

mvrankov@alf.tel.hr wrote:
>
> Hi everybody!
>
> I've recently decided to upgrade memory on my 1200XL, and after finding
> the mod needed I'm still stuck.
>
> In the mod's docs, I've found just names of signals, but as I do not have
> any other HW docs or blueprints, I don't know where some of the points
> are.
>
> Where the address lines are, is clear enough, aswell as PBx lines, but I
> really can't locate the following points:
>
> MUX
> RAx
> -E
> -Zd
> -O1a
> -O2b
>
> Any hints?
>
> Thanks,
> Mike
>
> --------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet
---
nothing like that in a 1200XL - no wonder you can't find them! where did
you get this upgrade? can you send me a copy?

Bob

4452. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34A59FDB.1B76@pacbell.net>
Source record: 67638

Alan Christie wrote:
>
> Has anyone heard/seen a way to get a 28,800 or better modem working on an
> Atari 8bit? or is the Black Box using Len Spencer's patch to fully utilize
> 19,200 the maximum our ancient technology can do?
>
> "We must always try to push our technology to its limits"
>
> Alan
> University of Toronto
> Computer Science, Management and Economics
---
looks like the best way to me is to use another processor to do the
serial stuff and stuff the data into Atari memory. 115,200 would be easy
since the AP does not need to do interrupts - which is the real problem
when you try to go fast on the main 6502. 115,200 data comes in about
every 90us. even a 1.79mhz 6502 can keep up with that.... no reason why
the floppy and IDE drive couldn't run that way also.

Bob

4453. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34A59E20.5D12@pacbell.net>
Source record: 67639

Bill R. Core wrote:
>
> re: 7.16 or 14.32MHZ Atari8...
>
> I see a service that you can sell here! Figure out how to do
> it, and I'll bet a lot of 8-bitters will be sending their
> systems to you to perform your voodoo upon! I'll be sending my
> 130XE to ya if you do!
> --
>
> ||| ////Pakrat |||
> / | \ Discover Atari - and discover how far you can go! / | \
---
what I want to do is a motherboard running at 14.36 mhz that fits in a PC case. that would be major voodoo! our hardware is getting too old to continue using it just for potting around. we are wearing out keyboards, drives and joysticks that cannot be replaced. the Atari chips, on the other hand (ANTIC, GTIA, POKEY and 6520) will never "wear out". let's pull them out of the Atari container and use them in something a little easier to get.

Bob

4454. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: Neuromancer <baron_harkkonen@hotmail.com>
Message-ID: <34a5b0cf.0@news3.paonline.com>
Source record: 67640

Why don't we come up with a real expansion bus while we're at it?

--
Neromancer

nospam.baron_harkkonen@hotmail.com
Bob Woolley wrote in message <34A59E20.5D12@pacbell.net>...
>----
>what I want to do is a motherboard running at 14.36 mhz that fits in a
>PC case. that would be major voodoo! our hardware is getting too old to
>continue using it just for potting around. we are wearing out keyboards,
>drives and joysticks that cannot be replaced. the Atari chips, on the
>other hand (ANTIC, GTIA, POKEY and 6520) will never "wear out". let's
>pull them out of the Atari container and use them in something a little
>easier to get.
>
>Bob

4455. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: Neuromancer <baron_harkkonen@hotmail.com>
Message-ID: <34a5b9cd.0@news3.paonline.com>
Source record: 67641

well, we may have a project going here, i'm a little weak on the software side, but i could do up some addons for such a device, we'll probably have to go with 30pin SIMMs though, the 65816 is only a 16-bit chip, i might be able to assist in a port of LINUX ELKS to it though.
X11 on a 65xxxx atari, who'd have thought. Sounds cool to me.

--
Neromancer

nospam.baron_harkkonen@hotmail.com

4456. Re: Can Anyone ID this Item?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: jhague@dadgum.com
Message-ID: <jhague-2712971901320001@c43-rizzo.blarg.net>
Source record: 67642
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

dan rosenberg" <thantor@gte.net> wrote:
>
> No actualy its just a one way item.....its like a small cartidge..... So,
> was this packaged with the Paperclip program? or was it seperate? does
> anyone else have one of these??

I think--and I'm going back a ways so I may be wrong--that Paperclip might
have had a hardware dongle. On the Atari machines, it would have fit into
the joystick port. I cross-posted this so someone can verify it or laugh
in my face.

--
James Hague
Dadgum Games - http://www.dadgum.com/
"Halcyon Days: Interviews with Classic Computer and
Video Game Programmers"

4457. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-27 00:00:00 UTC
From: Thomas.Raukamp@t-online.de
Message-ID: <682r9mbmh1@news01.btx.dtag.de>
Source record: 67643

> 1300 to 1400 characters per/sec. If you like, I can document
> all this.....it's been a wild ride, but I love my 8bit.

Please do! :)

--
cu -- thomas -- fon & fax (+49) 4331 84 93 37
-- Atari Falcon030 -- MagiC 5.1 -- CAB 2.6 - ASH-EMailer 1.0
-- read "Science & Health" by Mary Baker Eddy

4458. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: jason@linux.aatech.com
Message-ID: <684cl5$pj9$1@news.aatech.com>
Source record: 67644

Bob Woolley (rwoolley@pacbell.net) wrote:
: Bill R. Core wrote:
: > I see a service that you can sell here! Figure out how to do
: > it, and I'll bet a lot of 8-bitters will be sending their
: > systems to you to perform your voodoo upon! I'll be sending my
: > 130XE to ya if you do!
: what I want to do is a motherboard running at 14.36 mhz that fits in a
: PC case. that would be major voodoo! our hardware is getting too old to
: continue using it just for potting around. we are wearing out keyboards,
: drives and joysticks that cannot be replaced. the Atari chips, on the
: other hand (ANTIC, GTIA, POKEY and 6520) will never "wear out". let's
: pull them out of the Atari container and use them in something a little
: easier to get.

How about something with 50-pin slots (like the PBI bus) and add-on cards
like:
* IDE
* SCSI
* 80-column display
* serial/parallel
* DOS (I was thinking we could shove DOS on a PBI card + have it bank
select the second 1k of the 2k window for maximum usage)

+ a one SIMM slot (preferably 72-pin) for memory
+ a jumper/switch for 800 mode (w/4 joysticks) or XL mode (w/2 + the
standard memory bank switching stuff)

I'm still a little impaired on the hardware side, but I'd be willing
and able to write drivers for whatever is produced.

While we're at it, how about a BASIC XS (like BASIC XE but 16-bit)?

Am I cuckoo for cocoa puffs? :D

Jason Duerstock
jason@sdi.cluephone.com

4459. Help getting the Xformer cable working

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: Paul Vatta <paulv@deakin.edu.auNOSPAM>
Message-ID: <34A5BB68.F5D1193B@deakin.edu.auNOSPAM>
Source record: 67645

I recently made up an Xformer cable for the PC using the information at
the website.
Being a complete novice to electronics projects, I have taken the pinout
info from the
Emulators Inc. website to mean 'the pins are numbered as they appear
looking at the
computers'. Is this correct?

After triple checking the final product, I still can't get it to work.

A few questions:

I have an AMD K6/200 with an Abit MB/Award BIOS. The BIOS has various
settings
for the printer port (EPP 1.7, ECP, etc). Should this be any in
particular?

I have an XF551 drive that I want to use with it. Does it have to be
set to a particular drive
number?

Any other tips/hints? (command line examples, etc)

Thanks in advance,
Paul

4460. Info needed for 800XL SuperMon upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: Paul Vatta <paulv@deakin.edu.auNOSPAM>
Message-ID: <34A5CFE0.1669FDBF@deakin.edu.auNOSPAM>
Source record: 67646

A friend of mine had this upgrade to their 600XL about 10 years ago and I remember that it
had features like:
- builtin in Translator
- Epson compatible driver
- debugger
- screen dump utility.

I recently picked up an 800XL with this upgrade + centronics plug for a printer. I can't remember
how to invoke any of the tools etc. Can anyone provide some information on this?

Thanks,
Paul

4461. Re: Can Anyone ID this Item?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <6852mloko1@sirius.cs.pdx.edu>
Source record: 67647
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

jhague@dadgum.com (James Hague) writes:
>dan rosenberg" <thantor@gte.net> wrote:
>>
>> No actualy its just a one way item.....its like a small cartidge..... So,
>> was this packaged with the Paperclip program? or was it seperate? does
>> anyone else have one of these??
>I think--and I'm going back a ways so I may be wrong--that Paperclip might
>have had a hardware dongle. On the Atari machines, it would have fit into
>the joystick port. I cross-posted this so someone can verify it or laugh
>in my face.

No face-laughing here... James is right. I have a complete PaperClip
package here with a joystick-port dongle. I believe all of Batteries
Included's programs used them. They were way ahead of their time in
not using copy protection on their disks. I wish other companies had come
to their senses sooner about that... then us old 8-bitters might be less
worried about preserving old disks and disk drives.

+--+
Alex Chamberlain BeOS Developer #9460
chambera@cs.pdx.edu http://www.cs.pdx.edu/~chambera
Classic Computer page: http://www.cs.pdx.edu/~chambera/classic/classic.html
+--+

--
+--+
Alex Chamberlain BeOS Developer #9460
chambera@cs.pdx.edu http://www.cs.pdx.edu/~chambera
+--+

4462. Rumoured Garage full of Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: Brian@spheroid.demon.co.uk
Message-ID: <883301371snz@spheroid.demon.co.uk>
Source record: 67648
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.msx,comp.sys.atari.8bit

Please help!

About two months ago I was contacted by someone (late fifties/early sixties, at a guess) who claimed to have a garage stuffed with 8-bit format software which he had wound up with when he stopped being a software distributor to shops, and changed to supplying videos.

We spoke for about half an hour and I am sure this was not a wind-up. The guy was on the verge of retiring and was seriously considering what to do with all the (useful-one-day) stuff one accumulates at home during a self-employed career. I sypathised...

He was going to send me some preliminary lists of what he had to get rid of but nothing arrived and, like a prat, I hadn't taken his contact details. Stoopid, or what?

My only straw to clutch at is that *someone* referred him to me because of my magazine and the fact that it might be used to publicise the stash.

So, is that person reading this?

If so, please e-mail me if you still have contact details of the 8-bit hoarder. The address is (as it should appear) brian@spheroid.demon.co.uk

Thank you.
--
Brian Watson

4463. Re: 1200XL memory upgrade problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: mvrankov@alf.tel.hr
Message-ID: <883307438.2002845702@dejanews.com>
Source record: 67649

In article <34A5A063.7BB4@pacbell.net>,
rwoolley@pacbell.net wrote:

>mvrankov@alf.tel.hr wrote:

>> Where the address lines are, is clear enough, aswell as PBx lines, but I
>> really can't locate the following points:
>>
>> MUX
>> RAx
>> -E
>> -Zd
>> -O1a
>> -O2b
>>
>----
>nothing like that in a 1200XL - no wonder you can't find them! where did
>you get this upgrade? can you send me a copy?
>
>Bob

Hm, I tought that was comon knowledge, since I've found the text on many sites (BRiTiSH's site for instance). I am sending it to you as attachment. I'm really hoping to get some helpful hints. Thanks in advance.

Mike

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4464. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <68668f$jl0$1@alexander.INS.CWRU.Edu>
Source record: 67650

If you're just going to ridicule ideas and efforts at progress
on the Atari 8-bit platform, then why are you here? This
newsgroup is all about what we are doing with our systems right
now, and right now includes an exchange of ideas on how to
advance our 8-bit platform. If you don't agree, there's always
alt.billgates.fanboy or some such destination. At any
rate, you don't seem to want to contribute anything of use here.
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4465. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: he110@cleveland.Freenet.Edu
Message-ID: <6866jn$kf5$1@alexander.INS.CWRU.Edu>
Source record: 67651

Draco indicated awhile ago that he might be interested in
writing a TCP/IP handler for the Atari 8-bit. If and when this
happens, Lonny Pursell (of AtarIRC fame) wants to code an IRC
client in Action! for the A8 platform. Mail, FTP, and Yes,
perhaps a WWW browser could concievably follw, provided
that a programmer would come forward and code them. The main
stumbling block right now is in the lack of a TCP/IP
driver (Slip or PPP).
--

||| ////Pakrat |||
/ | \ Discover Atari - and discover how far you can go! / | \

4466. Re: Rumoured Garage full of Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: Graham Goring <graham@duketastrophy.demon.co.uk>
Message-ID: <MkPTSPAbzsp0EwDz@duketastrophy.demon.co.uk>
Source record: 67652
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.sinclair,comp.sys.msx,comp.sys.atari.8bit

Quoth the Raven in article <883301371snz@spheroid.demon.co.uk>, Brian
Watson <Brian@spheroid.demon.co.uk> writes
>Please help!
>
>About two months ago I was contacted by someone (late fifties/early
>sixties, at a guess) who claimed to have a garage stuffed with 8-bit
>format software which he had wound up with when he stopped being a
>software distributor to shops, and changed to supplying videos.

Hmmm... The preverbial elephant's graveyard. ;)

Graham

--

/===\ +--------------+
My proverb for this week:		This Space For
"The less bits, the less can go wrong...		Hire - Ideal
Unless you wobble something important at the back"		For Weddings &
\==Graham Goring - graham@duketastrophy.demon.co.uk==/ | Bahmitzvas |
My Website, coming to a server near you - SOON +--------------+

4467. Game Called Flip-Flop....anyone got an image?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: Austin Franklin <dark7room@ix.netcom.com>
Message-ID: <01bd13dd$e81a2690$76625ecf@drt3>
Source record: 67653

Hi,

I have an original disk from a game called Flip-Flop. Trouble is, my dog ate it (really!). Does anyone have an ATR image of this game they can send me? (or let me know where one is...)

Thanks,

Austin Franklin
darkroom@ix.netcom.com

To e-mail a reply to this post, remove the number from the reply address...

4468. FS: Atari 400/800/ST Cartridges, Disk, Books, more

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: steverd@cet.com
Message-ID: <steverd.2185.01DDDA3B@cet.com>
Source record: 67654

SteveR's Classic Cartridges 12/28/97
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
-- Visa, Mastercards, Cash and Money Orders accepted--
-- Personal Checks are OK, BUT can be Held for up to 3 WEEKs--
UNTIL your Check has cleared

For complete list of other Video game systems goto my web site at:
http://prowlers.net/stever or http://www.cet.com/~steverd/index.html

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction - all cartridge are sold for the price listed
This is NOT an Auction - all cartridge are sold for the price listed
^^^ ^^^^^^^
*Docs = Manual/Instructions
Docs, Boxes and Overlays are NOT included UNLESS stated

Codes:
(#) = number available
A,B,C = Condition: A = Nice to minor damage - For the Collector
B = Notable Damage (Not for serious collectors)
C = Significant Damage (works, but that's it)

A B C

ATARI 400/800 (CARTRIDGES/unless noted) TESTED and Works

BOOK: ATARI Games & Recreations 338 pages $7.00
1000E Modem by Supra $15.00 With Box and manual (Untested:as-is)
AT Printer Interface $3.00 Untested AS-IS
Atari CX853 - 16K-RAM $5.00 (3)
Atari CX853 - 16K-RAM $8.00 (5) with Box
Atari 1027 Printer $5.00 PLUS $10.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $6.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $5.00 - untested -
Atari ARTIST $18.00 Touch Tablet (TESTED)
Atari Writer $4.00 (1)

Arcade II $1.50 DISK
Basic Computer Language $1.50 (5)
Basic XL $10.00 Cartridge Only
Biorhythm 8k & 16k $2.00 on Cassette
Centipede $3.00 (3)
Delta Drawing $3.00
Educational System $3.00 Cartridge Only
Face Maker $3.00 NO LABEL
Frogger $6.00 With BOX
Intro to Graphics $1.00 CASSETTE
Intro to Sounds $1.00 CASSETTE
Invitation to Programming $1.00 CASSETTE
Kinder Comp $10.00 Case/Box, Docs inc
Mailing List/General List $1.00 Cassette
Music Composer $3.00 (3)
Pac-Man $3.00 (4)
POWERSTAR by Pandora -TRADE- or Offers, Mint In Box, ONLY 600 Made 'ER'
Run for the Money $1.00 DISK
Snoker & Billiards $3.00 CASSETTE and box
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Games $1.00 DISK
Star Raiders $2.00 (7)
StarBowl Football $3.00 on Cassette by Gamestar
Stratefgy Simulations $1.00 DISK
Submarine Commander $18.00 WITH Very Nice CASE and Docs by Thorm Emi
Telelink $1.00 WASTED Label/Didn't work in testing
Wrting Programs $1.50 TWO CASSETTES

Atari ST Hardware and Disks (3.5's) (ALL Untested: AS-IS)
---
*HARDWARE

Computer Eyes $18.00
with Manual, Disk and the Interface module
SoundOff! Hardware and Manual $5.00
Sound Digitizer (Sorry, No Disk)
Video Key and Monitor Master by Practical Solutions $9.00

*Original Disks $2.00 each (unless noted)

Art & Film Director (Disk 1 only and manual)
Cyber Paint 2.0 $4.00 (with Manual)
DataTrieve with Box (Database Manager)
Fontz! (with Manual)
Iron Lord (3 Disk)
OIDS (Or something like that?)
Populous
Tower Toppler

*Atari ST Manuals Only

DEGAS (50 Pages) $2.00
Design & Entertainment Graphic Arts System
DEGAS Elite (92 pages) $2.00
FLASH (50 Pages) $2.00
Flight Simulator II $5.00 (132 pages, with Maps)
GFA BASIC Manual Package $10.00 Plus $5.00 shipping
4 Books: GFA Basic 3.0 (600 pages)
GFA BASIC (300 pages)
GFA BASIC Training Reboot Camp (250 pages)
GFA Compiler (18 pages)
MacroManager $2.00
Specrum 512 $2.00
(the Omni-Color Paint Program)
Touch-Up (17 chapters) $4.00
UNISPEC $2.00
VIP Professional Handbook $3.00
(250 pages, Integrated Spreadsheet)

MISC Manuals .75c EACH unless otherwise Noted
------------ (USED CONDITION)
400/800 Atari 1025 Printer - Owners Guide
400/800 Basketball
400/800 Blue Max 2001
400/800 the Magic Melody Box
400/800 Music Composer
400/800 Star Raiders
400/800 Super Breakout

Books (used condition)

Atari Basic Reference Guide for Experienced Programmers
1983 - 14 Pages $5.00 (2)

Atari DOS 3 - Reference Manual
1983 - 100 Pages $6.00 (2)

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer 50 Pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Computers for Kids (Atari Edition)
Heavy Use/Missing Pages $1.00

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

How to Master VideoGames by Tom Hirscheld $5.00
179 pages, 1981

Inside Atari Basic 180 pages, 1983 $7.00

Mastering Pac-Man by Ken Uston $5.00
149 pages, 1981

Programming the Z80 $20.00 (2)
Over 600 Pages, 1982, 3rd edition

The AtariBASIC SOURCE BOOK (1)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

Magazines

ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
Current News Jan/Feb 91 (ATARI MAg) $2.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
Puget Sound ATARI News - May 1990 $4.00
Puget Sound ATARI News - Nov 1990 $4.00

WANT LIST: Starpath CD-Rom with Book, Chase the Chuckwagon, Crazy Climber,
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only (unless otherwise noted),
(UNTESTED Items are sold AS/IS May or may NOT work)
If you have a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,

you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Steverd@cet.com
http://prowlers.net/stever (Updated Videogame page)
http://www.cet.com/~steverd/index.html (Mirror of my videogame page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

http://www.cet.com/~steverd/index.hmtl (Classic Video Game Page)
http://prowlers.net/stever (Updated Classic Cartridge page)
E-mail for COMPLETE Price/Trade list
steverd@cet.com

4469. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: gozargozar@kenton.com
Message-ID: <JTpp0Q9wpbpK092yn@kenton.com>
Source record: 67655

In article <34A59E20.5D12@pacbell.net>,
Bob Woolley <rwoolley@pacbell.net> wrote:
>what I want to do is a motherboard running at 14.36 mhz that fits in a
>PC case. that would be major voodoo! our hardware is getting too old to
>continue using it just for potting around. we are wearing out keyboards,
>drives and joysticks that cannot be replaced. the Atari chips, on the
>other hand (ANTIC, GTIA, POKEY and 6520) will never "wear out". let's
>pull them out of the Atari container and use them in something a little
>easier to get.

Why not combine all the chips into one? I read on rec.games.video.classic
that someone opened their NES clone, and the was only one chip inside.

--

**** Please remove one of the "gozar" in the e-mail address to reply *****
Ryan 'Gozar' Collins gozargozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
**** Please remove one of the "gozar" in the e-mail address to reply *****

4470. atari fair '98 schreiersgruen

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-28 00:00:00 UTC
From: highland@t-online.de
Message-ID: <6863iv$1fr$2@news00.btx.dtag.de>
Source record: 67656

From: schallt@fh-worms.de ()
Date: 23 Dec 1997 12:17:07 GMT

Hi to all,

98 will be the third Atari 8 Bit Fair in Schreiersgruen held.
Schreiersgruen is a little city in East-Germany near Zwickau.

The fair is held on the 21th of March 98. The place is the same as
every year (Wirtshaus Schreiersgruen). We had at the last 2 years
about 150 visitors and 20 trader. The people are very interested
in the Atari 8 Bit hard- and software.

At the fair will be the following people:

-RAF a regional group of the ABBUC.
They make the SIO2PC Interface, XFormer cable, 2-Computer Interface,
new power units for XL & 1050 and sell their do-it-yourself-kits.

-Highlander a Turbo Basic coder.
He has coded man utilities and nice little programms for many tasks.

-Charlie Chaplin a writer for german Atari 8 Bit mags.
He has a graet stock of new (old) games like Fight Night, Solar Star,
Dropezone, Antic Greatest... Also a great range of PD and Polensoft (
only one of many games).

-Me hardware fanatic
I will bring a little Atari 8 Bit chip libary to the fair, some soft
(Infocom Seastalker an others, EA Great American , SSI ...). 1050,
Floppy 2000, some Lynx and Jag stuff.

Possible but not sure:

-KE-Soft greatest Atari 8 Bit trader
He imports many prototypes and has the greatest Atari 8 Bit stock
in germany.

-Kaisersoft imports the most new Polen/Tzech software
When he is still alive, his last Top Mag issue has been out a half
year ago.

-People from the ABBUC
Technical References Manuals and PD at a great range.

-The Schreuers or other Atari 8 Bit fanatics from the netherlands,
Swiss, USA or West-German.

If you come from Germany and you are interested in further informations about the fair E-Mail me. Other should look for another text for the Fair in 98, there will be the phone number of Helmut Weidner. Helmut Weidner is the number one in the organsation of the fair.

greetings to all true Atari 8 Bit User

More Information at:

Helmut Weidner
Otto-Nuschke Straï¿½e 45
08485 Lengenfeld

GERMANY

Phone: +49 37606 2688 or visit my Homepage

http://www.t-online.de/home/highland

Torsten Schall
E-Mail schallt@fh-worms.de

Termin Atari 8 Bit Messe Schreiersgruen

21.03.98

Die diesjaehrige Atari 8 Bit Messe 98 wird wieder in Schreiersgruen veranstaltet. Einige der Atari 8 Bit Haendler haben bereits ihr kommen angekuendigt, andere werden hiermit bei Interesse dazu aufgefordert.

Die Messe findet wie in jedem Jahr in einem 60qm grossen Raum in der Gaststaette in Schreiersgruen statt. Fuer die Besucher aus anderen Bundeslaendern gibt es ab der Autobahn Abfahrt eine Ausschilderung.

Wer bei der Messe einen Stand machen moechte kann sich bei Helmut Weidner erkundigen. !!!Die Telefon Nummer liefere ich noch nach!!!

In der englischen Version stehen bereits die Haendler die bereits zugesagt haben. Die Haendler unter "Possible but not sure:" haben noch kein Interesse bekundet.

Als Highlights gibt es wieder eine Verlosung, viele Raritaeten von Infocom und Co. (nah werdet Ihr Sammler nicht nervoes?). Auch gibt es Kleinigkeiten die man sonst nicht bekommt.

Gruss an alle wahren Atari 8 Bit Fans

Torsten Schall
E-Mail schallt@fh-worms.de

"Wer hier Fehler findet kann sie gerne verbessern und mir die korrigerte Version E-Mailen"

Genaue Informationen gibt es bei:

Helmut Weidner
Otto-Nuschke Straï¿½e 45
08485 Lengenfeld

Tel: 037606 2688 oder

auf meiner Homepage - siehe unten

Greetings R@imund

Email: ra@frosch.in-trier.de oder
highland@tonline.de

Homepages:
www.in-trier.de/frosch/ra oder
www.t-online/home/highland/index.html

Greetings R@imund

Email: ra@frosch.in-trier.de oder
highland@tonline.de

Homepages:
www.in-trier.de/frosch/ra oder
www.t-online/home/highland/index.html

4471. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <6888fm$h2p@cyber2.servtech.com>
Source record: 67657

In article <34A3ACC9.BD448E3A@ix.netcom.com>,
Robert S Ely <rsely@dhs.state.nj.us> wrote:

> Does anyone here have a problem with transfering binaries in this NG
>with posts?

Personally, I can't answer the question without knowing a little more about what the ALTERNATIVES are assumed to be. At one time, incorporation of UUencoded binaries into the bodies of Usenet posts was the _only_ -- or at least, the _standard_ -- way of making Atari 8-bit binaries available to the readership of this group! I myself didn't have FTP access for many years after that started to become the "standard," and I still don't have a whole LOT in the way of "current" (i.e. Web-browsing, etc.) technologies. Propose an alternative, THEN ask me whether I mind binaries appearing here.

(All else being equal, my initial reaction is that "no, I don't mind at all." Just as with pizza, I'd much rather have the binaries come to ME, than have to go out, myself, and PICK THEM UP.)

Chris Chiesa
lvt-cfc@servtech.com

4472. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: lvt-cfc@cyber2.servtech.com
Message-ID: <6888jo$h5f@cyber2.servtech.com>
Source record: 67658

In article <34a3c2d6.1616987@news.capital.net>,
Josef W. Segur <jsegur@capital.net> wrote:
>I'd prefer that binaries be posted in alt.binaries.comp.atari8bit with
>an announcement here.

That's easy for YOU to say! ;-) _My_ ISP _doesn't carry_
alt.binaries.comp.atari8bit and turns a deaf ear to all requests for
changes to the status quo. I also lack the technology to "simply access a
different news server," if that was going to be your counterreaction.

Chris Chiesa
lvt-cfc@servtech.com

4473. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34a7d1f8.1744421@news.aatech.com>
Source record: 67659

On Sun, 28 Dec 1997 13:04:57 -0500, gozargozar@kenton.com (Ryan 'Gozar' Collins) wrote:

>In article <34A59E20.5D12@pacbell.net>,
>Bob Woolley <rwoolley@pacbell.net> wrote:
>>what I want to do is a motherboard running at 14.36 mhz that fits in a
>>PC case. that would be major voodoo! our hardware is getting too old to
>>continue using it just for potting around. we are wearing out keyboards,
>>drives and joysticks that cannot be replaced. the Atari chips, on the
>>other hand (ANTIC, GTIA, POKEY and 6520) will never "wear out". let's
>>pull them out of the Atari container and use them in something a little
>>easier to get.

>Why not combine all the chips into one? I read on rec.games.video.classic
>that someone opened their NES clone, and the was only one chip inside.

Ok, so who here owns a chip fab facility that we could use for a few
months?

:-)

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

4474. Re: 1200XL memory upgrade problems

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34A7CF85.5737@pacbell.net>
Source record: 67660

> Hi everybody!

I've recently decided to upgrade memory on my 1200XL, and after finding
the mod needed I'm still stuck. In the mod's docs, I've found just names
of signals, but as I do not have any other HW docs or blueprints, I
don't know where some of the points are.

Where the address lines are, is clear enough, aswell as PBx lines, but
I really can't locate the following points:

MUX
RAx
-E
-Zd
-O1a
-O2b
> >
> > Any hints?
> >
> > Thanks,
> > Mike
> >

---
yeah, no wonder you can't find them. These are lines that the upgrade
uses internally, not 1200XL nets.
MUX is still pin 1 of the 158s, U10 in the 1200XL.
RAx are the four outputs of the 158, pins 4, 7, 9, and 12.
-E is a ground on pin 15 of the 158s. (?)
-Zd, -01a, and -02b are internal to the upgrade. you will not find them
in your 1200XL.

Be aware that this upgrade does not properly refresh memory on a
1200XL.... A0 and A7 on U7 are not used for refresh on a 64K machine,
but cannot be used as is on a 256K upgrade. The upgrade almost works OK,
but will fail every once in a while due to improper refresh. You have to
swap A15 and A7 for it to work well.

Bob

4475. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34A7D082.7337@pacbell.net>
Source record: 67661

Ryan 'Gozar' Collins wrote:

> Why not combine all the chips into one? I read on rec.games.video.classic
> that someone opened their NES clone, and the was only one chip inside.
>

We would need a lot of quarters to do that.... If we could sell a
million or two, it would be cost effective. Boards aren't cheap, but
they are at least in our price range.

Bob

4476. FS: 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: Jon Holford <jholford@mail.bcpl.lib.md.us>
Message-ID: <34A80E43.BEAAE8F2@mail.bcpl.lib.md.us>
Source record: 67662

```
ATARI 8-BIT HARDWARE
--------------------
(1) Atari 850 Interface - untested $25
(1) Atari XM301 300Baud Direct Connect modem w/box $10
(2) Atari 1030 300Baud Direct Connect modems $10
(1) Atari 410 Program Recorder $10
(1) Digital Devices U Print Model A interface $25
(1) Atari 2600 $25

ATARI 8-BIT CARTRIGES ($2 each)
---------------------
(1) Atariwriter Word Processor

ATARI 8-BIT Tapes ($1 each) for program recorders
-----------------
(1) Lords of Karma
(1) Rosen's Brigade
(1) Telengrad
(1) Empire of the Overmind
(1) Crush, Crumble, and Chomp
(1) King Arthur's Heir
(1) Air Strike
(1) Astro Chase

COMMODORE 64
------------
(1) 64Modem $5
(1) 1650 Automodem $5

Prices do not include shipping
Reply to: jholford@mail.bcpl.lib.md.us
Feel free to ask any questions
```

4477. Were you ripped off by VIDEOGAME OASIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <688ved$5fn@freenet-news.carleton.ca>
Source record: 67663
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Were you ripped off by "Videogame Oasis", "Charles Sumner" or
his shill "Renee Forester Sumner", doing business out of Texas?

He has recently used these e-mail addresses:

rsumner@tnis.net
classics@penny-empire.com
webmaster@penny-empire.com

penny-empire.com appears to be a rented domain (shut off for non-payment). If
you have been scammed by anyone from this domain you should consider it
to be Charles or Renee Sumner.

This person may also be using an account out of U of El Paso, or using that
account to collect and send e-mail.

I have filed a complaint by registered mail w/ the united states post office
regarding both these individuals. If you have been ripped off please
let me know, the more people that file complaints, the more likely it is that
the matter will get attention.

Thanks

Steve

--
* * * Author of Imagic and APE - The Atari Peripheral Emulator! * * *
* * * Turn your 8-bit Atari into a powerhouse with APE! * * *
* * * Ape Homepage: http://www.nacs.net/~classics * * *
!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4478. Re: Were you ripped off by VIDEOGAME OASIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: zzyzx97@earthlink.net
Message-ID: <34ba1ca1.9681144@news.earthlink.net>
Source record: 67664
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

On 29 Dec 1997 19:59:09 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:

>
>Were you ripped off by "Videogame Oasis", "Charles Sumner" or
> his shill "Renee Forester Sumner", doing business out of Texas?
>
>He has recently used these e-mail addresses:
>
>rsumner@tnis.net
>classics@penny-empire.com
>webmaster@penny-empire.com
>
>penny-empire.com appears to be a rented domain (shut off for non-payment). If
> you have been scammed by anyone from this domain you should consider it
> to be Charles or Renee Sumner.
>
>This person may also be using an account out of U of El Paso, or using that
> account to collect and send e-mail.
>
>I have filed a complaint by registered mail w/ the united states post office
> regarding both these individuals. If you have been ripped off please
> let me know, the more people that file complaints, the more likely it is that
> the matter will get attention.
>
>Thanks
>
>Steve
You wasted your money using registered mail to the Post Office. What
you want to do is the postal Inspectors office in most major cities.
they will send you a form (maybe, it took 2 tries for me to get one).
Then you fill out the form along with supporting documentation, send
it in and grow old.

In my case, I sent in stuff about CAROLYN NICHOLS aka JEFFERY CATES
last spring. Low and behold the sent me a notice in late November that
they had received my form!

So the bad guys will probably die of old age before the feds catch up
with them. Oh well.

So whatever happened to:

>
>Send all $ to

>Adam Harvey
>19012 Pawnee Ave
>Cleveland Ohio 44119

aka RudyPike@Aol.com

All other burnees please send me your story and we'll get the feds another letter to clutter up their desk with.

ZZyzx

"Me, indecisive? I'm not so sure about that."

4479. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: Brent Buescher <buesch@srv.net>
Message-ID: <m2k9cniw7u.fsf@caligula.srv.net>
Source record: 67665

Bob Woolley <rwoolley@pacbell.net> writes:

> Ryan 'Gozar' Collins wrote:
> > Why not combine all the chips into one? I read on rec.games.video.classic
> > that someone opened their NES clone, and the was only one chip inside.
> We would need a lot of quarters to do that.... If we could sell a
> million or two, it would be cost effective. Boards aren't cheap, but
> they are at least in our price range.

Besides, I recall having read here on comp.sys.atari.8bit that the
designs for the custom chips in the 8-bits were lost when Atari
scrapped their VAX.

Brent

4480. FS: Atari/Commodore items

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <883443635.2016870410@dejanews.com>
Source record: 67666
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,rec.games.video.classic

Atari 2600/5200/7800/8bit, Commodore 64/128 items --
http://www.angelfire.com/tn/squirrels

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4481. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: Matt De Young <giftie@ican.net>
Message-ID: <34A8576E.32F4FF98@ican.net>
Source record: 67667

Kenneth Jennings wrote:

> On Sun, 28 Dec 1997 13:04:57 -0500, gozargozar@kenton.com (Ryan 'Gozar' Collins) wrote:
>
> >In article <34A59E20.5D12@pacbell.net>,
> >Bob Woolley <rwoolley@pacbell.net> wrote:
> >>what I want to do is a motherboard running at 14.36 mhz that fits in a
> >>PC case. that would be major voodoo! our hardware is getting too old to
> >>continue using it just for potting around. we are wearing out keyboards,
> >>drives and joysticks that cannot be replaced. the Atari chips, on the
> >>other hand (ANTIC, GTIA, POKEY and 6520) will never "wear out". let's
> >>pull them out of the Atari container and use them in something a little
> >>easier to get.
>
> >Why not combine all the chips into one? I read on rec.games.video.classic
> >that someone opened their NES clone, and the was only one chip inside.
>
> Ok, so who here owns a chip fab facility that we could use for a few
> months?
>
> :-)
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com

Well Niagara College up here in Canada, has a silicon growing lab.. Not the greatest but it does the job!

4482. Re: Were you ripped off by VIDEOGAME OASIS?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971229234639.4481C-100000@fissure.scar.utoronto.ca>
Source record: 67668

On 29 Dec 1997, Steven J. Tucker wrote:
> Were you ripped off by "Videogame Oasis", "Charles Sumner" or
> his shill "Renee Forester Sumner", doing business out of Texas?
>
> He has recently used these e-mail addresses:
>
> rsumner@tnis.net
> classics@penny-empire.com
> webmaster@penny-empire.com
> penny-empire.com appears to be a rented domain (shut off for non-payment). If
> you have been scammed by anyone from this domain you should consider it
> to be Charles or Renee Sumner.
>
> This person may also be using an account out of U of El Paso, or using that
> account to collect and send e-mail.
>
> I have filed a complaint by registered mail w/ the united states post office
> regarding both these individuals. If you have been ripped off please
> let me know, the more people that file complaints, the more likely it is that
> the matter will get attention.
>
You know it is really upsetting to hear about these things (this is the
2nd one I have read in the past couple of days). I like to beleive that
people have some shred of decency and honesty which I know is naive in
today's society. For the record I have sold and bought Atari 8bit
material via this message base, at least 10 transactions, and never had a
problem. (Actually a couple people have said they would buy something but
never sent the money, which I guess really isnt that bad.. I haven't lost
anything, but I really sympathize for people who get taken for a ride.)

I hope you manage to get your money back or the product. Good luck

Alan
University of Toronto
Computer Science, Management and Economics

4483. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-29 00:00:00 UTC
From: jhague@dadgum.com
Message-ID: <jhague-2912972317360001@c74-rizzo.blarg.net>
Source record: 67669

Ryan 'Gozar' Collins wrote:
>
> Why not combine all the chips into one? I read on rec.games.video.classic
> that someone opened their NES clone, and the was only one chip inside.

I always thought that would be cool: a 1 chip Atari 8-bit machine (Antic, GTIA, Pokey, CPU, memory, etc). Just a little tiny cube with some ports on it :-)

--
James Hague
Dadgum Games - http://www.dadgum.com/
"Halcyon Days: Interviews with Classic Computer and Video Game Programmers"

4484. Atari Computer For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: ronwizbot@juno.com
Message-ID: <883517843.525336577@dejanews.com>
Source record: 67533

For Sale:
1-130 XE Computer
1-1050 Floppy Disk Drive
1-US Doubled 1050 Floppy Disk Drive
1-410 Tape drive
1-Commodore 1701 composite monitor (works great with the 130 XE)
1-Single Chip SIO2PC interface (PC serial port to Atari SIO bus)
1-P:R: Connection (2 serial ports, 1 parallel port adapter to SIO bus)

a couple dozen 8 pin 256k RAM chips
a couple dozen Cartridges and couple dozen floppies. Name a title and I might have it.

Make a reasonable offer on all or part plus USPS shipping

Ron Powalisz
ronwizbot@juno.com

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4485. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-3012971600220001@macmcurrent.library.carleton.edu>
Source record: 67534

In article <34A3ACC9.BD448E3A@ix.netcom.com>, rsely@dhs.state.nj.us wrote:

> Does anyone here have a problem with transfering binaries in this NG
>with posts?

I believe long binaries posted here will automatically be detected and cancelled by Usenet-wide cancel-bots.

Short postings shouldn't be a problem, though the percent of the readership here that will be able to see and download a binaries may be smaller than you think.

As mentioned, news:alt.binaries.comp.atari8bit is out there, but not widely available.

There's also news:alt.binaries.atari (for the binaries) and news:alt.binaries.atari.d (for text about them) which are more widely available, but still not as available as comp.sys.atari.8bit.

If you want something available long term, it's still best to upload to UMich or e-mail to Bill at mailto:kendrick@zippy.sonoma.edu

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4486. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: mcurrent@carleton.edu
Message-ID: <mcurrent-3012971601300001@macmcurrent.library.carleton.edu>
Source record: 67535

In article <19971230162100.LAA14904@ladder02.news.aol.com>,
dsolimano@aol.com (DSolimano) wrote:

>In a book I read a few years ago I remember something about ftp sites
>supporting file requests via email. Is this true, and does anyone know how to
>use it?

Subject: 14.8) How do I access Usenet, FTP, Gopher, and WWW by e-mail?

The Accessing the Internet by E-Mail FAQ is maintained by "Doctor Bob" Rankin,
mailto:BobRankin@MHV.net or see:

http://www.faqs.org/faqs/internet-services/access-via-email/

--
Michael Current, mailto:mcurrent@carleton.edu
8-bit Atari FAQ and Vendor Lists, http://www.faqs.org/faqs/atari-8-bit/
Cleveland Free-Net Atari SIG, telnet://freenet-in-c.cwru.edu (go atari)
St. Paul Atari Computer Enthusiasts, http://www.library.carleton.edu/space/

4487. Atari Mouse?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: DJ Herison <djh@itol.com>
Message-ID: <68br59pok1@news.inc.net>
Source record: 67536

At a local thrift today I saw several Atari Mice
for sale. Never heard of these little beasts before.

What system are they for?

Is anyone looking for a mouse?

djh@itol.com

4488. Re: Rumoured Garage full of Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: Austin Franklin <dark7room@ix.netcom.com>
Message-ID: <01bd1577$26a549e0$76625ecf@drt3>
Source record: 67537

> > About two months ago I was contacted

> Do you not get an itemised phone bill? You could get his number from
> there.

I believe he was the one that received called, not made the call...and I don't believe your phone bill shows who called you, just whom you called....

4489. UK SOFTWARE SWAPS

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: John J boyle <magrep@globalnet.co.uk>
Message-ID: <68bugp$qq1$1@heliodor.xara.net>
Source record: 67538

I have had to reinstall windows so therefore have lost email addresses for
those wishing to swap software.
Please get in touch with me again.

thanks
John

4490. help!! need 4464 ram chips

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: dan <dalabast@sprynet.com>
Message-ID: <34A9D45B.6569@sprynet.com>
Source record: 67539

Hi,

Anybody out there got any 4464 ram chips. they are 64K 4 bit 150ns chips, NOT the 4164 1 bit chips. I need 2 of them, I can't get them anywhere near me :(. If anybody can help please e-mail me. Thanks and have a great new year's.

danny
dalabast@sprynet.com

4491. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: jsegur@capital.net
Message-ID: <34a96605.42994527@news.capital.net>
Source record: 67670

lvt-cfc@cyber2.servtech.com (christopher f. chiesa) wrote:

>In article <34a3c2d6.1616987@news.capital.net>,
>Josef W. Segur <jsegur@capital.net> wrote:
>>I'd prefer that binaries be posted in alt.binaries.comp.atari8bit with
>>an announcement here.
>
>That's easy for YOU to say! ;-) _My_ ISP _doesn't carry_
>alt.binaries.comp.atari8bit and turns a deaf ear to all requests for
>changes to the status quo. I also lack the technology to "simply access a
>different news server," if that was going to be your counterreaction.
>
>Chris Chiesa

Actually, I can easily sympathize with your plight. My ISP is also
deficient in many respects and I live in a rural area with not a lot
of choice.

I really don't have an objection to posting binaries here, though it
would be nice if they were clearly identified as large files.

Joe

4492. Re: Pushing the 19,200Bps limit

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: "triger@ptdprolog.net" <triger@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.971230005935.15298A-100000@home.ptd.net>
Source record: 67671

On 27 Dec 1997 Thomas.Raukamp@t-online.de wrote:

> > 1300 to 1400 characters per/sec. If you like, I can document
> > all this......it's been a wild ride, but I love my 8bit.
>
> Please do! :)

Time out.....death in the family.......hold that thought, I'll
get back to you....

Paul Clark

4493. HAPPY HOLIDAYS FROM EVANGELO' S ATARIWARES!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: ANGELO VAHATOURAS <EVANGELOS@prodigy.net>
Message-ID: <68abpv$4ehi$1@newssvr07-int.news.prodigy.com>
Source record: 67672

HAPPY HOLIDAYS!
and MANY MANY thanks to all previous customers.
from Evangelo's Atariwares in Elizabeth NJ
If you have a hard time finding Atari 8 & 16 bit wares please E-mail me and
I will send you my latest list.
Also have IBM,C-64,Apple II,Amiga. Please specify which list(s) you want.

thanks

Angelo

4494. Atari 800 Autoboot

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: rwalters <rwalters@xnet.com>
Message-ID: <34A8B93D.19909489@xnet.com>
Source record: 67673

I am trying to assemble a menu driven Atari loader that will automatically load Atari games for an emulator please let me know if you have any knowledge of such a utility. Basically all it is is a scaled down version of dos that will just load the first file on the image. this would be very usefull for automating the loading of many games without needing to thumb through a menu please let me know if you have the time. I am working hard to keep Atari Alive and well or at least preserved so that my children will appreciate the games in much the same way I did... Only Easier!

4495. Re: Rumoured Garage full of Software

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <ELzy3I.73E@cix.compulink.co.uk>
Source record: 67674

In article <883301371snz@spheroid.demon.co.uk>, Brian@spheroid.demon.co.uk
(Brian Watson) wrote:

> Please help!
>
> About two months ago I was contacted by someone (late fifties/early
> sixties, at a guess) who claimed to have a garage stuffed with 8-bit
> format software which he had wound up with when he stopped being a
> software distributor to shops, and changed to supplying videos.
Do you not get an itemised phone bill? You could get his number from
there.

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4496. Re: Atari 800 Autoboot

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EM0830.3Kn@cix.compulink.co.uk>
Source record: 67675

In article <34A8B93D.19909489@xnet.com>, rwalters@xnet.com (rwalters)
wrote:

> I am trying to assemble a menu driven Atari loader that will
> automatically load Atari games for an emulator please let me know if you
> have any knowledge of such a utility. Basically all it is is a scaled
> down version of dos that will just load the first file on the image.
> this would be very usefull for automating the loading of many games
> without needing to thumb through a menu please let me know if you have
> the time. I am working hard to keep Atari Alive and well or at least
> preserved so that my children will appreciate the games in much the same
> way I did... Only Easier!
Multiboot?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4497. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: Rob Pagano <robpagano@worldnet.att.net>
Message-ID: <68avf7$bno@bgtnsc03.worldnet.att.net>
Source record: 67676

James Hague wrote:
>
> I always thought that would be cool: a 1 chip Atari 8-bit machine > (Antic, GTIA, Pokey, CPU, memory, etc). Just a little tiny cube with > some ports
> on it :-)
>
And some double-sided tape to stick it to the side of the monitor...

4498. JTS A.K.A. Atari takes a sucker punch to the gut

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: "AntiSpam.Jeff.Colbert@mci.com" <db@biscut.com>
Message-ID: <5g9q.9489$BU2.1392877@news.internetMCI.com>
Source record: 67677
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.8bit,comp.sys.atari.st

JTS Reports Third Quarter Loss, Drops
3-Inch Portable Drives

By Joseph F. Kovar
San Jose, Calif.
9:45 p.m. EST Mon., Dec. 22, 1997
....

JTS Corporation today reported net loss of $60.6 million
or $0.39 per share on
revenues of $24.0 million for the fiscal third quarter
ended November 2, 1997.

This compares to a net loss of $58.4 million, or 49 per
fully diluted share, on net
revenues of $28.4 million for the second fiscal quarter
ended August 3, 1997.

The results include a one time charge of $38.0 million
associated with the San
Jose, Calif. based company's decision to exit the 3-inch
portable hard drive
business.

Joseph Prezioso, executive vice president of the firms
Finance Administration
and company CFO, called the $38.0 million a one-time
restructuring charge
associated with suspending support for 3-inch portable
drives.

According to Prezioso, JTS decided to give up on the
3-inch portable drive
form factor because "market acceptance was not what we
would have
expected." He noted the company's limited financial
resources were unable to
support the product line.

JTS is not the first to exit the 3-inch portable drive
market. Western Digital
Corp., located in Irvine, Calif., announced on December 2
that it would exit this
market.

Recent efforts to restructure JTS have lead to reducing
the break-even from
750,000 units per quarter to about 350,000 units per
quarter, according to
company officials. Employment at the firm has fallen from
a high of 8,400
worldwide to the current 5,800 persons.

JTS was founded three years ago on support of the 3-inch
portable hard disk
drive product line, Prezioso said. The firm has
manufacturing facilities in India.

According to Prezioso, the Asian economic turmoil has
actually helped JTS.
"The rupee has devalued by 10 percent, which helps our
costs," he said. He
noted the firm purchases components in US dollars, and so
has not suffered
from the problems faced by manufacturers that relay on
local currencies for
imports.

Prezioso said JTS is currently working on two new
projects. It hopes to
introduce drives with 2.1 GBytes per platter using MG
(metal and gap) heads
by the end of January. "We hope to get one more generation
out of this
technology because of its low cost," he said.

By summer, the firm also hopes to introduce 2.1 GBytes per
platter drives using
MR heads. It will feature four platters per drive instead
of the normal three,
Prezioso said.

--
Remove AntiSpam to reply
------------ BURP ------------------

4499. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: dsolimano@aol.com
Message-ID: <19971230162100.LAA14904@ladder02.news.aol.com>
Source record: 67678

In article <6888jo$h5f@cyber2.servtech.com>, lvt-cfc@cyber2.servtech.com (christopher f. chiesa) writes:

>That's easy for YOU to say! ;-) _My_ ISP _doesn't
>carry_alt.binaries.comp.atari8bit and turns a deaf ear to all requests
>forchanges to the status quo. I also lack the technology to "simply access
>adifferent news server," if that was going to be your counterreaction.
>
>
>Chris Chiesa
> lvt-cfc@servtech.com

In a book I read a few years ago I remember something about ftp sites supporting file requests via email. Is this true, and does anyone know how to use it?

P.S. I will look for the book.

DSolimano
Have an Atari Day

4500. Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: Rob Pagano <robpagano@worldnet.att.net>
Message-ID: <68bc2f$mou@bgtnsc02.worldnet.att.net>
Source record: 67679

Come on, folks. Let's all chip in and make JTS an offer to buy Atari!

AntiSpam.Jeff.Colbert@mci.com wrote:
> JTS Reports Third Quarter Loss, Drops
> 3-Inch Portable Drives
>
> By Joseph F. Kovar
> San Jose, Calif.
> 9:45 p.m. EST Mon., Dec. 22, 1997
> ....
>
> JTS Corporation today reported net loss of $60.6 million
> or $0.39 per share on
> revenues of $24.0 million for the fiscal third quarter
> ended November 2, 1997.
>
> This compares to a net loss of $58.4 million, or 49 per
> fully diluted share, on net
> revenues of $28.4 million for the second fiscal quarter
> ended August 3, 1997.
>
> The results include a one time charge of $38.0 million
> associated with the San
> Jose, Calif. based company's decision to exit the 3-inch
> portable hard drive
> business.
>
> Joseph Prezioso, executive vice president of the firms
> Finance Administration
> and company CFO, called the $38.0 million a one-time
> restructuring charge
> associated with suspending support for 3-inch portable
> drives.
>
> According to Prezioso, JTS decided to give up on the
> 3-inch portable drive
> form factor because "market acceptance was not what we
> would have
> expected." He noted the company's limited financial
> resources were unable to
> support the product line.
>
> JTS is not the first to exit the 3-inch portable drive

> market. Western Digital
> Corp., located in Irvine, Calif., announced on December 2
> that it would exit this
> market.
>
> Recent efforts to restructure JTS have lead to reducing
> the break-even from
> 750,000 units per quarter to about 350,000 units per
> quarter, according to
> company officials. Employment at the firm has fallen from
> a high of 8,400
> worldwide to the current 5,800 persons.
>
> JTS was founded three years ago on support of the 3-inch
> portable hard disk
> drive product line, Prezioso said. The firm has
> manufacturing facilities in India.
>
> According to Prezioso, the Asian economic turmoil has
> actually helped JTS.
> "The rupee has devalued by 10 percent, which helps our
> costs," he said. He
> noted the firm purchases components in US dollars, and so
> has not suffered
> from the problems faced by manufacturers that relay on
> local currencies for
> imports.
>
> Prezioso said JTS is currently working on two new
> projects. It hopes to
> introduce drives with 2.1 GBytes per platter using MG
> (metal and gap) heads
> by the end of January. "We hope to get one more generation
> out of this
> technology because of its low cost," he said.
>
> By summer, the firm also hopes to introduce 2.1 GBytes per
> platter drives using
> MR heads. It will feature four platters per drive instead
> of the normal three,
> Prezioso said.
>
> --
> Remove AntiSpam to reply
> ------------- BURP -------------------

4501. Re: DE RE ATARI CHAPTER 5 README

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34a934fc.1105698@news.aatech.com>
Source record: 67680

On Mon, 24 Nov 1997 02:30:50 GMT, kenneth@spam.not.sayeth.i (Kenneth Jennings) wrote:

>On Thu, 20 Nov 1997 22:20:56 -0800, AsciiRider <who@cares.com> wrote:

[snip. De Re Blah De Blah De Blah]

>>Go for it. Want Chapter 6? Anybody else want a chapter? Anybody else
>>reading this stuff? I'll take chapter 7

>If you could OCR this all and send (mail) it to me to proofread and
>reformat then I'll post it when I'm done cleaning it up.

>Also, if anyone has a copy of the manual and can run an emulator
>to get color screen dumps of all the example programs and also
>the sample screens that would be most excellent (read: De Re Atari
>on a web page.)

>BTW, some of the material is rather dated (and occasionally
>wrong and often confusing). I'm thinking of adding a
>section/appendix/epilog to each section/whatever of commentaries
>about the original contents. Anyone who believes they posess
>a programming clue about the Atari 8-bits is encouraged to
>write. Better example programs? Better explainations?

We have an OCR in the office and over the past week I've
scanned in Chapters 6, 7, 8, 9, and 10. So, now I have
basically all the numbered Sections before the Appendices
in a computer somewhere. At the moment I'm proofreading,
correcting and adding ASCII simulations of the
illustrations where relavent.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

4502. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34a937b5.1802871@news.aatech.com>
Source record: 67681

On Tue, 30 Dec 1997 12:49:19 -0500, Rob Pagano <robpagano@worldnet.att.net> wrote:

>AntiSpam.Jeff.Colbert@mci.com wrote:

>> JTS Reports Third Quarter Loss, Drops
>> 3-Inch Portable Drives

[snip]

>Come on, folks. Let's all chip in and make JTS an offer to buy Atari!

I heard something somewhere that Activision is trying to
buy what's left of Atari ftom JTS. Reportedly, Jack
"The Rippper" Tramiel is involved in this which suggests
to me that nothing will come of it, because he'll
probably insist that the intellectual property and
copyrights are worth about $10 billion.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

4503. Wanna see code

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-30 00:00:00 UTC
From: dennis odonnell <odo2k@earthlink.net>
Message-ID: <34A8C5D9.D11D9D73@student.vill.edu>
Source record: 67682

okay here's what i got - i have bootable game disks that bring up a menu of about four or five games to choose from. i would really like to see the code of the games, but i am not familiar with how atari's run. it seems i have no choice but top run the game. is it complied or is it in basic and all those beeps means it compiling. if someone could please explain to me how things get done and how to get around the programing, i would really enjoy learning about it thanks.

seï¿½n

4504. Atari Item for sale *ALOT*

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: mpollak950@aol.com
Message-ID: <19971231045100.XAA22483@ladder01.news.aol.com>
Source record: 67540

First of all im doing this for a freind of mine. This is all his stuff so any questions you may have will take a day or two to get a reply . All this will sold together or seperate, but all the 8 bit stuff goes together and the ST stuff goes together-------->$250.00 plus shipping for all of it or best offer on the 8bit or the ST stuff.Buyer pays shipping and it will be shipped UPS. Send mail to MPollak950@aol.com. Thanks and HAPPY NEW YEAR!!!!!!

Atari (1) 400 (2) Dead 400's used for parts
Atari (1) 800 (1) Dead 800 used for parts
Atari (1) 130XE
(2) 1050 5.25 drives

100 5.25 disks w/ multiple games on them in locking case
75 5.25 disks w/ multiple games

===Boxed games======
Panzer Grenadier -in box
Gulf Strike -in box
Shilo -in box
Napoleon in Russia -in box
Sons of liberty -in box
Battle of Antietam -in box

Atari 850 parallel/serial interface
XM301 Modem

Gemini 10x Star Printer

======================Atari ST================================
(1) Atari ST (16 bit) w/ 1meg upgrade and external 3.5 drive
Monitor for ST

Atari ST Software
Boxed
UMS/Universal military simulator
Gunship
F29 Retaliator
Conqueror/Tank simuntion
Great Napoleon battles
Rorkes Drift/Zulu's
F-19 Stealth fighter
Star Command
Roadwar Europa
Conflict Europe
Falcon/f-16 sim
High Roller/Harrier combat sim

Warship
Overlord/war strategy
Battle Hawks 1942
f-15 strike Eagle
Empire
UMS scenario 2 Vietnam
UMS scenario 1 civil war
Silent Service
Time Bandit
Bismarck
Jack Nicklaus golf w/ 2 extra courses
Air strike USA
F-16 Combat Pilot
Blue angels
Dive bomber
Heavy Metal
Hacker
Hacker 2
Book-Lucas Films Air Combat strategies
Star Fleet command
GATO
Waterloo
Midwinter
Berlin
Gettysburg

Loose 3 1/2

Civilization,Dominium,Lemmings 2,D-Day,Transartica,B-17,Sabre Team,
Campaign,Dreadnaught,Ogre,Magician<Eagles Nest,Piss Flaps,
Harrier strike mission, Balance of Power, World Games, Popeye,
Armour Gedden, Iron Mailden,Hoyle, F-15 2, Srip Poker 2 and
data disk's 4&5, Strip Poker, Mean 18 Golf, Rouge, Shang Hai,
Fire, Mean 18 course disk,, Sun Dog, Porno Movie, Spectrum pics(XXX 5 disks)
Star trek, Utopia, Microprose Golf, Road Blasters, Barbarian,Joust,
RailRoad Tycoon, Strip Poker +, 1943, Galactic Conqueror, Shadow world
MegloMania, Gauntlet, Temple Apshai trilogy, 10th Frame, Addict Ball,
Theater of War, 8 Ball, Battle Zone,Tetris, Arctic Fox, Strip Poker,
Ikari Warrioirs, Chess, ChessMaster 2000, Roadwar 2000, Into the Eagles nest
Blockbuster, Phantasie 2, ST Language, Thunder Jaws, Wild Wheels,
Test Driver,Diamonds, Pac-man, Millipede, Asteroids, Missle Command,Klondike,
Star Wars, Wall street.

Plus im sure there are more things around that hasent been found yet. So they
will be included in the deal.

4505. Re: Atari Mouse?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Dennis Bishop <102063.112@CompuServe.COM>
Message-ID: <e7TrqRbF9GA.278@ntdwwaaw.compuserve.com>
Source record: 67541

They are used on the Atari ST/Ste/STacy/TT030/Falcon030 machines.
--
"You are not ready for Immortality" Kosh on Babylon 5

4506. Re: Atari Mouse?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <EM1usD.FK6@cix.compulink.co.uk>
Source record: 67542

In article <68br59pok1@news.inc.net>, djh@itol.com (DJ Herison) wrote:

> At a local thrift today I saw several Atari Mice
> for sale. Never heard of these little beasts before.
Atari ST or Atari PC?

****
* Iain R Laskey * ilaskey@cix.compulink.co.uk *
****
* Analyst Programmer/ Freelance IT Journalist *
****

4507. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <34AA400D.994EC45@ix.netcom.com>
Source record: 67543

Alan Sharkis wrote:
>
> Robert S Ely <rely@ix.netcom.com> wrote in article
> <34A3ACC9.BD448E3A@ix.netcom.com>...
> >
> > ALL,
> > Does anyone here have a problem with transfering binaries in this NG
> > with posts? By problems I mean not wanting this to happen? I'm sure
> > anyone accessing this NG via 8-bit computer or other non standard means
> > could have data problems with this, but I like the idea. That is, as
> > long as the attachments aten't too long or too many. The occasional
> > short attachment could be useful in here. Foe major stuff and very long
> > files, I'd still recommend web pages/ftp sites. What do you all think?
>
> There IS alt.binaries.comp.atari8bit, to which I subscribe and seldom see
> anything that isn't off-topic and/or spam. Weeks can go by there without a
> single post.
>
> There's also the possibility, as you mention, of saying something about a
> long file here with a link to an ftp or some other place, and I like that
> idea. I wouldn't know how to set a limit on the size of binaries posted
> here or attached to posts here.
>
> BTW, seems to me, you guys have done a pretty good job of keeping spammers
> out of CSA8 by simply staying on topic and posting like crazy, all of which
> I appreciate.
Al,
Thanx for your response. I'd say attachments, if allowed, should be no
larger than 90K since that is the max size for an Atari SSSD disk.
Anything larger should be e-mailed directly or posted to an FTP site.
I'd also say keep that to a minimum, like only if it would benefit more
than one person and is strictly NON copyrighted commercial files (stuff
that can be freely distributed without any question!). This would be
stuff that probably isn't easily found at large too.
Those are my thoughts on the subject.
--
Robert S Ely --- Communications Systems Technician
rsely@dhs.state.nj.us -or- rely@ix.netcom.com
====|||====Atari 8-bit user since 1982====|||=====
===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====

4508. Re: html to (at)ascii

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Alan Sharkis <asharkis@erols.com>
Message-ID: <01bd15ef$6a30ec00$abc2accf@asharkis.erols.com>
Source record: 67544

```
Robert S Ely <rely@ix.netcom.com> wrote in article
<34AA400D.994EC45@ix.netcom.com>...
> Alan Sharkis wrote:
> >
> > Robert S Ely <rely@ix.netcom.com> wrote in article
> > <34A3ACC9.BD448E3A@ix.netcom.com>...
> > >
> Al,
> Thanx for your response. I'd say attachments, if allowed, should be no
> larger than 90K since that is the max size for an Atari SSSD disk.
> Anything larger should be e-mailed directly or posted to an FTP site.
> I'd also say keep that to a minimum, like only if it would benefit more
> than one person and is strictly NON copyrighted commercial files (stuff
> that can be freely distributed without any question!). This would be
> stuff that probably isn't easily found at large too.
> Those are my thoughts on the subject.
> --
> Robert S Ely --- Communications Systems Technician
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com
> ====|||====Atari 8-bit user since 1982====|||=====
> ===/ | \==130XE--Sparta DOS X--BASIC XE==/ | \====
>

Makes a ton of sense to me.
```

4509. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Neuromancer <baron_harkkonen@hotmail.com>
Message-ID: <34aa5a07.0@news3.paonline.com>
Source record: 67545

Ok, while we're at it, why don't we make some improvements like....

An extended Hi-Res mode, say 640x400/480, would make
80col tolerable

RS-232 16550a serial and Parallel as well as SIO ports

IDE hard drive/CD-ROM support

it's gonna need a new OS, so code an Atari compatible
OS into ROM, but allow extensibility to allow machines
based on the board to evolve beyond being a hi-pro
Atari compatible.

--
Neuromancer ------ Joseph Gerth

nospam.baron_harkkonen@hotmail.com
*

4510. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: William Girnius <thedm@sunflower.com>
Message-ID: <68dvi4$9hd$1@news.sunflower.com>
Source record: 67546

10 Billion, uh... I don't think we could scrape that together, not to mention, if I HAD 10 billion, I'd really like to see what is left of Atari that it's worth that. Um let's see. They haven't made anything new, JTS dosn't look they are going to. In fact, I don't even know why they bought it, they can make hard drives withouth owning Atari.

It's a damn crying shame. I miss Atari, [Insert sobbing here]

Bill Girnius

Kenneth Jennings wrote in message <34a937b5.1802871@news.aatech.com>...
>On Tue, 30 Dec 1997 12:49:19 -0500, Rob Pagano <robpagano@worldnet.att.net>
wrote:
>
>>AntiSpam.Jeff.Colbert@mci.com wrote:
>
>>> JTS Reports Third Quarter Loss, Drops
>>> 3-Inch Portable Drives
>
>[snip]
>
>>Come on, folks. Let's all chip in and make JTS an offer to buy Atari!
>
>I heard something somewhere that Activision is trying to
>buy what's left of Atari ftom JTS. Reportedly, Jack
>"The Rippper" Tramiel is involved in this which suggests
>to me that nothing will come of it, because he'll
>probably insist that the intellectual property and
>copyrights are worth about $10 billion.
>
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com

4511. Re: JTS A.K.A. Atari takes a sucker punch to the gut

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Sherri Cross <scross@tir.com>
Message-ID: <01bcce76$62d7bda0$1156dacd@default>
Source record: 67547
Cross-posted to: alt.atari-jaguar.discussion,alt.games.lynx,comp.sys.atari.8bit,comp.sys.atari.st

Jeff, please find a life.

The days of Ralph Mariano type Atari bashing died a long time ago. Nobody gives a damn about Atari any longer. They are dead. RIP.

Just let it go. Leave the bashing and trashing to the fools like Mariano and his cronies.

AntiSpam.Jeff.Colbert@mci.com <db@biscut.com> wrote in article <5g9q.9489$BU2.1392877@news.internetMCI.com>...
> JTS Reports Third Quarter Loss, Drops
> 3-Inch Portable Drives
>
>
> By Joseph F. Kovar
> San Jose, Calif.
> 9:45 p.m. EST Mon., Dec. 22, 1997
> ....

4512. Re: Game Called Flip-Flop....anyone got an image?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Mike Kohary <mkohary@serv.net>
Message-ID: <68dsu3lrp0@dosa.alt.net>
Source record: 67548

Austin Franklin wrote in message <01bd13dd$e81a2690$76625ecf@drt3>...
>Hi,
>
>I have an original disk from a game called Flip-Flop. Trouble is, my dog
>ate it (really!). Does anyone have an ATR image of this game they can send
>me? (or let me know where one is...)

http://kohary.simplenet.com/atari.htm

Don't bother going there yet; it's not up yet. But, hopefully this weekend
it will be and I have an image of that game that will go up. If not this
weekend, then next weekend for sure.

Mike

--
Seattle, WA
http://kohary.simplenet.com

4513. DGS Into 1998

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Dean Garraghty <dgs@clara.net>
Message-ID: <01bd1619$6d6e98c0$LocalHost@pc001>
Source record: 67549

In 1998, we celebrate 10 years of supporting the Atari 8-bit. During this time, the Atari has gone from a much used machine to a specialist hobbyist machine. Despite the fact that the number of users has dropped to almost none (relatively speaking!), we still intend to continue supporting the Atari with our range of PD and commercial software. We have visitors to our web site every day, and well over 1000 catalogues have been downloaded from the site. We still receive relatively few orders, but we now look at it as providing a service rather than making money. I grew up with the Atari, and can still remember the excitement at owning and using such a great little machine. Just last week, a couple of nights before Christmas, I hooked up a 130XE to our main family TV set and we played Trivial Pursuit well into the small hours. Although the computer was made in 1985, and the game produced in 1986, we were still able to gain much pleasure from them in 1997. I have several powerful PCs in the house which I use for work, but I doubt any of those would have been able to provide such entertainment.

I look forward to being of continuing service to the Atari 8-bit community in 1998. Maybe some of you may even place an order with us! If you haven't yet visited our web site, please do so now at: http://www.dgs.clara.net

Dean Garraghty
dgs@clara.net

4514. Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: kenneth@spam.not.sayeth.i
Message-ID: <34aa925e.10003826@news.aatech.com>
Source record: 67550

I'm busy proofreading Section 7 of De Re Atari on the computer and I've figured out why the emulators have had so much trouble doing sound.

POKEY had three poly registers, does variable clocking on audio channels, can link channels together for 16-bit frequencies. Jeez. No wonder the best emulation for POKEY on a PC is a POKEY chip on a card.

Kenneth Jennings -- SyntheToonz -- Miami, FL
kenneth at daffy dot aatech dot com
ken at ntalr dot aatech dot com

4515. Re: 65816?

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34AAA0FE.71CE@pacbell.net>
Source record: 67551

Neuromancer wrote:
>
> Ok, while we're at it, why don't we make some improvements like....
>
> An extended Hi-Res mode, say 640x400/480, would make
> 80col tolerable
>
> RS-232 16550a serial and Parallel as well as SIO ports
>
> IDE hard drive/CD-ROM support
>
> it's gonna need a new OS, so code an Atari compatible
> OS into ROM, but allow extensibility to allow machines
> based on the board to evolve beyond being a hi-pro
> Atari compatible.
>
> --
> Neuromancer ------ Joseph Gerth
>
> nospam.baron_harkkonen@hotmail.com
> *
---
whatfor we need a new OS? we can do all that stuff (have done all that stuff) using the existing structure. You have to write a driver, but not an OS.... These kind of bolt-ons are why we need to keep the existing chip set (or why we don't necessarily want to spend the time to integrate them into a VLSI package). But, if we built a board along the lines of a PC, we can add whatever video, audio or I/O enhancements we desire and still have backward compatibility.

(getting down off soapbox...)

Bob

4516. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Bob Woolley <rwoolley@pacbell.net>
Message-ID: <34AAA22B.4387@pacbell.net>
Source record: 67552

Kenneth Jennings wrote:
>
> I'm busy proofreading Section 7 of De Re Atari on the
> computer and I've figured out why the emulators have
> had so much trouble doing sound.
>
> POKEY had three poly registers, does variable clocking
> on audio channels, can link channels together for
> 16-bit frequencies. Jeez. No wonder the best emulation
> for POKEY on a PC is a POKEY chip on a card.
>
> Kenneth Jennings -- SyntheToonz -- Miami, FL
> kenneth at daffy dot aatech dot com
> ken at ntalr dot aatech dot com
---
and, while it was at it, POKEY digitized eight pots and scanned the
keyboard matrix.... even still, a nice digitizer would be nice. A/D and
D/A.

4517. Re: Atari 800 Autoboot

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971231144205.21158C-100000@fissure.scar.utoronto.ca>
Source record: 67553

On Tue, 30 Dec 1997, rwalters wrote:

> I am trying to assemble a menu driven Atari loader that will
> automatically load Atari games for an emulator please let me know if you
> have any knowledge of such a utility. Basically all it is is a scaled
> down version of dos that will just load the first file on the image.
> this would be very usefull for automating the loading of many games
> without needing to thumb through a menu please let me know if you have
> the time. I am working hard to keep Atari Alive and well or at least
> preserved so that my children will appreciate the games in much the same
> way I did... Only Easier!

I use the MENU.ATR for Xlit... if you boot it as drive 1 and put an .ATR
image that has games on it you can boot them up with a single keypress.
the menu.atr file and MegaImages full of 8bit games can be found on Yogi's
jellystone site.. (which I dont have handy sorry..)

4518. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971231145052.21158D-100000@fissure.scar.utoronto.ca>
Source record: 67554

On Tue, 30 Dec 1997, Rob Pagano wrote:

> Come on, folks. Let's all chip in and make JTS an offer to buy Atari!
Heheh.. we are not talking nickels and dimes here... buy Atari?

Sorry pal, I don't have several hundred thousand US dollars lying around..
besides, JTS has been losing money every quarter.. an unwise
investment...
>
> AntiSpam.Jeff.Colbert@mci.com wrote:
> >
> > JTS Reports Third Quarter Loss, Drops
> > 3-Inch Portable Drives
> >
> > By Joseph F. Kovar
> > San Jose, Calif.
> > 9:45 p.m. EST Mon., Dec. 22, 1997
> > ....
> >
> > JTS Corporation today reported net loss of $60.6 million
> > or $0.39 per share on
> > revenues of $24.0 million for the fiscal third quarter
> > ended November 2, 1997.
> >
> > This compares to a net loss of $58.4 million, or 49 per
> > fully diluted share, on net
> > revenues of $28.4 million for the second fiscal quarter
> > ended August 3, 1997.
> >
> > The results include a one time charge of $38.0 million
> > associated with the San
> > Jose, Calif. based company's decision to exit the 3-inch
> > portable hard drive
> > business.

4519. Re: Audio Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Alan Christie <94chrisv@scar.utoronto.ca>
Message-ID: <Pine.GSO.3.95.971231150959.21158G-100000@fissure.scar.utoronto.ca>
Source record: 67555

On Wed, 31 Dec 1997, Kenneth Jennings wrote:

>
> I'm busy proofreading Section 7 of De Re Atari on the
> computer and I've figured out why the emulators have
> had so much trouble doing sound.
>
> POKEY had three poly registers, does variable clocking
> on audio channels, can link channels together for
> 16-bit frequencies. Jeez. No wonder the best emulation
> for POKEY on a PC is a POKEY chip on a card.

Out of all the 8bit emulators I have used, XLIT emulates sounds the best..
(and I dont have a POKEY upgrade on my PC) The sounds/music sounds almost
just like the 8bit...

Alan
University of Toronto
Computer Science, Management and Economics

4520. New Magazine needs submissions

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Vintage_Micro@yahoo.com
Message-ID: <68eb34$15l@sjx-ixn2.ix.netcom.com>
Source record: 67556

Hi Everyone,

This is my second Magazine update. We are about to go into another year. It is amazing that many of us still band together, supporting our machines. This is a great thing. I hope the trend continues in 1998. Heck... I hope I can remember to write the correct year on my checkbook! :)

Feedback for this project seems to be fantastic. Especially from groups and schools who still use older systems. Unfortunately I am not receiving alot of submissions for articles. The few that I have received are fantastic. But I need more! I am also still in need of a title for the magazine. After all, this magazine is for you! So Please send in your submissions.

Here is a copy of my first post:

Currently, I am working on a little magazine for older computers(mostly commodore and atari but all others are welcome to) to help support users out there. There seems to be alot of support for older systems just not in one place. I want to do features and listings on web-sites, companies, individuals who support these older machines. I would like to have articles on hardware upgrades and modifications for these machines along with new and innovative software. I will also provide very low cost advertising for those who wish to sell their hardware/software new or used. I think I can publish it quarterly with no problems. The format will be simple and cost effective for me to produce, 8.5in by 11in pages folded in half(booklet form), and will hopefully have at least 16 pages. I have not figured out a price for this yet but more than likeley about $1 will pay for the printing and the postage. I will be taking submissions for articles right now. They can pretty much consist of anything(reviews, opinions, programming, hardware modifications, and most importantly getting these machines online.) All submissions will get proper credit! Also I am in need of a name for this mag, so please send in your ideas!
Please send all submissions to: Vintag_Micro@yahoo.com

I hope something like this would be of interest to others.

Thank You,

Jon

4521. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: Robert Pagano <rpagano@NOSPAM.ibm.net>
Message-ID: <34aaf9bb.0@news1.ibm.net>
Source record: 67557

Alan Christie <94chrisv@scar.utoronto.ca> wrote in message ...
>
>Sorry pal, I don't have several hundred thousand US dollars lying around..
>besides, JTS has been losing money every quarter.. an unwise
>investment...

I was not suggesting the purchase of JTS (Jack Tramiel Systems???); just its Atari subsidiary. Since JTS is hemorrhaging money, maybe they'll consider selling Atari in order to scrounge up some funds?

Then again, maybe we shouldn't get into a bidding war with Activision...
--
NOTE: To reply via e-mail, remove the "NOSPAM" from the address.

4522. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <883620592.2141454342@dejanews.com>
Source record: 67558

In article <68dvi4$9hd$1@news.sunflower.com>,
"William Girnius" <thedm@sunflower.com> wrote:
>
> 10 Billion, uh... I don't think we could scrape that together, not to
> mention, if I HAD 10 billion, I'd really like to see what is left of Atari
> that it's worth that. Um let's see. They haven't made anything new, JTS
> dosn't look they are going to. In fact, I don't even know why they bought
> it, they can make hard drives withouth owning Atari.

Well, you see, Atari was the one that brought money to the deal. JTS
needed the $50 million that Atari had in the bank, and Atari needed a
viable product, so the Atari stockholders bought a controlling interest
in JTS.

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4523. Re: Let's buy Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1997-12-31 00:00:00 UTC
From: gmiller@iswt.com
Message-ID: <883620724.2113404943@dejanews.com>
Source record: 67559

In article
<Pine.GSO.3.95.971231145052.21158D-100000@fissure.scar.utoronto.ca>,
Alan Christie <94chrisv@scar.utoronto.ca> wrote:

>
> On Tue, 30 Dec 1997, Rob Pagano wrote:
>
> > Come on, folks. Let's all chip in and make JTS an offer to buy Atari!
> Heheh.. we are not talking nickels and dimes here... buy Atari?
>
> Sorry pal, I don't have several hundred thousand US dollars lying around..
> besides, JTS has been losing money every quarter.. an unwise
> investment...

Actually, he wanted to buy the Atari properties, not the whole of JTS...
Of course, Atari may be the only profitable part of JTS, so they might
not want to sell :)

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet